# Subclases

## Barbarian, Path of Vengace

You search for no thing else than pure anhiquilation of your enemies, which destroyed your life irreparably. Spirits of the decease surround you to saciate your thirst for revenge, aiding in your trip.

Level 3:

* Choosen Perpetrator

Choose a group (a guild, a cult, relligius congregation, etc..) or individual, they and any who helps them willingly becomes the Perpetrator. You may change your Perpetrator as a bonus action, once each day.

You have Advantage on any Deception and Insight checks made against your Perpetrator.

* Spirit of the Victims

Spirits of the fallen aid you in your search for vengance, you now have Vengance Points. You have a maximum of Vengace Points equal to your Strenght modifier, you gain one point any time you hit your Perpetrator and loose all points when the combat ends.

You may use them to activate your vengeful spirits abilities, at this level you know the following abilities:

* Phantom blow: As part of an attack that hits, you may expend any number of Vengance points, add 1d6 of psychic damage for each point to the damage of your weapon.

Level 6:

* Glimpse of the Beyond:

You make a ritual that lasts one hour in which you contact the the spirits of the deceased. For this you will require an offering to the spirits which is consumed, an offering may be food for nine days, 1 piece of adventuring equipment such as weapons, shields or armor or any magic infused item.

You can make three questions the spirits may answer with one word. The spirits are insatiable and will give you answers that end in bloodshed, they know as much as someone killed by the Perpetrator. You may make this ritual once every 3 days.

If no one was killed by your Perpetrator, the ritual fails, you may retry again without waiting 3 days.

* New Spirit of the Victims ability:
* Glimpse of the Soul:

As a bonus action you may spend 1 Vengance Point to choose a creaure within 5ft. of you. Make a Insight check againts the Deception of the creature, on a fail the Vengance Point it’s consumed, on a success, you may request the DM to tell you a piece of information of that creature, which may be: Max HP, AC or Class.

If the choosed creature is not your Perpetrator this fails and consumes your Vengance Point. The creature is not aware of you using this ability unless it can see trough the ethereal plane or has detect magic active.

Level 10:

* Vigor of the Flesh:

You start each round with 1 vengance point and increase your Vengance Points maximum by 1.

* New Spirit of the Victims ability:
* Reckless Advance:

Expend 2 Vengace Points, this turn all your attacks have disadvantage and roll the maximum ammount of damage.

Level 14

* Reckless Extasis:

This turn remove all instances of disadvantage afflicting you. At the end of turn gain one level of exhaustion.

* New Spirit of the Victims ability:
* Fast Revenge:

Expend 1 Vengace Points, as a bonus action teleport up to 60ft. to a space within 5ft. of a creature. Inmediatly make an attack against the creature and add 1d6 psychic damage.

* Lost Soul: Summon a spirit thats aids you in combat for X vengance points

## Ranger, Predator Mimic

Level 3:

-Close combat mimicry: You are able to copy certain abilities of other creatures. When a creature performs an ability which is non magical and is part of an attack (Such as maneuvers or stunning blow) you may add that ability to your Mimic List.

You can have abilities up to your proficiency in your mimic list, to use an ability in your list you must use Mimic Points which you have up to your proficiency and you recover them after a short rest.

Level 7: You can copy non attack abilities, which are non magical and have a range of self.

Level 11: You may copy spells of which you have an spell slot.

# Items

## Parasites

Parasites is the common name the common-folk use to describe certain beings from the outer planes, information is scarce but schollars agree on some data: They are sentient, but lack the ability to think quick, similar to slimes parasites execute most vital functions without the aid of a nerveous system, yet they do have one and electrical impulses have been detected. Furthermore grey matter (The part of the brain in charge of problem solving and rational thinking) has been found in low quantities.

Parasites have been recorded to enter simbiosis when in contact with other beings. Depending on where the parasite has touched the subject it may transform into a parasite of body, soul or mind. Below we detail the properties of each.

Exposure to an escesive ammount of parasite matter may result in death or sever nerveous system injuries.

Parasite of body: They come in two variants, leg and arm parasites. Both seem to enhance the physical performance of the user and combat ability.

Arm: +2AC, Unnarnmed attacks count as magical, As a reaction o being hurt grant yourself your class level in temp HP.

Leg: +10ft walking speed, Difficult terrain doesnt afflict you, Unnarnmed attacks count as magical, As a reaction o being hurt grant yourself your class level in temp HP.

Parasite of the Soul: The parasite of the soul requires a ritual to convert parasite matter into an ethereal being, after that it can fuse with a subjects soul. The parasite may have different effects depending on the being, some have reported perfect simbiosis, other have reported the parasite gaining complete sentience.

Simbiosis: As a bonus action you may enter the ethereal plane for as long as you can hold your breath, you will suffocate if you stay longer.

New Weapon System

The feats Crusher, Slashing and Piercer are banned.

Weapons depending of their damage type get the benefits from the feats Crusher, Slashing or Piercer. This benefit extends to simple and martial weapons, ranged weapons, firearms and magically created weapons as long as they deal physical damage.

***Heavy Scythe: 2d6, slashing***

**Martial, Heavy, Reach, Two-handed,**

**Multi Target**: As you attack with this weapon you may choose an extra target that is within 5ft. of your first target and also within you reach. If your rol would hit both creatures AC, the first target will recive 1d6 + ability modifier damage and the second will recive 1d6. Any static modifiers like rage apply to both targets, on hit effects and extra dice damage effects like divine smite apply for only one, but you can use two divine smites in one attack.

***Chained Scicles: 2d4, slashing***

**Martial, Finnese, Reach, Two-handed,**

**Multi Target**: As you attack with this weapon you may choose an extra target that is within 5ft. of your first target and also within you reach. If your rol would hit both creatures AC, the first target will recive 1d4 + ability modifier damage and the second will recive 1d4. Any static modifiers like rage apply to both targets, on hit effects and extra dice damage effects like divine smite apply for only one, but you can use two divine smites in one attack.

***Farm Scicle: 1d4, slashing***

**Simple, Finnese,** **Light**

**Multi Target**: As you attack with this weapon you may choose an extra target that is within 5ft. of your first target and also within you reach. If your rol would hit both creatures AC, the first target will recive 1d4 + ability modifier damage and the second will recive 1 point of damage. Any static modifiers like rage apply to both targets, on hit effects and extra dice damage effects like divine smite apply for only one, but you can use two divine smites in one attack.

**Elven Whip: 1d4, Bludgeoning**

**Martial, Reach 10ft, Finnese**

**Master:** You may try to grapple the creature with this weapon, on a success the creature takes the weapons damage and you may move it to any unnocupied space within your reach. To move them again you may make another attack as long as they are still grappled by this weapon.

**Whip, nine tails: 1d4, Slashing**

**Martial, Reach 10ft., Finnese**

**Sadistic:** This weapon cannot deal fatal blows, all damage deal by this wepon is non fatal.

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**Shackles: 2d6, bludgeoning**

**Martial, Reach, Heavy, Two-handed**

**Pull:** You may try to grapple the creature with this weapon, on a success if the creature is not within 5ft. of you it gets pulled to an unocuppied space near you. If there are no unocuppied spaces this grapple fails automatically.

**El Ahogado/Kusarigama/Garotte: 1d6, bludgeoning/slashing**

(A steel string which on one end has a piece of wood to hold to, and a heavy metal ball on the other)

**Simple, Reach, Light, Two-handed,**

**Pull:** You may try to grapple the creature with this weapon, on a success if the creature is not within 5ft. of you it gets pulled to an unocuppied space near you. If there are no unocuppied spaces this grapple fails automatically.

**Suffocation:** When you grapple a creature with this weapon and at the start of each of the creature’s turn, it recives 1d6 + Str + any static modifiers such as rage, slashing damage. The creature may try to escape your grapple at the start of their turn.

(Missing an attack rol is understanded as the creature you are attacking imposing resistance)

**Sleeping bell: 2d4, bludgeoning**

(A very large bell tied to a rope, the attacker moves the bell in a circular manner using centrifugal force in it’s advantage to strike the target with heavy force)

**Martial,**

**Super heavy:** Your free hand can’t hold any item heavier than 2 pounds while using this weapon.

**Daze:** If you hit a creature with this weapon give them one Daze till the end of their turn.

**Daze 1:** Half your speed.

**Daze 2:** Your speed becomes 0 and if you were flying you fall.

**Daze 3:** You become prone.

**Boleadora: 1d6, bludgeoning**

**Martial, Range 60/90ft.**

**Gaucho’s revenge:** On a hit the creatures speed becomes 0 to till the end of their turn.

**Knucles: 1d4, bludgeoning**

**Simple, Finnese, Light, Two-Handed**

**Better punches:** If you dont have an unnarmed strike dice it becomes 1d4, if you have one increase it by one size.

**Hooks: 1d4, piercing**

**Simple, Finnese, Light, Two-Handed**

**Better punches:** If you dont have an unnarmed strike dice it becomes 1d4, if you have one increase it by one size.

**Climber:** With these weapons on both of your hands you can climb any wall that it’s not fully flat, with enough space for your hooks without the need for an acrobatics check.

**Busy Hands:** You can’t interact with objects without putting aside one of the Hooks.

**Mancatcher: 1d8, piercing**

**Martial, Reach 10ft., Finnesse, Two-Handed**

**Catching:** When a creature enters your reach you may use your reaction to catch them with your weapon. As part of the reaction you can try to grapple them using this weapon.

## Weapon Magic/Mechanical Variants

**Sleeping Bong (Sleeping Bell variant, uncommon)**

This giant plate attached to a rope has some magical sleeping properties. When you hit a creature with this weapon any number of creatures within 5ft of the creature recive one **Daze** till the end of the turn.

You may cast **Sleep** once every day.