

Disciple: Arcane Sniper

A Disciple training as an Arcane Sniper is likely to forgo weapons entirely and instead use spells as they had previously used weapons, purely as a means of destruction and killing.

Arcane Sniper		Spell Slots per Spell Level				
Disciple Level	Spells Known	1st	2nd	3rd	4th	5th
2nd	2	2	-	-	-	-
3rd	3	3	-	-	-	-
4th	3	3	-	-	-	-
5th	4	4	2	-	-	-
6th	4	4	2	-	-	-
7th	5	4	3	-	-	-
8th	5	4	3	-	-	-
9th	6	4	3	2	-	-
10th	6	4	3	2	-	-
11th	7	4	3	3	-	-
12th	7	4	3	3	-	-
13th	8	4	3	3	1	-
14th	8	4	3	3	1	-
15th	9	4	3	3	2	-
16th	9	4	3	3	2	-
17th	10	4	3	3	3	1
18th	10	4	3	3	3	1
19th	11	4	3	3	3	2
20th	11	4	3	3	3	2

Spellcasting

Your magical research and studying have cultivated the ability to cast spells within you.

Spell Slots

The Soul Master table shows how many spell slots you have to cast your disciple 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.

For example, if you know the 1st-level spell Burning Hands and have a 1st-level and a 2nd-level spell slot available, you can cast Burning Hands using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the disciple spell list, which includes evocation spells from all classes spell lists.

The Spells Known column of the Arcane Sniper table shows when you learn more disciple spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the disciple spells you know and replace it with another spell from the disciple spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

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

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your disciple spells.

Cantrip Archery

At 2nd level, you have gained increased proficiency with your most basic and reliable spells. You learn an additional cantrip as part of your Disciple Cantrips feature, this doesn't count against the total number of cantrips you can know. Additionally, you gain a +2 bonus to ranged spell attacks, and the range of cantrips that require you to make a ranged spell attack is increased by 60 ft.

Steady Casting

At 6th level, you have learned to position yourself in such a way to overcharge your spells without consequence. Being prone does not impose disadvantage on your spell attack rolls, and your spell attacks cannot be made at disadvantage while prone.

Additionally, being prone provides the following bonuses to your spells:

- The range of your spells is doubled. This does not affect the area of effect of spells with a range of self.
- One damage roll of any spell you cast deals 1d12 additional damage. This cannot be applied to damage that occurs without an attack roll or saving throw.
- When you roll a 1 on a damage die, you can reroll the die and must use the new roll.

Overwhelming Spell

At 10th level, you have learned to strain yourself in order to further empower your spells. Before a creature makes a saving throw to resist the effects of one of your spells, you can choose to take 1d12 psychic damage in order to impose disadvantage on that creature's saving throw (no action required). This can be done multiple times if the spell targets more than one creature. Alternatively, before you make a spell attack roll, you can choose to take 1d12 psychic damage in order to grant yourself advantage on that spell attack roll.

The damage you take from this feature cannot be resisted in any way.

Siege Casting

At 14th level, you know how to change the properties of your spells to make them more effective tools of destruction. When you cast a spell that normally only targets creatures, you can choose for it to effect objects within its area or target an object with it. Additionally, your spells deal double damage to objects and structures.