

Fighters who hold dormant power can source this power from many places. Some bottle up innate magical powers and emotions within themselves until it explodes, others create pacts with extra planar entities for more power that manifests while transformed. Regardless of your origin, your power manifests itself as your chaos form, a powerful but physically taxing transformation of your physical form.

Chaos Form

At 3rd level, you gain the ability to draw power from deep within to transform your mind, body and soul.

As a reaction upon taking damage, you can transform into your Chaos Form. You retain the benefits of any armor you were wearing (though it may no longer be visible) and any other gear of your choice can remain on your person or be absorbed into the form. Additionally, you gain the following benefits and drawbacks:

- >You can roll and spend up to half of your remaining hit die (rounded up) when you transform and gain the result + your constitution modifier per hit die rolled in temporary hit points for the duration of your transformation.
- >+1 bonus to AC
- >You have advantage on Strength (Athletics) and Charisma (Intimidation) ability checks.
- >You may add your constitution modifier to damage rolls from weapon attacks.
- >At the start of each of your turns during combat, you must succeed on a wisdom saving throw (DC = 8 + your proficiency bonus) or you must use your action to make at least 1 attack against the closest creature to you within 30ft (using any natural weapons you have or weapons you are holding, if any), using any movement speed you have to move towards them. If multiple creatures are within equal range, whichever has the highest initiative will be your target. If your movement is unable to bring you within range of this creature, you will take whatever actions necessary to get as close to it as possible.
- >You are vulnerable to radiant damage
- >You are incapable of speech, but you can still understand languages you normally speak. This renders you incapable of performing verbal components for spells.

You may activate this ability on a source of damage that would reduce you to 0 HP, instead reducing you to 1 HP. Being reduced to 0 HP during your transformation after transforming this way will instantly kill you.

The transformation lasts for 10 minutes or until you choose to deactivate it upon being reduced to 0 HP (no action required) or until you die.

Once you have triggered this transformation, you can't use it again until you finish 1d4 long rests.

Dormant abilities

At 3rd level, you gain access to additional dormant abilities while in your chaos form.

You learn 2 dormant abilities of your choice, from among the dormant abilities described below, and each time you gain a level in this class, you can replace one dormant ability you know with a different one from this feature. When you reach certain levels in this class, you learn additional dormant abilities, as shown in the Abilities Awakened table.

Abilities Awakened

Fighter Level	Number of Abilities
3rd	3
7th	4
10th	5
15th	6

If a dormant ability has a level requirement, you must be at least that level in this class to learn that ability.

. **Natural Weapons.** You have any combination of claws, horns, a tail, or fangs that are natural weapons with which you can use to make unarmed strikes. When you hit with them, the strike deals 1d12 + your strength modifier force damage, instead of the bludgeoning damage normal for an unarmed strike. If you are benefitting from a shield, the damage die is instead a d10. Additionally, your unarmed strikes gain the finesse property.

. **Otherworldly Stride.** Your walking is increased by 10ft. Additionally, you gain a climbing and swimming speed equal to your walking speed.

. **Sociable Spirit.** You are able to speak and perform verbal components while transformed. Additionally, you may use an action to taunt a creature you can see who can hear you within 90ft. That creature must make a wisdom saving throw (DC = 8 + your charisma modifier + your proficiency bonus) or become frightened of you for the duration of your transformation. If this creature ends its turn further than 30ft of you, it can repeat this saving throw. Once a creature has succeeded this save, it becomes immune to this effect for 24 hours. At 7th level, this action can be taken as a bonus action.

. **Counter Crush.** When a creature within 5ft of you hits you with a melee attack, you can use your reaction to attempt to grapple that creature. You may cause a creature grappled this way to also fall prone.

. **Miasma.** You gain immunity to poison damage. Additionally, creatures other than yourself who start their turn within 5ft of you must succeed a Constitution saving throw (DC = 8 + your proficiency bonus + your constitution modifier) or become poisoned until the start of their next turn.

. **Mighty Stature (7th level or higher).** When you transform, if there is enough space, your creature size increases by one category – from Medium to Large, for example. Additionally, you may take shove action as a bonus action.

. **Soul Fire (7th level or higher).** You gain resistance to fire damage and can cast fireball as a 3rd level spell as a bonus action at will without components. It must be centred on yourself.

. **Psionic Spellcaster (7th level or higher)**. When you cast any spells while transformed, you cast them without verbal or somatic components. Additionally, while transformed, you know 3 cantrips of your choice from any spell lists (They needn't be from the same spell list). Constitution is your spellcasting ability for these spells, and you add your Constitution modifier to any one of their damage rolls.

. **Aerial Assailant (7th level or higher)**. You gain a flying speed equal to your walking speed.

. **Abjurer (7th level or higher)**. You gain resistance to damage from spells. Additionally, creatures have disadvantage on Constitution saving throws made to maintain concentration on your turn.

Permanent presence

At 7th level, you can no longer truly shake the feeling of the power inside you. You gain advantage on saving throws against spells at all times and your creature type is now Monstrosity, Dragon, Aberration, or Fiend (You choose when you gain this feature).

Time of need

At 7th level, you gain the ability to call upon your power, even when it no longer calls to you. You can activate chaos form even when it is unavailable, but doing so will cause you to gain 3 levels of exhaustion as soon as it ends. While in Chaos Form, you are immune to the effects of exhaustion.

Annihilate missiles

At 10th level, you can indistinctively wreck and projectiles that find you in their path. When you are hit by a ranged weapon attack while in Chaos Form, you can reduce the damage of the attack by one roll of the damage die of a weapon you are holding or your unarmed damage die, if any.

Avatar of destruction

At 15th level, you are able to draw on a greater amount of power than ever before.

The duration of your Chaos Form can be extended up to an hour. After 10 minutes have passed, you can dismiss your transformation as an action.

While in you transform into your Chaos Form, choose one of the following modifiers to your form:

Colossus. Your size increases by two categories – Medium to Huge, for example. Your reach for melee weapon attacks increases by 10ft. Your weapon attacks deal an additional d4 of force damage on your turn. You may only select this when there is enough room.

Bolt. Your movement speed is increased by 15ft and your movement doesn't provoke attacks of opportunity. Your weapon attacks deal an additional d8 of force damage, but can only deal this to each enemy once per turn.

Inferno. You can cast Hellish Rebuke at will as a 3rd level spell. Constitution is your spellcasting ability for this spell. Additionally, the number of temporary hit points you gain when you transform increases by half of your fighter level (rounded down).

Primordial Explosion

At 18th level, you can your Chaos Form can draw upon its dormant power to create a powerful energy bomb.

Once per use of Chaos Form, you can cast Delayed Blast Fireball as a 7th level spell without material components. The spell will deal radiant damage instead of fire. Constitution is your spellcasting ability for this spell.