

# Disciple

*Ever studious of their preferred schools of magic and ever vigilant with their martial training, disciples know a great deal about the magic and weapons they choose to wield, as well as the ways in which they wield them.*

*You must have an intelligence score of 13 or higher and a Strength or Dexterity score of 13 or higher in order to multiclass in or out of this class.*

The Disciple			
Level	Proficiency Bonus	Features	Cantrips Known
1th	+2	Disciple Cantrips, Deft Hand	2
2th	+2	Magical Study, Fighting Style	2
3th	+2	Magical knowledge, Studied Technique	2
4th	+2	Ability Score Improvement, Disciplinary Versatility	3
5th	+3	Mindful Strike	3
6th	+3	Magical Study feature	3
7th	+3	Steel Focus, Magical Overflow	3
8th	+3	Ability Score Improvement, Disciplinary Versatility	3
9th	+4		3
10th	+4	Magical Study feature	4
11th	+4	Cross-Sectional Study	4
12th	+4	Ability Score Improvement, Disciplinary Versatility	4
13th	+5		4
14th	+5	Magical Study feature	4
15th	+5	Hastened Cantrip	4
16th	+5	Ability Score Improvement, Disciplinary Versatility	4
17th	+6		4
18th	+6	Superior Discipline	4
19th	+6	Ability Score Improvement, Disciplinary Versatility	4
20th	+6	Target Manipulation	4

## Class Features

As a disciple, you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per disciple level

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

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per ranger level after 1st

## Proficiencies

**Armor:** All armor

**Weapons:** Simple weapons, martial weapons

**Tools:** None

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose three from Arcana, Acrobatics, Athletics, History, Medicine, Nature, Religion, and Survival.

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a component pouch, (b) an arcane focus, (c) a druidic focus, or (d) a holy symbol

## Disciple Cantrips

You learn two cantrips of your choice from any classes spell list, except the warlock spell list (the two needn't be from the same list). Intelligence is your spellcasting ability for these spells and they are disciple spells for you. You learn additional cantrips when you reach certain levels in this class, as shown in the Cantrips Known column of the Disciple table.

## Deft Hand

While you are wielding a melee weapon in one hand and no other weapons or shield, you gain a +1 to attack rolls made with that weapon. While you are wielding a ranged weapon in one hand and no other weapons or shield, you gain a +1 to damage rolls made with that weapon.

## Fighting Style

At 2nd level, 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 (PHB).** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Blind Fighting (TCE).** You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.
- **Defense (PHB).** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling (PHB).** 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.
- **Interception (TCE).** When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by

1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

- **Thrown Weapon Fighting (TCE).** 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
- **Two-Weapon Fighting (PHB).** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
- **Unarmed Fighting (TCE).** Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.
  - At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

## Magical Study

At 2nd level, you choose which area of magic you wish to study and how to practice it. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

## Magical Knowledge

At 3rd level, you have reliable memory when it comes to your areas of study. You have advantage on Intelligence (Arcane), Intelligence (Nature), and Intelligence (Religion) checks to identify or recall knowledge about magical effects, magical objects, and magical creatures.

## Studied Technique

At 3rd level, your studies have allowed you to improve your abilities through careful application of your knowledge. Choose one skill you are proficient in that doesn't use Intelligence. When you make an ability check using that skill, you gain a bonus to that roll equal to your Intelligence modifier (minimum of +1). You may not gain this benefit for an ability check with which you double your proficiency bonus.

At 10th level, you can choose one more of your skill proficiencies to gain this benefit.

## Ability Score increase

When you reach 4th level, and again at 8th, 12th, 16th and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## **Disciplinary Versatility**

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following:

- Replace a fighting style you know with another fighting style available to Disciples.
- Replace one of the cantrips you gained from the Disciple Cantrips feature with another cantrip available to the feature.
- Replace one of the skills you chose to benefit from your Studied technique skill with another skill available to the feature.

## **Mindful Strike**

At 5th level, your knowledge of you and your opponents technique allows you to strike slightly more effectively. Once per turn, you gain an increase to one damage roll from an attack equal to your Intelligence modifier (minimum of +1).

## **Steel Focus**

At 7th level, you are better able to hold concentration under pressure. Once per turn, you can gain a bonus to a Constitution saving throw made to maintain concentration equal to your Intelligence modifier (minimum of +1). You must decide to use this before your roll the d20.

## **Magical Overflow**

At 7th level, the magical energy of your spells is able to spill over onto your physical form. While you are concentrating on a spell, your walking speed is increased by 10ft and you gain a +1 bonus to your AC.

## **Cross-Sectional Study**

At 11th level, you are able to diversify your studies to broaden your magical portfolio. You learn one additional spell and one additional cantrip of the same magic school from any classes spell list (they needn't be from the same list). These count as disciple spells for you and are always prepared but do not count against the number of spells or cantrips you can normally learn or prepare. Whenever you gain a level in this class, you can replace one or both of these spells with other spells, but they must remain in the same magic school as each-other.

## Hastened Cantrip

At 15th level, you are adept enough at casting your fundamental spells to cast them more quickly. You can cast a cantrip with a casting time of 1 action as a bonus action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

## Superior Discipline

At 18th level, you have mastered several of your magical and martial skills. Gain the following improvements to your features:

- The bonus from Deft Hand increases to +2.
- Your proficiency bonus is doubled for the skills you selected for Studied Technique.
- The damage from Mindful Strike is doubled for attacks made as part of a cantrip.

## Target Manipulation

At 20th level, you understand your spells well enough to manipulate how they take form, allowing you to create pockets of lower intensity within your spells. When you force a creature to make a saving throw to resist the effects of one of your spells, you can choose for it to succeed automatically.

### *Multiclassing Proficiencies*

Class	Proficiencies Gained
Disciple	Light armor, medium armor, simple weapons, martial weapons, one skill from the class's skill list

