

# SPELL WARRIOR

After the first wars upon the world some mage apprentices used their magic mid combat in a different way than traditional mages did, the art was finely crafted into a new subtype of mages who's magical abilities have been altered a lot from the traditional mage.

The Spell warriors are mages without a spellbook, their magical abilities are honed for one simple purpose, battle.

A spell warrior would look quite different from a mage, gone are the long traditional robes, instead they normally will wear more common clothes or knightly clothing.

## HONED WAR MAGIC

The magic practiced and honed by the spell warriors is less volatile magic but less exhausting magic. A spell warrior does not have a limited amount of spells per day, but is limited by the way it's spells work.

## CREATING A SPELL WARRIOR

The most important question to consider when creating your spell warrior is if you are willing to forego the traditional magic usage and dedicate your character to a more fighter styled mage.

This subclass could be seen as a combination between a conjuration mage and a fighter and maybe even a bladesong mage.

All Magic of spellwarriors uses only somatic components unless otherwise specified, and requires both hands unless the war caster feat is taken.

## QUICK BUILD

You can make a spell warrior quickly by following these suggestions.

First, intelligence should be your highest ability score followed by constitution.

## CLASS FEATURES

as a spell warrior you gain the following class features.

### HIT POINTS

Hit dice: 1d6 per spell warrior level

Hit points at 1<sup>st</sup> level: 6 + constitution modifier

Hit points at higher levels: 1d6 (or 4) + your constitution modifier per spell warrior level after 1<sup>st</sup>

### PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, Slings, Quarterstaves.

**Tools:** Herbalism Kit

**Saving throws:** Intelligence, Constitution

**Skills:** Choose two from: Arcane, Deception, Insight, Perception, Survival, Stealth.

## **EQUIPMENT**

You start with the following equipment. In addition to the equipment granted by your background:

- (a) 2 daggers (b) any simple weapon
- (a) herbalism kit (b) disguise kit
- (a) dungeoneer's pack (b) explorer's pack
- A sling

## **SPELL WARRIOR**

At 2<sup>nd</sup> level, you find yourself ditching your spellbook for a method of casting that is different from other wizards, you learn to be more instinctual and primed for battle. You retain only the cantrips and can have up to 2 1<sup>st</sup> level spells you had, you learn no new ones as you level. (new spells cannot be added but can replace a known spell, see spell to know requirements of the spellcasting of that spell)

1<sup>st</sup> level spell slots are according to the wizard's spell slots for 1<sup>st</sup> level spells only, A spell warrior cannot learn 2<sup>nd</sup> level and above.

Consider known spells as always memorized (no spellbook required)

## **APPRENTICE'S LAST STAND**

At 2<sup>nd</sup> level, you gain the ability to conjure into existence 2 pieces of equipment to be used for battle, these items cannot be given to anyone else or removed by the character, if such an item is removed or tossed aside it will automatically vanish into thin air.

These 2 items have all the characteristics of the regular items including weight and damage but you gain automatic proficiency with those items.

Limitations: cannot be heavier than light armor and cannot be a weapon that weighs beyond a long sword. The items must be 1 weapon + 1 armor

The items can break just like the regular item can.

Conjuring each item requires 1 action.

The weapon's damage has the following magical damage depending on spell warrior's level:

1-3 :	None
4-6:	+1
7-9 :	+2
10-13:	+3
14-17:	+4
18+:	+5

Intelligence modifier replaces strength modifier in regards to hit and damage modifiers for the conjured items.

## **USEFUL SOLDIER**

At 4<sup>th</sup> level, you gain the ability to conjure one extra piece of equipment that is either a misc item worth less than 10 gold or a shield.

## **MONSTER HUNTER**

At 5<sup>th</sup> level, you gain the ability to turn any piece of your equipment into an item that can be wielded or used by someone else, In addition your weapon's damage is now considered magical damage. (thus a 1d6 weapon dealing 2 damage to a monster with a must have a +2 weapon, would deal damage)

### **ADEPT FIGHTER**

At 7<sup>th</sup> level, you gain the ability to make your armor magical so that you gain resistance to one type of damage of your choice. The resistance is chosen at the creation of the armor

### **SURPRISE SURPRISE**

At 9<sup>th</sup> level, you gain the ability once per 10 minutes to walk the paths of magic and teleport yourself to up to 40 feet in any direction. This ability can be used as a reaction. If done so to avoid damage, a dex check needs to be rolled with a DC of 10.

### **FIGHTERISTIC**

At 12<sup>th</sup> level, you gain the ability to cast a spell (cantrip or 1<sup>st</sup> level mage) as a bonus action.

### **ONE WITH THE FORCE**

At 15<sup>th</sup> level, You gain the ability to conjure 1 item which is worth less than 50 gold.

### **MAGICAL FIGHT MASTERY**

At 18<sup>th</sup> level, You gain the ability to conjure an item as a bonus action (you can still also conjure one as an action) and weapons and armor no longer have weight limitations.

### **ULTIMATE MAGIC FIGHTING**

At 20<sup>th</sup> level, you gain 1 additional 1<sup>st</sup> level spell to be memorized, in addition, you can cast first level spells like cantrips.