### **Acolyte**

The acolyte functions similarly to the Holy Knight class of Warrior, but with Monk capabilities instead.

Level 1:

* Gain knowledge of all the gods, and select one of them to devote yourself to.
* Gain the Prayer ability. Out of combat, you may concentrate for half an hour to gain the blessings of your god. Once combat starts, all damage you deal is converted to damage of that god’s type (radiance/fire/ice/energy/psychic/random), and you deal an extra 1d4 damage of that type on every attack.
* Add +1 to your Religion modifier.

Level 4:

* All demigods that bear some relation to your chosen god are instantly friendly towards you.
* You become resistant to the damage type that relates to your god.
* Deal double damage to enemies of the type that opposes your god (or enemies that do damage of that type).
  + Radiance -> Fire -> Ice -> Radiance
  + Energy -> Psychic -> Random -> Energy

Level 7:

* Gain Acolyte’s Blessing. Add your religion modifier on all rolls to hit (you’re welcome).
* Add +1 to your Religion modifier.

Level 10:

* Gain Divine Vengeance
  + Radiance: Deal 1d8 extra radiance damage when targeting the last enemy to hurt you.
  + Fire: Deal 1d8 extra fire damage to the highest health enemy.
  + Ice: Deal 1d8 extra ice damage to the lowest health enemy.
  + Order: Pick one enemy to deal 1d8 extra energy damage to.
  + Psychic: Deal 1d8 extra psychic damage to the closest enemy.
  + Chaos: Deal 1d6 extra random damage to all enemies.

Level 12:

* Gain Rightly Guided. All allies now deal 1d6 extra damage on every attack of the damage type relating to your god. Your damage does not increase.
* Add +1 to your Religion modifier.

Level 15:

* Gain Divine Savior. If you drop below 10 health, you immediately begin dealing 3d8 extra of your god’s damage type on every attack.
* Add +1 to your Religion modifier.

Level 19:

* Become an Avatar of your selected god.
* Consult with DM for damage and abilities.

### **Hermit**

The hermit focuses on telekinesis, and is very strong when paired with multiple weapons. As such, you may find yourself needing to hoard weapons throughout the course of the game. While telekinesis may not seem very strong to start the game, it becomes incredibly powerful towards the end of the game.

Level 1:

* Gain telekinesis. To activate it, you must be concentrating, and moving things with your mind takes up an action. You can move any reasonably-sized object within thirty feet.

Level 4:

* You now no longer need to concentrate to perform telekinesis (things can be attacking you). The range of your telekinesis increases to sixty feet. You may not perform other actions during telekinesis.

Level 7:

* Your telekinesis now becomes dual-focus. You still cannot act during telekinesis, but you can wield weapons with your mind as effectively as you can with your body (ie, you can hold two weapons at once without the left-handed debuff).

Level 10:

* You gain Passive Object Sense. You can now intuitively sense the position of every object around you within a thirty-foot radius without looking at it. This gives you knowledge of your environment and near-total immunity to stealthed enemies.

Level 12:

* Telekinesis becomes a bonus action. You may now act during telekinesis.

Level 15:

* You may now levitate up to twenty feet off the ground.

Level 19:

* Telekinesis becomes quad-focus. You can wield four weapons at once if you so choose.

### **Wanderer**

Throughout the game, the Wanderer Monk steadily unlocks chakras. However, there are limitations to unlocking chakras. You need to visit a new, distinct region of the world to ready a chakra to be unlocked. If you’ve spent the entire game in the Wastes, you can only unlock the root chakra. However, if you’re level 8 with locked sacral and solar plexus chakras, and decide to visit your second region, your sacral chakra will unlock immediately.

Level 1:

Unlock your root chakra (this is automatically unlocked, as you have visited your first location)

* Your speed increases to 45,
* You gain 5 health
* Your modifier for dodge increases to -1.

Level 4:

Unlock your sacral chakra.

* Poisons no longer affect you.
* You gain immunity to mind control.
* Add +2 to all saving throws.

Level 7:

Unlock your solar plexus chakra.

* When engaged in combat in the sun, gain advantage on every single roll for the first two turns.
* You are no longer able to be stunned.

Level 10:

Unlock your heart chakra.

* Once for every three long rests, you can sense the morality of a being within thirty feet.
* Gain the ability to heal everyone in your party for 4d6 health once per combat.

Level 12:

Unlock your throat chakra.

* You give incredible head. From now on, you are the throat goat of the party.
* Learn one additional skill instantly.
* Master one more type of weapon.
* Learn one more language.

Level 15:

Unlock your third eye chakra.

* Once per long rest, you can use Truesight. This briefly reveals:
  + The intentions every creature you can see
  + Any invisible, concealed, disguised, or hidden enemies within a fifty-foot radius.
  + The potential usage of any magical items within a thirty-foot radius.
  + The meaning of any text (no matter what language it is in, includes Sacred Runes)
  + One piece of information the DM feels is necessary or helpful to the party.
* Following the usage of Truesight, you gain +18 to any Insight rolls for the next five minutes.

Level 19:

Unlock your crown chakra.

* Pick any Grade A Alchemy of any school. You may use it once per long rest.
* Pick one Level 4 spell. You may use it once per long rest.