

Duskblade

Martial & Magic Mastery

A blend of martial prowess and magical power.

by David Gregoire



Credits

DM's Guild and the Wizards of the Coast Team

Art: Kris Coleman - if interested in a commission, contact him at upstatestudios1@gmail.com with the header "Art Commission"

Class Design: Dave Gregoire - any questions, comments, concerns, email me at Slit518@gmail.com with the header "D&D 5th edition DM's Guild"

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Duskblade

Reading an ancient text scribed to a wall long ago, a high elf adorned in the Chainmail armor of his people is the last line of defense against oncoming Orcish hoard. Readying his weapon for close encounters, a wall of flaming vines sprouts up from the ground, waiting for the oncoming herd.

Chanting the words to a powerful incantation, a warrior of the king's guard strikes down foes on the battlefield. Then rushes forward with their war hammer to finish off any survivors.

Walking with an aura of protection, a female dwarf safely guides a group of peasants to safety. She then walks with her companions down the mountainside to meet the threat head on, hoping to clear it from their mountain valley, and restore peace once again.

Duskblades blend the forces of combat and magic into one role on the battlefield. They rely on either their ability to take foes head on, or to fight at a distance with the magic they wield. A Duskblade's abilities varies, as there are multiple forms of training, and each form takes a heavy discipline from it's practitioner.

Combat and Magic

Said to have stemmed from the elves, Duskblades are an equal recombinant of martial and magical prowess. Where one may have spent their entire life mastering one such form, elves live longer than most other races, and are more able to master both such forms. And from there, hand down their secrets to the other races, teaching them ways and shortcuts to becoming an efficient Duskblade.

A strength of a Duskblade is the versatility in the job itself. When a task calls for combat, a Duskblade is able to answer the call. Whether an ally needs healing or a foe needs striking down with flame, Duskblades can do that as well. Some can be completely supportive, while others can be completely defensive, and some a mix.

Working Hard, Not Hardly Working

The discipline of a Duskblade is long, arduous hours of study and practice. Most Duskblades spend entire days practicing one thing, for weeks at a time. But only a true Duskblade adventurer has learned and mastered their talents, so they are better able to help the world, or themselves.

Duskblades may go out, adventure, and bring back lost artifacts from a time long ago, just so they can study them, and enhance their craft. They may find it their duty to join with others in hopes to show their talents. A Duskblade can provide invaluable to an adventuring group if one or more of the basic archetypes is not present, or alternatively, they can provide secondary assistance to a role already filled.



Creating a Duskblade

Duskblades are two sides of the same coin. They can fill two roles separately, or if used correct both at once. When creating a Duskblade, consider why your character may have went through the rigorous training of becoming one, and what drive do they possess to keep going down that path. Was there a threat looming on the horizon that needed to be dealt with, that neither magic nor combat could deal with it alone? Were you raised in a secret order of other Duskblades who have hopes of being self sufficient, and this is just your cause? Was one of your parents a great warrior while the other a magnificent mage, so as not to disappoint either parent you decide to take up the calling of the Duskblade order? Whatever your reasons for becoming a Duskblade, remember, there is only so much fuel for your resources, whether it be money, equipment, or time.

What calls your Duskblade to adventure? Is it the opportunity to discover more of the world's secrets, hoping to learn new spells? Perhaps it is the ability to learn combat maneuvers from some of the world's highest regarded masters? Or do you hope to drive an evil force far from your homeland, protecting the ones you love? Whatever your cause, I am sure your skills can get you through most any obstacle, and if not, isn't that what the Rogue is for?

The Duskblade

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	-Spell Slots per Spell Level-					
					1st	2nd	3rd	4th	5th	6th
1	2	Spellcasting	2	2	1	x	x	x	x	x
2	2	Resilient & Adaptable (d4)	2	3	1	x	x	x	x	x
3	2	Duskblade Archetype	2	3	1	x	x	x	x	x
4	2	Ability Score Improvement	2	4	1	1	x	x	x	x
5	3	Extra Attack	2	4	1	1	x	x	x	x
6	3	Resilient & Adaptable (d6)	2	5	2	1	x	x	x	x
7	3	Duskblade Archetype Feature	2	5	2	1	1	x	x	x
8	3	Ability Score Improvement	3	6	2	1	1	x	x	x
9	4	-	3	6	2	2	1	x	x	x
10	4	Resilient & Adaptable (d8)	3	7	2	2	1	1	x	x
11	4	Duskblade Archetype Feature	3	7	3	2	1	1	x	x
12	4	Ability Score Improvement	3	8	3	2	2	1	x	x
13	5	-	3	8	3	2	2	1	1	x
14	5	Resilient & Adaptable (d10)	3	9	3	3	2	1	1	x
15	5	Duskblade Archetype Feature	4	9	3	3	2	2	1	x
16	5	Ability Score Improvement	4	10	4	3	2	2	1	1
17	6	-	4	10	4	3	2	2	1	1
18	6	Resilient & Adaptable (d12)	4	11	4	3	2	2	1	1
19	6	Ability Score Improvement	4	11	4	3	2	2	1	1
20	6	Duskblade Supremacy	4	12	4	3	2	2	1	1

Quick Build

You can make a Duskblade quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Strength. Second, choose the Sage or Soldier background. Third, choose the *Blade Ward* and *True Strike* cantrips, along with the following 1st-level spells: *Cure Wounds*, and *Magic Missile*.

Class Features

As a Duskblade, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Duskblade level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Duskblade level after 1st

Proficiencies

Armor: Light, Medium armor, Shields

Weapons: Simple weapons, Martial weapons

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose two from Arcana, Athletics, Deception, History, Intimidation, Nature, Persuasion, Religion

Equipment

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

- (a) a longsword, (b) a war pick, or (c) a war hammer
- (a) a dungeoneer's pack, or (b) an explorer's pack
- (a) leather armor and a shield, or (b) hide armor

or Starting Gold 5d4 x 10

Spellcasting

You have learned to mix martial and magical prowess together into one harmonious being. Your magic is a compliment to your combat abilities. See chapter 10 of the Player's Handbook for the general rules of spellcasting, and the lower portion of this document for the Duskblade spell list.

Cantrips

You know two cantrips of your choice from the Duskblade spell list. You learn additional Duskblade cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Duskblade table.

Spell Slots

The Duskblade table shows how many spell slots you have to cast your 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 *Magic Missile* and have a 1st-level and a 2nd-level spell slot available, you can cast *Magic Missile* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the Duskblade spell list.

The Spells Known column of the Duskblade table shows when you learn more Duskblade spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 4th 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 Duskblade spells you know and replace it with another spell from the Duskblade spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your Duskblade spells. A Duskblade's magic comes from years of training, and an attunement with one's self. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Duskblade spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a melee weapon (see chapter 5, "Equipment" in the Player's Handbook) as a spellcasting focus for your Duskblade spells.

Resilient and Adaptable

Starting at 2nd level, you can take your reaction to roll 1d4 to negate the damaging effects of an attack, as well as heal 1d4 damage. Roll two separate dice, declaring which dice causes which effect. Once you use this feature, you must finish a short or long rest before you can use it again.

Your Resilient and Adaptable die changes when you reach certain levels in this class. The die becomes a d6 at 6th level, a d8 at 10th level, a d10 at 14th level, and a d12 at 18th level.

Duskblade Archetype

At 3rd level, you choose an archetype mastery that you devote the most time to. Mastery of Warfare, Mastery of Magic, or Mastery of Oneself, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level, and again at 7th, 11th, and 15th level.

Ability Score Improvement

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.

Duskblade Supremacy

At 20th level, a Duskblade is a force to be reckoned with. When you use the attack action, as a Bonus Action you can cast a spell from the spells you know, with a casting time no greater than one Action. Once you use this feature, you must finish a short or long rest before you can use it again.

Duskblade Masteries

Duskblades often pursue one of three different masteries along with their intense training regiment. However, these masteries require a lot of time in their own right to master, a Duskblade only chooses one. These masteries are not handed to fledgling Duskblades, but instead to ones who have spent more time in their craft. Therefore, a Duskblade need to choose a mastery upon reaching 3rd level.

Mastery of Warfare

Duskblades who train in the Mastery of Warfare are brutal opponents to face on the open battlefield. They take the precedence of martial combat over magic, but harness the power of magic to enhance their abilities or for strategic purposes.

Martial Mastery

At 3rd level, you gain proficiency with heavy armor. You also gain a Fighting Style from the list below.

Defense

While you are wearing armor, you gain a +1 bonus to AC.

Dueling

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.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Spell for Power

Starting at 7th level you can use a Bonus Action to sacrifice a spell to influence any one of your rolls within the next minute. The bonus added to the roll is equal to 1/2 the spell level sacrificed rounded up, to a minimum of 1, so for example sacrificing a level 3 spell will use a 3rd level spell slot, and add a +2 bonus to a roll of your choice.

Quick Attack

Starting at 11th level, as a Bonus Action, you can make an attack with any one-handed melee weapon, if you have the Two-Weapon Fighting style, and are two-weapon fighting, make a second bonus attack.

Melee to Magic Mastery

Starting at 15th level, after you take the attack action, if your off-hand is free, as a Bonus Action you can cast a Cantrip. You can do this twice, you must finish a short or long rest before you can use this ability again.

Mastery of Magic

Duskblades who train in the Mastery of Magic can manipulate forces to combine magic into their melee attacks. They can also use magic to a greater degree than a typical Duskblade. They live, breathe, eat, and sleep magic, so much, that it becomes apart of their very being.

Magical Mastery

At 3rd level, you no longer need material components with a cost less than 100 gold to cast your spells.

Weapon Infused Magic

Starting at 7th level, you can use a Bonus Action to infuse a weapon with magical energy for one minute. The additional damage type must be one of the following, Acid, Cold, Fire, Force, Lightning, Necrotic, Poison, Radiant, or Thunder. The extra damage die for the attack is a d6, which increases to d8 at level 11, a d10 at level 15, and a d12 at level 19. Once you use this feature, you must finish a short or long rest before you can use it again.

Double Trouble

Starting at 11th level, when you cast an attack cantrip you can use a Bonus Action to cast another attack cantrip, you can do this a number of times a day equal to your Charisma modifier.

Spellmanship Grandmastery

Starting at 15th level, anytime you cast a spell, roll a 1d20. On the result of a natural 20, your spell doesn't use up a spell slot.

Mastery of Oneself

Duskblades who train in the Mastery of Oneself have attuned to their own bodies and personalities. They know where they stand in the grand scheme of things, and how to use their magnetism to influence everyday acts around them.

Aura of Magnetism

At 3rd level, you have an aura about you that influences those around you. Any companion within a 30' radius of you feels the effects of your aura. The aura adds a +1 morale bonus to attack rolls, saving throws, and skill checks. To activate the aura, you must use a Bonus Action on your turn. You can use this feature a number of times a day equal to your Charisma modifier. You regain all spent uses of your aura at the end of a long rest. The effects of an aura last for an hour, and do not require concentration to maintain it's effects. At level 10 the aura bonus increases to a +2, and at level 17 it increases to a +3.

Force of Personality

Starting at 7th level, you can influence any Charisma check by rolling at advantage. You can do this a number of times in a day equal to your Charisma modifier. You regain all spent uses of this ability at the end of a long rest.

Draining Aura

Starting at 11th level, any enemies caught within your aura can make a Constitution save vs your spell DC to negate the effect, or take your aura bonus in Necrotic damage. For each point of damage taken, you heal that amount. Undead and Constructs are immune to this effect.

Greater Aura

Starting at 15th level, your aura is so strong, if you have any beneficial spells effecting you (such as *Mage Armor*), you can also have that spell effect your allies. Your allies only benefit from one such spell.

Duskblade Spells

Cantrips:

Acid Splash
Blade Ward
Chill Touch
Fire Bolt
Light
Mage Hand
Poison Spray
Ray of Frost
Resistance
Shillelagh
Shocking Grasp
Thorn Whip
True Strike

1st Level

Burning Hands
 Charm Person
 Color Spray
 Command
 Cure Wounds
 Detect Magic
 Entangle
 Expeditious Retreat
 Inflict Wounds
 Jump
 Longstrider
 Mage Armor
 Magic Missile
 Sanctuary
 Shield
 Sleep

2nd Level

Barkskin
 Blindness/Deafness
 Blur
 Darkvision
 Enlarge/Reduce
 Enhance Ability
 Flame Blade
 Gust of Wind
 Heat Metal
 Hold Person
 Invisibility
 Levitate
 Magic Weapon
 Scorching Ray
 See Invisibility
 Silence

3rd Level

Animate Dead
 Bestow Curse
 Blink
 Call Lightning
 Dispel Magic
 Fear
 Fireball
 Fly
 Haste
 Lightning Bolt
 Protection From Energy
 Remove Curse
 Slow
 Vampiric Touch
 Water Breathing
 Wind Wall

4th Level

Banishment
 Blight
 Confusion
 Dimension Door
 Divination
 Fire Shield
 Freedom of Movement
 Greater Invisibility
 Ice Storm
 Stoneskin
 Wall of Fire

5th Level

Cloudkill
 Cone of Cold
 Dispel Evil & Good
 Dominate Person
 Flame Strike
 Hold Monster
 Legend Lore
 Mass Cure Wounds
 Scrying
 Wall of Force
 Wall of Stone

6th Level

Blade Barrier
 Chain Lightning
 Create Undead
 Disintegrate
 Flesh to Stone
 Globe of Invulnerability
 Sunbeam
 True Seeing
 Wall of Ice
 Wall of Thorns
 Wind Walk