

Spheres of MIGHT

A Martial Supplement for 5E



DROP DEAD STUDIOS

Spheres of Might

An Supplemental Martial System for 5E



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Chapter 1

Introduction

Welcome to Spheres of Might, a combat supplement for 5th edition games. Within these pages you'll find a new way to create and play martial characters in your 5e fantasy games, expanding not only what they can do, but also how combats flow and what sorts of characters you can play.

Spheres of Might makes use of very few new mechanics (all of which are introduced below), instead opting to use the core mechanics in new and interesting ways to make combat a more cinematic experience. Instead of simply trading blows, Spheres of Might gives characters an array of new tricks, tactics, and techniques so they can empower their allies, debilitate their foes, and make combat a fun and engaging part of their stories.

Like Spheres of Power, the alternative magic system, Spheres of Might is a concept-based approach to character creation. Rather than simply picking a class and being tied to that style of play (rogues for skills, fighters for damage, barbarian for absorbing damage, etc.), characters can combine spheres and talents to craft a much more exact replica of the idea in their head. And while class certainly plays a part in creating that image, it is by no means the only determining choice.

The rest of this introduction details some of the different rules and terms required to use Sphere of Might, as well as a walkthrough for how to build a Spheres of Might character. These rules are very similar to the core experience, but are still presented below in order to be as explicit as possible.

Martial Spheres and Martial Talents

The abilities listed in this book are divided into spheres. A sphere is a group of abilities based on a theme. Each sphere has an ability or abilities granted by the base sphere and can be expanded upon with the talents in that sphere.

There are 22 martial spheres: Alchemy, Athletics, Barrage, Barroom, Beastmastery, Berserker, Brute, Counter, Dual-Wielding, Equipment, Fencing, Gladiator, Guardian,

Leadership, Scoundrel, Scout, Shield, Sniper, Tinkerer, Trap, Warleader, and Wrestling.

Martial spheres grant powerful techniques but are separate from spellcasting ability. Whenever a character gains a martial talent, they may spend it in one of two ways: to gain a new base martial sphere or to gain a talent associated with a martial sphere they already possess. The number of martial talents a character gains differs between classes. Once a talent is spent, it cannot be changed unless retraining is allowed.

Some class features or other options grant you a bonus sphere or a particular bonus talent. If you ever gain a sphere or talent which you already possess, you may gain a talent of your choice from the same sphere instead.

Legendary Talents: Basic Talents may be taken by any character that possesses the sphere the talent belongs to, but legendary talents are different in many key ways. First, Legendary talents have prerequisites that a character must possess to take them. Second, while basic talents are appropriate for virtually any gritty, realistic setting, legendary talents are different. Legendary talents allow a martial character to perform inhuman feats of power, such as leaping over mountains or striking so powerfully that it rips holes through dimensions. As such, legendary talents might not be appropriate for all games and therefore require GM permission to use.

New Rules and Terms

Martial Focus

A character who has a martial tradition or possesses martial talents can achieve martial focus. Characters gain their martial focus after a minute of rest, or by taking the Dodge action. You may not by any means regain focus more than once per round.

When you have martial focus, you can expend your focus before making any single Strength, Dexterity, or Constitution saving throw to treat the die as if it had rolled a 10. You can also expend your martial focus to gain the benefit of certain martial talents and class features, as described in their entry,

while other talents and abilities may require you to currently have martial focus.

Once you have gained martial focus, you remain focused until you expend your focus, become unconscious, or go to sleep (or enter a meditative trance).

Practitioner

Practitioners are characters who train in martial spheres. Whenever a sphere or ability refers to the practitioner, it is referring to the individual creature using that sphere or talent.

Saving Throw Difficulty Class

Whenever a martial sphere ability calls for a saving throw, the Difficulty Class (DC) for that saving throw is equal to 8 + your proficiency bonus + their tradition's key ability modifier. If the targeted creature meets or exceeds this number with their saving throw, they often reduce or negate the effect.

If a character does not possess a martial tradition, they default to using Wisdom as their key ability modifier.

Special Attack

A special attack represents a unique method of making an attack. A special attack augments the attack you make when making the Attack action; you cannot make multiple special attacks in a round, and if you can make multiple attacks, this augments only one. Special Attacks are granted by certain spheres.

Other Rules

Doubling Proficiency Bonus

A proficiency bonus cannot be more than doubled. If a class, sphere, or other ability allows you to double a proficiency bonus (such as to a skill, similar to the expertise rogue or bard class feature), this cannot be doubled again, even if the character also has the expertise class feature.

Multiclassing

If using the optional multiclassing rules, the new classes presented in this book use the following as their multiclassing prerequisites:

- Alter Ego:** Intelligence, Wisdom, or Charisma 13
- Armiger:** Strength or Dexterity 13
- Artisan:** Intelligence, Wisdom, or Charisma 13
- Commander:** Intelligence, Wisdom, or Charisma 13
- Conscript:** Strength or Dexterity 13
- Scholar:** Intelligence, Wisdom, or Charisma 13
- Striker:** Strength or Dexterity 13

Proficiencies

No classes in this book grant additional weapon or armor proficiencies when taken after the first level, though such proficiencies may be gained from a martial tradition if one was not already possessed.

Weapon Damage Die Sizes

Some classes, features, or sphere talents and abilities can change how much damage a weapon or attack deals, decreasing or increasing its damage die size by one or more steps. This table should be used as a reference guide for such occasions when no such information is provided.

Damage Dice Progression Table

1
1d4
1d6
1d8
1d10
2d6 (or 1d12)
2d8
3d6
3d8

Class Options

Characters with levels in a martial class (barbarian, fighter, monk, paladin, ranger, or rogue) or any other class with GM permission may trade out their subclass for martial talents, gaining 2 martial talents instead of their subclass feature at any level that they would normally gain a subclass feature.

Fighting Style Options

1st-level or higher feature (enhances Fighting Style)

When you gain the Fighting Style feature, the Martial Spheres Apprentice style is also added to the list of style options available to you.

Martial Spheres Apprentice

You gain a bonus martial talent. If you don't possess it already, you gain the ability to achieve martial focus.

How to Build a Character

Spheres of Might grants a degree of flexibility that can make creating a character for the first time more time consuming. This is less of an issue when one is experienced with the system, but for new players, the following advice may prove helpful. The following guide demonstrates how to build a character from concept to final creation, accounting for these additional choices.

The process for building a character is, roughly:

1. Concept
2. Race and Class
3. Background and Tradition
4. Attributes and Proficiencies
5. Talents and Feats

Building Indira

Each step of building a character includes an example of that step, with a player named Allison building her half-orc character, Indira.

Concept

What is your idea for the character? What can they do and how do they do it? Is your character a skilled swordsman, a muscular brute, or a wise mystic? Are they an inventor, a performer, or something else entirely? Once you know what type of character you wish to create, many of the other choices will flow easily. Note that some concepts will play better or worse in different games and settings. Please speak to your Game Master about what type of game you'll be playing and what sorts of concepts would be most appropriate.

Building Indira. Step 1

Allison decides that she would like to create a practitioner. She decides that she wants to play an intimidating pirate who is as competent with words as she is with the large two-handed blade that she wields.

Race and Class

Now, look at the races and classes to see what ones give the most fitting set of abilities. Core classes can buy into Spheres of Might as explained under 'class options' on the previous page, or through the use of several new classes, such as the Alter Ego,

the Armiger, the Artisan, the Commander, the Conscript, the Scholar, and the Striker.

Building Indira. Step 2

Allison wants her pirate to be a powerful half-orc, and makes the appropriate notes on her character sheet. As for a class, she knows that she could very well simply use the fighter, ranger, or rogue class, but she wants more control over what her character can do and would like to have lots of spheres and talents baked in. Thus, she looks at the classes and subclasses in Spheres of Might, finding that the armiger, commander, and conscript are each appropriate. Allison ends up choosing the conscript because she really likes the look of all those talents, and selects the fury combat specialization to complement her character concept. She makes Indira a conscript and notes the class's proficiencies and 1st-level class features on her character sheet; including the Martial Training feature that grants Indira a bonus martial talent of her choice.

As a 1st-level conscript, Indira has 1 Hit Die—a d10—and starts with hit points equal to 10 + her Constitution modifier. Allison notes this and will record the final number after she determines Indira's Constitution score. Allison also notes that the proficiency bonus for a 1st-level character, which is +2.

Backgrounds and Tradition

In addition to the usual benefits of choosing a background, when using Spheres of Might, backgrounds might give you access to a martial tradition, which expands what skills and abilities your background have given you. Each background includes a variety of potential martial traditions, so pick the one that best matches your concept. More information about martial traditions can be found in chapter 2 of this book.

Building Indira. Step 3

Allison decides that Indira was not raised among other orcs, let alone on the land, but instead raised on the sea as a mariner. Allison decides that Sailor is the obvious fit for a background, and while the Pirate variant fits her original concept, she feels that the Ship's Passage background feature is too good to pass up. She notes the proficiencies and special features this background gives her.

For personality traits, Allison decides that because Indira should have a way with words, she should generally be described as a leader



capable of delegating to get ‘a job well done’. Indira believes in the ideal of ‘freedom’ with strong bonds to whatever ship she is attached to. Not only does she have loyalty to her ship, but she also respects the chain of command aboard the vessel, obeying most orders even if they don’t reflect her personal moral compass.

Allison’s table allows only martial traditions published in Spheres of Might. Allison looks through the available martial traditions that the Sailor background offers (Petty Officer, Pirate, and Rager), and settles on Pirate to further accentuate the fact that Indira spends most of her time at sea in the company of pirates, rather than getting drunk in port or aboard law-abiding vessels. She notes that her key ability score is Charisma and notes the martial talents that she begins with: Equipment sphere (Pirate Training, Unarmored Training), Fencing sphere, and her choice of either the Athletics or Gladiator sphere. Finally, Allison writes down the starting equipment from her background and martial tradition. Her starting equipment so far includes a rapier, 2 daggers, a shortbow (and 20 arrows), a flask of alcohol, a belaying pin (club), 50 feet of silk rope, a lucky charm (a topaz that glows faintly in stormy weather), a set of common clothes, and a pouch containing 10 gp.

Attributes and Proficiencies

Now it is time to finish the rest of your character’s starting information. Generate and distribute your attributes per the method you are using in your game, then select variable proficiencies from your background, martial tradition, and class.

Building Indira. Step 4

Allison decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Indira’s abilities. Since she’s first and foremost a melee combatant, she puts her highest score 15, in Strength. Her next highest, 14 goes in Charisma (her key ability score). Indira being unarmored wants to have a decent Dexterity and Constitution, so she allocates the next two highest there. After applying his racial benefits (increasing Indira’s Strength by 2 and Constitution by 1), Indira’s ability scores and modifiers look like this: Strength 17 (+3), Dexterity 12 (+1), Constitution 14 (+2), Intelligence 10 (+0), Wisdom 8 (-1), Charisma 14 (+2). Allison fills in Indira’s final hit points: 10 + Con (+2) = 12 hit points.

Allison reviews the proficiencies granted by her race, background, and tradition before deciding on what proficiencies to gain from the conscript class. Indira’s proficiencies so far are as follows, Armor (light), Saving Throws (Charisma and Constitution), Skills (Athletics, Intimidation, Perception, Persuasion, and Survival), Tools (Carpenter tools, Navigator’s tools, and vehicles (water)), Weapons (Rapier, shortsword, scimitar, trident, net, hand crossbow, war pick, and all Simple weapons).

Talents and Feats

Now that you know your character’s concept and class, you can begin choosing their spheres and talents, which

determines their capabilities. If you are using the optional feat rules, you may also choose appropriate feats to fit your character concept.

Your choice of martial tradition will have already granted you some beginning talents, while your choice of class will determine how many talents you gain and at which levels, including if you gain any additional talents at 1st level. You may spend a talent to unlock a new sphere to gain new abilities, or to gain a new talent in a sphere you already possess, expanding the power and capabilities you gain through that sphere. Keep in mind the exploration and social aspects of the game, as well as having options for combat. Focusing too heavily on one area may leave you with limited options when that one thing is not relevant. If you use martial spheres, consider how often you will expend focus and consider picking an ability to regain it more easily.

Building Indira. Step 5

From steps 2 and 3, Allison knows that Indira has the Pirate Training and Unarmored Training talents from the Equipment sphere, the Fencing sphere, and the Scoundrel sphere from the Pirate martial tradition, and one talent of her choice from the conscript class. Because Indira is supposed to wield a large two-handed sword, she looks through the Equipment sphere to see what (discipline) talents grant proficiency with the greatsword. Allison uses her one martial talent from the conscript to purchase the Bushido Training (discipline) talent.

Allison writes down that Indira has the following martial sphere talents and abilities:

Equipment sphere. – Talents (discipline) Bushido Training, Pirate Training; (other) Unarmored Training *discipline* (Bushido, Pirate); proficient with katana (longsword), longbow, naginata (glaive), nodachi (greatsword), rapier, shortsword, scimitar, trident, net, hand crossbow, wakizashi (shortsword), and war pick

Unarmored Training: AC 13 = 10 + Dexterity modifier (+1) + Key ability modifier (+2) while unarmored

Fencing sphere – Talents none • fatal thrust, feint, (30 ft.), DC 12, instantaneous or 1 round

Fatal Thrust; When making a melee attack that has advantage, you may reroll one of the dice once.

Feint; Help action to grant yourself or another ally within 5 feet advantage on their next attack roll.

Scoundrel sphere – Talents (trick) Twist The Knife; Proficiency (Sleight of Hand), DC 12, instantaneous or varies (1 round or minute)

Dirty Trick or Steal; When you perform a dirty trick or steal, you can apply one (trick) talent.

trick (Twist The Knife) You can make a single attack against that target.

Now review the character and evaluate the result. You may want to go back and tweak things or even start over with a different concept, possibly inspired by options you found during the creation process.





Chapter 2

Martial Traditions

In *Spheres of Might*, a character's choice of background not only gives them its usual benefits, but also allows them a choice of starting martial talents, additional starting equipment, and which ability score becomes their key ability score. These additional talents, additional equipment, and key ability score are known as the practitioner's martial tradition.

As part of a character's background, a martial tradition reflects a character's past; it reflects what, where, and how that character learned the art of martial combat. In addition to the martial traditions detailed below, it is within the GM's rights to create their own martial traditions or to declare that, in any particular game setting, certain martial traditions are tied to a particular military or culture and are only available to characters belonging to those groups. Indeed, backgrounds and martial traditions are a great way to customize a campaign setting and allow warriors from different cultures to truly feel unique from each other.

Not every character who selects a background gains a martial tradition; some classes grant a martial tradition as part of their proficiencies, while others may trade out many of their granted proficiencies at 1st level to gain a martial tradition. With GM approval, homebrew classes may also trade their starting proficiencies for a martial tradition as long as their normal starting proficiencies include proficiency with all martial weapons, or whose starting proficiencies imply a strong martial background.

A character can only gain a martial tradition once, and once a character has gained a martial tradition, they do not gain additional proficiencies for multiclassing. Use the trade out guidelines below to determine what proficiencies are not granted when multiclassing. If a character has already gained proficiencies from a class listed below or that otherwise grants a potent group of starting proficiencies (such as proficiency with all martial weapons) this is considered their martial tradition.

Each martial tradition also grants starting equipment. This starting equipment may be selected in place of the starting equipment granted by a class when making a trade out for a martial tradition.

Each martial tradition is tied to a particular background; a character with that given background can select their martial tradition from among the options presented. There are, of course, many different backgrounds published in other books that are not listed below; with GM permission, a player using one of those or a custom background can choose a martial tradition presented below that best fits their background.

Note: The fighter and the paladin grant so many proficiencies that each class gains a bonus talent from the Equipment sphere when they make a trade out for a martial tradition. They gain this bonus Equipment sphere talent even if they have already gained a martial tradition before multiclassing into their first fighter or paladin level.

Monk Practitioners: Because of the unique situation of the monk class, a monk does not qualify for a martial tradition despite being a martial class; indeed, its unarmored defense and martial arts class features are already the equivalent of a martial tradition and one that is necessary to use the monk's class features as it gains levels. However, a monk may count the bonus action strike granted by the martial arts class feature or their flurry of blows as two-weapon fighting for purposes such as the Dual Wielding sphere.

Martial Tradition Tradeouts

Barbarian: You may choose to lose proficiency with martial weapons, medium armor, and shields to gain a martial tradition.

Fighter: You may choose to lose proficiency with martial weapons, medium and heavy armor, and shields to gain a martial tradition plus an additional Equipment sphere talent.

Paladin: You may choose to lose proficiency with martial weapons, medium and heavy armor, and shields to gain a martial tradition plus an additional Equipment sphere talent.

Ranger: You may choose to lose proficiency with martial weapons, medium armor, and shields to gain a martial tradition.

Rogue: You may choose to lose proficiency with hand crossbows, longswords, rapiers, shortswords, and either thieves' tools and one skill or two skills to gain a martial tradition.

Creating New Martial Traditions

Martial traditions are not merely a collection of talents; they are designed to enable character concepts. The martial traditions listed below cover many concepts, but there are many more possibilities than are presented below. If a game master (or a player with game master permission) wishes to create a unique martial tradition, they should use the following guidelines.

1. Each martial tradition should include two Equipment talents, typically with at least one discipline, Armor Training, or Unarmored Training. These determine the weapons, armor, and other equipment a character has available to them (if any).
2. Each martial tradition should include either an appropriate base sphere or the option to choose between 2 base spheres. The exact appropriateness of any given base sphere depends on the concept.
3. Each tradition should also include one additional thematic talent. This could be a bonus talent in the sphere you gained as part of step 2, an additional base sphere, or perhaps an Equipment talent that is not a discipline but works with the character concept in some way.
4. Each martial tradition should include starting equipment suitable to the talents granted.
5. Each martial tradition should have a key ability modifier associated with it. Key ability modifiers should always be one of the mental ability scores (Intelligence, Wisdom, or Charisma).

In addition, there are a few things that, unless the game master rules otherwise, should be avoided when creating a new martial tradition.

First, over-specializing in a single sphere other than Equipment. A martial tradition determines a character's starting tools and characteristics; not only does over-specializing produce a one-dimensional character that is often boring to play, but it can also create characters with large weaknesses that are unable to contribute to the game outside of their single specialty.

Second, over-specializing in either offensive or defensive talents. This is similar to issue 1; over-specializing in any one direction produces unbalanced characters with glaring weaknesses that make them difficult to play and often leaves them unable to contribute.

As always, the above guidelines may be adapted with GM permission, and even some of the traditions listed below break one or more of these rules. As always, martial traditions are a tool for enhancing the game and are subservient to that goal.

Example

Tess wants to play a human that was raised by giants. In her mind, her character was adopted by hill giants and treated as one of their own, albeit a runt. She decides to go with the Outlander background, but finds none of the martial traditions quite match what she is looking for, so she asks the GM for permission to create her own.

As someone raised by hill giants, she imagines her character would be accustomed to throwing their weight around with the Brute sphere, and wants her character to have Rock Toss from the Equipment sphere since throwing rocks is a common hill giant combat action. Equipment isn't a big deal for giants (except perhaps the choice of Armored or Unarmored Training), so she thinks leaving the choice of a second Equipment talent up to the player seems appropriate.

Tess also wants her character to take the Berserker sphere, but her Game Master tells her that her character's martial tradition is looking a little too much like a very-specific combat build rather than a background, and wants her to pick a different base sphere. After thinking a bit, she chooses the Wrestling sphere; hill giants would wrestle a lot, and while she fully intends to take Berserker with her first new martial talent to help her with rock-tossing and club-smashing, the Wrestling sphere would give any character raised by giants a few more options in combat.

As hill giants are not known for either Intelligence or Wisdom but are known for being intimidating, she decides that Charisma makes the most sense as a key ability score.

Giant

You were raised by giants, and mimic their tactics in combat.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Rock Toss
- **Brute sphere**
- **Wrestling sphere**
- **Variable:** Giants gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a great club or (b) a quarterstaff
- leather armor

Core Background Martial Traditions

Acolyte

The following martial traditions can be taken by a character with the acolyte background.

Evangelist

Evangelists are those tasked with spreading the word of the gods to the masses, offering teaching, guidance, and aid in the name of their cause. An evangelist might be the face of a congregation, a missionary, or a heretic that's been outcast for sharing radical ideas, but wherever they go, they go in the name of their gods.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Armor Training
- **Guardian sphere**
- **Warleader sphere**
- **Variable:** Evangelists gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- A shield
- A quarterstaff
- A healer's kit
- A priest's pack

Healer

Healers may or may not have the benefit of magic, but that doesn't mean they don't strive to aid the populace through a caring manner and powerful alchemical medicines.

Key Ability Modifier: Intelligence

Bonus Talents:

Equipment: Bombardier Training

Alchemy sphere

Variable: Healers gain either the panacea or salve Alchemy talents.

Variable: Healers gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a priest's pack or (b) a scholar's pack
- Leather armor
- A sling and 20 sling bullets
- A quarterstaff
- (a) alchemist's supplies
- A healer's kit

Shield of Faith

Shields of faith are the guards of priests, temples, and those whom the temples serve, whether as bodyguards or as the last line of defense along borders with dangerous, untamed lands. Some shields of faith couple their shields with weapons, but others will focus so exclusively on their shields that their shields become as much of a weapon as they are a tool of defense, using shields and fists to shove their enemies around the battlefield while protecting the innocent and their stalwart allies.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Armor Training, Versatile Shield
- **Shield sphere**
- **Variable:** Shields of faith gain either the Brute sphere or an additional Equipment talent.

Starting Equipment:

- (a) a handaxe or (b) a spear
- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- A shield
- Two javelins
- A priest's pack

Charlatan

The following martial traditions can be taken by a character with the charlatan background.

Companion

Companions are often found in taverns where they ply drink, kind words, and pleasurable company to make others feel good. Whether companionship is simply a means to an end or is the end all on its own, companions use empathy to bring out the best in those around them.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Unarmored Training
- **Barroom sphere**
- **Warleader sphere**
- **Variable:** Companions gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) two spears or (b) a handaxe
- Two daggers
- A shortbow and 20 arrows
- Clothes (fine)
- (a) a diplomat's pack or (b) an entertainer's pack

Flamboyant Combatant

Flamboyant combatants might be skilled warriors in their own right, but they also know that good showmanship can convincingly sell rigged fights or intimidate an opponent into surrender before the battle even starts.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Duelist Training
- **Fencing sphere**
- **Gladiator sphere**
- **Variable:** flamboyant combatants gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a rapier, (b) a longsword, or (c) a greatsword
- Leather armor
- Two daggers
- A shortbow and 20 arrows
- An entertainer's pack

Grifter

Grifters know how to choose their marks, understanding that choosing the wrong person to swindle can lead to a stay in jail at best or an untimely end at worst.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Rogue Weapon Training
- **Scoundrel sphere**
- **Scout sphere**
- **Variable:** Grifters gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a shortsword, (b) a rapier, or (c) a whip
- Leather armor
- (a) a shortbow and 20 arrows or (b) a hand crossbow and 20 bolts
- Thieves' tools
- A diplomat's pack

Criminal

The following martial traditions can be taken by a character with the criminal background.

Burglar

Burglars avoid fair fights whenever possible. Their favorite tactic is to take their opponents unaware, but barring that, a dirty trick or a well-placed feint will let them end the fight quickly so they can retreat back into the shadows.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Rogue Weapon Training
- **Trap sphere**
- **Scout sphere**
- **Variable:** Burglars gain either the Fencing sphere or the Scoundrel sphere.

Starting Equipment:

- (a) a shortsword or (b) a rapier
- Leather armor
- A hand crossbow and 20 bolts
- Thieves' tools
- A burglar's pack

Drunken Brawler

Only a "tradition" in the vaguest sense of the word, drunken brawlers tend to learn their arts at the hands of other drunken brawlers, usually through an alcohol-induced fog while their "teacher" attempts to put them through a bar. Or a door. Or a wall.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Unarmed Training
- **Barroom sphere**
- **Wrestling sphere**
- **Variable:** Drunken brawlers gain a talent of their choice from the Equipment sphere.

Starting Equipment:

- Leather armor
- A light crossbow and 20 bolts
- Four flasks or tankards of alcohol
- An explorer's pack

Guild Trained

While many thieves learn their trades on the streets, some are lucky enough to find teachers through local criminal guilds. Whether their skills are assembled through observing more experienced thieves and thugs or beaten into them by uncaring assassins who value the guild's reputation more than its members' well-being, the guild trained who survive their training are invariably deadly, fast, and cunning.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Rogue Weapon Training
- **Alchemy sphere**
- **Scoundrel sphere**
- **Variable:** Guild trained combatants gain an additional talent from the Equipment spheres.

Starting Equipment:

- (a) a shortsword or (b) a rapier
- Leather armor
- A shortbow and 20 arrows
- (a) alchemist's supplies or (b) a poisoner's kit
- A burglar's pack

Entertainer

The following martial traditions can be taken by a character with the entertainer background.

Animal Trainer

Animal trainers fight alongside tamed beasts, wielding the tools used to capture and train their pets in battle.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Bounty Hunter's Tools
- **Beastmastery sphere** (tamer) package
- **Variable:** Animal trainers gain two talents of their choice, one from the Beastmastery sphere and one from the Equipment sphere.

Starting Equipment:

- (a) a lasso or (b) a whip
- (a) two nets or (b) two bolas
- Leather armor
- One dog or cat
- An entertainer's pack

Gladiator

Trained in the tradition of pure physical prowess, gladiators are known for their ability to overpower lesser combatants, imposing their will upon lesser warriors. A gladiator could be a professional wrestler using aerial maneuvers to please the crowd, or perhaps a slave battling for their lives in an arena, but all of them specialize in putting on shows worthy of an emperor.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Athletics sphere**
- **Gladiator sphere**
- **Variable:** Gladiators gain either the Armor Training or Unarmored Training from the Equipment sphere.
- **Variable:** Gladiators gain either Gladiator Training from the Equipment sphere or the Wrestling sphere.

Starting Equipment:

- (a) a trident and net or (b) two handaxes
- A shortbow and 20 arrows
- (a) clothes (costume), (b) leather armor, or (c) chain mail (if proficient)
- An explorer's pack

Performer

Acrobats and actors, dancers and singers; a performer learns to turn their body into an instrument. While a performer needn't be primarily a combatant, every performer knows how to command a stage and escape danger if the crowd turns against them.

Key Ability Modifier: Charisma

Bonus Talents:

- **Athletics sphere**
- **Dual Wielding sphere**
- **Variable:** Performers gain either Unarmored Training from the Equipment sphere or a talent of their choice from the Athletics sphere.
- **Variable:** Performers gain either the Barroom sphere or a discipline talent from the Equipment sphere.

Starting Equipment:

- Four daggers
- A shortbow and 20 arrows
- (a) leather armor or (b) clothes (costume)
- An entertainer's pack

Folk Hero

The following martial traditions can be taken by a character with the folk hero background.

Highlander

Sometimes a folk hero is found in the highlands; a cold, wet, and mountainous terrain. Well adapted to the climate, they make for decent adventurers, being trained by their clan in a variety of weapons which they often dual wield or use paired with a targe (shield).

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Gallowglass Training
- **Fencing sphere**

- **Variable:** Dual Wielding sphere or Shield sphere
- **Variable:** Scout sphere or Warleader sphere

Starting Equipment:

- (a) a longsword or (b) a longbow and 20 arrows
- (a) a broadsword (shortsword) or (b) a targe (shield)
- a dirk (dagger)
- Studded leather armor
- An explorer's pack

Militia

Militias often rise in communities without the benefit of a formal military, where peasants of all stripes might have to take up arms in defense of their homes one day. While few militiamen have the benefits of formal war training, many are skilled at hunting, tracking, and handling animals, which can be quite handy in times of war.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Pikeman Training or Huntsman Training
- **Beastmastery sphere** (tamer) package
- **Scout sphere**
- **Variable:** Militia members gain an Equipment talent of their choice.

Starting Equipment:

- (a) a pike or (b) a longbow and 20 arrows
- A handaxe
- Leather armor



- A donkey
- A pack saddle
- An explorer's pack

Stone Thrower

In some parts of the world, the sling is a frequently-used hunting tool and the weapon of choice among the working poor. As any skilled stone thrower knows, a well-placed stone can sometimes bring down the biggest foes.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Sling Combatant
- **Barrage sphere**
- **Sniper sphere**
- **Variable:** Stone throwers gain a talent of their choice from the Equipment sphere.

Starting Equipment:

- A handaxe
- Two daggers
- A sling and 20 sling bullets
- Leather armor
- An explorer's pack

Guild Artisan

The following martial traditions can be taken by a character with the guild artisan background.

Craftsman

Craftsmen know how to use the tools of war because they often have a hand in creating them.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Armor Training x2
- **Shield sphere**
- **Variable:** Craftsmen gain one talent of their choice.

Starting Equipment:

- Any set of artisan's tools
- Two spears
- A shield
- (a) leather armor, (b) scale mail, or (c) chain mail
- An explorer's pack

Inventor

Cautious and clever, inventors are the ones who create wondrous items, increasing the prestige of their guild or even starting entirely new industries. While the uninitiated might confuse these creations for magic, the inventor knows magic cannot compare to the creations born from their minds.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Toolkit Training
- **Alchemy sphere**
- **Tinkerer sphere**
- **Trap sphere**

Starting Equipment:

- Any set of artisan's tools
- Leather armor

- (a) alchemist's supplies or (b) a poisoner's kit
- Thieves' tools
- A scholar's pack

Traveling Merchant

Some people travel for adventure, and others for profit. A traveling merchant must have a keen eye and a sharp nose and know how to defend themselves on the road, because while others might simply seek fun, the traveling merchant seeks bargains and rare goods that can be sold for incredible profits.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Staff Mastery
- **Alchemy sphere**
- **Scout sphere**
- **Variable:** Traveling merchants gain a talent of their choice from the Equipment sphere.

Starting Equipment:

- Leather armor
- A light crossbow and 20 bolts
- A quarterstaff
- (a) alchemist's supplies or (b) a poisoner's kit
- (a) an explorer's pack or (b) a scholar's pack

Hermit

The following martial traditions can be taken by a character with the hermit background.

Ascetic

Those who would seek enlightenment through contemplation hone their bodies and minds alike. Ascetics learn truths in every new combat technique and find greater mysteries as they stretch their boundaries.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Unarmed Training, Unarmored Training
- **Dual Wielding sphere**
- **Variable:** Ascetics gain either the Athletics sphere or the Brute sphere.

Starting Equipment:

- A shortbow and 20 arrows
- A quarterstaff
- 10 darts
- Calligrapher's supplies
- (a) an explorer's pack or (b) a scholar's pack

Weapon Master

Most warriors learn the art of combat to pursue a goal, such as serving in the army or protecting themselves while traveling. For the weapon master, mastery of combat is its own reward, taking on a meditative and even scholastic quality as they seek greater levels of understanding through the study of their weapon.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Fencing sphere**
- **Retribution sphere**
- **Variable:** Weapon masters gain either Armor Training or

Unarmored Training from the Equipment sphere.

- **Variable:** Weapon masters gain one (discipline) talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a longsword, (b) a glaive, or (c) a greatsword
- A shortsword
- A longbow and 20 arrows
- (a) clothes (traveler's), (b) leather armor, or (c) chain shirt (if proficient)
- An explorer's pack

Witch

While not necessarily a magic-user, some researchers find their eccentric ways and alchemical experiments make them unwelcome in society, finding greater freedom to pursue their power far away, with nothing but their pets for company.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Bombardier Training
- **Alchemy sphere**
- **Beastmastery sphere**
- **Variable:** Witches gain one additional talent from the Equipment sphere.

Starting Equipment:

- A sling and 20 sling bullets
- Leather armor
- (a) alchemist's supplies or (b) a poisoner's kit
- A scholar's pack

Noble

The following martial traditions can be taken by a character with the noble background.

Cunning Leader

The battlefield is an ever-shifting place, causing chaos and anarchy to reign supreme. Only a cunning leader is able to properly navigate the terrain, commanding their troops while controlling the flow of combat in a way unique to them.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Armor Training
- **Guardian sphere**
- **Warleader sphere**
- **Variable:** Cunning leaders gain a talent of their choice from the Equipment sphere

Starting Equipment:

- (a) a mace or (b) a spear
- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts, (b) three javelins, or (c) a shortbow and 20 arrows
- A scholar's pack

Knight

Training in the knightly arts includes learning how to wear and maneuver in heavy armor and how to wield weapons suitable for frontline combat. In addition, most knights are trained in horsemanship and the art of leadership.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Armor Training (x2) Knightly Training
- **Variable:** Knights gain either the Beastmastery sphere (ride) package or the Warleader sphere.

Starting Equipment:

- (a) a longsword or (b) a greatsword
- (a) a lance or (b) a morningstar
- A shield
- (a) leather armor, (b) scale mail, or (c) chain mail
- Spurs
- An explorer's pack

Noble Duelist

In matters of the court, even the most diplomatic of courtiers must know how to accept and win a duel.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Duelist Training
- **Fencing sphere**
- **Guardian sphere** (challenge package)
- **Variable:** Noble duelists gain a talent of their choice from the Equipment sphere.

Starting Equipment:

- (a) a rapier, (b) a longsword, or (c) a greatsword
- A shortsword
- Leather armor
- A shortbow and 20 arrows
- A diplomat's pack

Outlander

The following martial traditions can be taken by a character with the outlander background.

Canny Hunter

Woodsmen and foresters, canny hunters, are skilled marksmen and trackers, capable of spotting a creature's weaknesses and felling them with a single well-placed shot.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Huntsman Training
- **Scout sphere**
- **Sniper sphere**
- **Beastmastery sphere**

Starting Equipment:

- A longbow and 20 arrows
- Two handaxes
- Leather armor
- An explorer's pack

Primitive

Whether they were raised by animals or simply enjoy the freedom of the wilderness, primitives care little for society's ways, often finding them ludicrous before the simplicity of wild life.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Berserker sphere**

- **Athletics sphere**
- **Scout sphere**
- **Variable:** Primitives gain either a talent of their choice from the Equipment sphere or the Beastmastery sphere.

Starting Equipment:

- A greatclub
- (a) two hand axes or (b) two spears
- Leather armor
- A dagger
- (a) a tiny cat or (b) a tiny dog
- An explorer's pack

Steppe Rider

Training on the harsh steppes breeds talented warriors.

Whether fierce raiders or guarded nomads, steppe riders are trained in horseback archery, relying on precision and mobility in place of bulky armor or heavy melee weapons.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Outrider Training
- **Beastmastery sphere** (ride) package
- **Barrage sphere**
- **Variable:** Steppe riders gain a talent from the Equipment sphere.

Starting Equipment:

- A handaxe
- Two daggers
- A longbow and 20 arrows
- Leather armor
- An explorer's pack

Sage

The following martial traditions can be taken by a character with the sage background.

Machinist

A machinist is knowledgeable at the working of machines and other complex systems. While not all machinists will go adventuring, those who do find their knowledge can be remarkably valuable to their allies.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Crossbow Expert
- **Variable:** Machinists gain either the Tinkerer sphere or the Trap sphere.
- **Variable:** Machinists gain either the Barrage sphere or the Sniper sphere.
- **Variable:** Machinists gain either the Point-Blank Shooting or Expert Reloading talents from the Equipment sphere.

Starting Equipment:

- (a) a heavy crossbow and 20 bolts or (b) a hand crossbow and 20 bolts
- Thieves' tools
- Leather armor
- A scholar's pack

Ruin Delver

Ruin delving requires quick wits and even quicker reflexes. With a backpack full of gear and a half-baked plan, ruin delvers live by the seat of their pants as they explore the leavings of past civilizations, looking for what knowledge and artifacts they can recover.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Rogue Weapon Training
- **Athletics sphere**, Rope Swing
- **Variable:** Ruin delvers gain a talent of their choice from the Equipment sphere.

Starting Equipment:

- A whip
- (a) a rapier or (b) a shortsword
- A hand crossbow and 20 bolts
- Leather armor
- A climber's kit
- A dungeoneer's pack

Staff Master

Sages who travel often learn to make greater use of their walking sticks than a soldier might of their sword.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Staff Mastery, Unarmored Training
- **Alchemy sphere**
- **Variable:** Staff masters gain either the Fencing sphere or the Berserker sphere.

Starting Equipment:

- A quarterstaff
- A light crossbow and 20 bolts
- (a) alchemist's supplies or (b) a poisoner's kit
- A scholar's pack

Sailor

The following martial traditions can be taken by a character with the sailor background.

Petty Officer

There are many jobs needed to make a ship run, from the ship's cook to its carpenter, doctor, quartermaster, or boatswain. Crewmen with such skills are important aboard any ship as they can mean the difference between safely arriving at one's destination and eternity on the ocean's floor.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Armor Training, Armor Expert
- **Warleader sphere**
- **Variable:** Petty officers gain either the Alchemy sphere, the Tinkerer sphere, or a talent from the Equipment sphere.

Starting Equipment:

- (a) a light crossbow and 20 bolts, (b) three javelins, or (c) a shortbow and 20 arrows
- Two daggers

- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- A shield
- A spear
- A diplomat's pack

Pirate

Pirates learn to fight on the decks of ships, where one must be both fast and light to avoid being shot or drowned, and where a good bluff can bring an enemy down without the need for a single shot.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Pirate Training, Unarmored Training
- **Fencing sphere**
- **Variable:** Pirates gain either the **Athletics sphere** or the **Gladiator sphere**.

Starting Equipment:

- (a) a shortsword or (b) a rapier
- 2 daggers

- A shortbow and 20 arrows
- A flask or tankard of alcohol
- An explorer's pack

Rager

Fueled by anger and grog, ragers can be found in the many taverns where sailors and locals congregate, tempers run high, and people can escape on a ship if the law gets involved.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Scoundrel sphere**
- **Barroom sphere**
- **Berserker sphere**
- **Variable:** Ragers gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- Leather armor
- (a) three handaxes or (b) three javelins
- Two flagons of ale
- A dungeoneer's pack



Soldier

The following martial traditions can be taken by a character with the soldier background.

Man at Arms

A man at arms specializes in using thick armor, a great variety of weapons, and sometimes even a combat-trained mount to bring down foes. While generals are often pulled from the nobility, it often falls to the man at arms to lead the troops on the ground.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Bruiser Training, Armor Training
- **Berserker sphere**
- **Variable:** Men at arms gain either the **Warleader sphere** or the **Beastmastery sphere**.

Starting Equipment:

- (a) a battleaxe and a shield or (b) a greataxe
- A mace
- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) two handaxes
- An explorer's pack

Phalanx Soldier

The phalanx is a group of soldiers who combine spears and shields to create an impenetrable wall of death. Even when not flanked by their brothers-in-arms, a phalanx soldier is still a deadly force on any battlefield.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Armor Training, Versatile Shield
- **Shield sphere**
- **Variable:** Phalanx soldiers gain a talent of their choice from the Equipment or **Shield sphere**.

Starting Equipment:

- Two spears
- A shield
- (a) a light crossbow and 20 bolts or (b) two javelins
- Leather armor
- An explorer's pack

Pikeman

Grunt soldiers in most armies, pikemen are soldiers who specialize in using polearms to take down enemy cavalry and to keep enemies at a safe distance.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Equipment:** Armor Training, Pikeman Training, Polearm Guard
- **Guardian sphere**

Starting Equipment:

- (a) a pike, (b) a glaive, or (c) a halberd.
- A heavy crossbow and 20 bolts
- Two daggers
- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- An explorer's pack

Urchin

The following martial traditions can be taken by a character with the urchin background.

Roof Runner

Roof runners treat the world as their gymnasium, practicing wild acrobatics, running on, and leaping from surfaces most wouldn't consider even climbing.

Key Ability Modifier: Wisdom

Bonus Talents:

- **Athletics sphere**, Training, Wall Stunt
- **Variable:** Roof runners gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- Four daggers
- Leather armor
- (a) a burglar's pack or (b) an entertainer's pack

Street Tough

Street toughs specialize in using their bulk to intimidate their opponents and grind them into dust.

Key Ability Modifier: Charisma

Bonus Talents:

- **Equipment:** Armor Training
- **Brute sphere**
- **Gladiator sphere**
- **Variable:** Street toughs gain a bonus talent of their choice from the Equipment sphere.

Starting Equipment:

- A shield
- A spear
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) leather armor, (b) scale mail, or (c) chain mail (if proficient)
- A dungeoneering pack

Thrower

Many urchins learn early the power of a thrown stone and capitalize on the power of thrown objects as they grow up, throwing everything from small stones and blades to whatever they can get their hands on.

Key Ability Modifier: Intelligence

Bonus Talents:

- **Equipment:** Rock Toss
- **Dual Wielding sphere**
- **Sniper sphere**
- **Variable:** Throwers gain one talent of their choice from the Equipment sphere.

Starting Equipment:

- Two handaxes
- Two light hammers
- Two daggers
- Leather armor
- An entertainer's pack

Chapter 3

Classes

Alter Ego

The alter ego is multiple people in one. Just as there is a difference between someone with a sword and a real fighter, there is a difference between someone with a mask and an alter ego.

Whether through possession, transformation, or acting so good it can even fool magic, an alter ego is at least two people in one shared body. Even the great divinations of powerful mages treat an alter-ego's hidden identities as separate people, and it is this ability that allows the alter ego to adapt to any situation.

Quick Build

You can make an alter ego quickly by following these suggestions. First, choose the Charlatan background, with Companion (Wis), Flamboyant Combatant (Cha), or Grifter (Int) as your martial tradition. The martial tradition you choose determines your highest ability score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution.

Class Features

As an alter-ego, you gain the following class features.

Hit Points

Hit Dice: 1d8 per alter ego level

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

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

Proficiencies

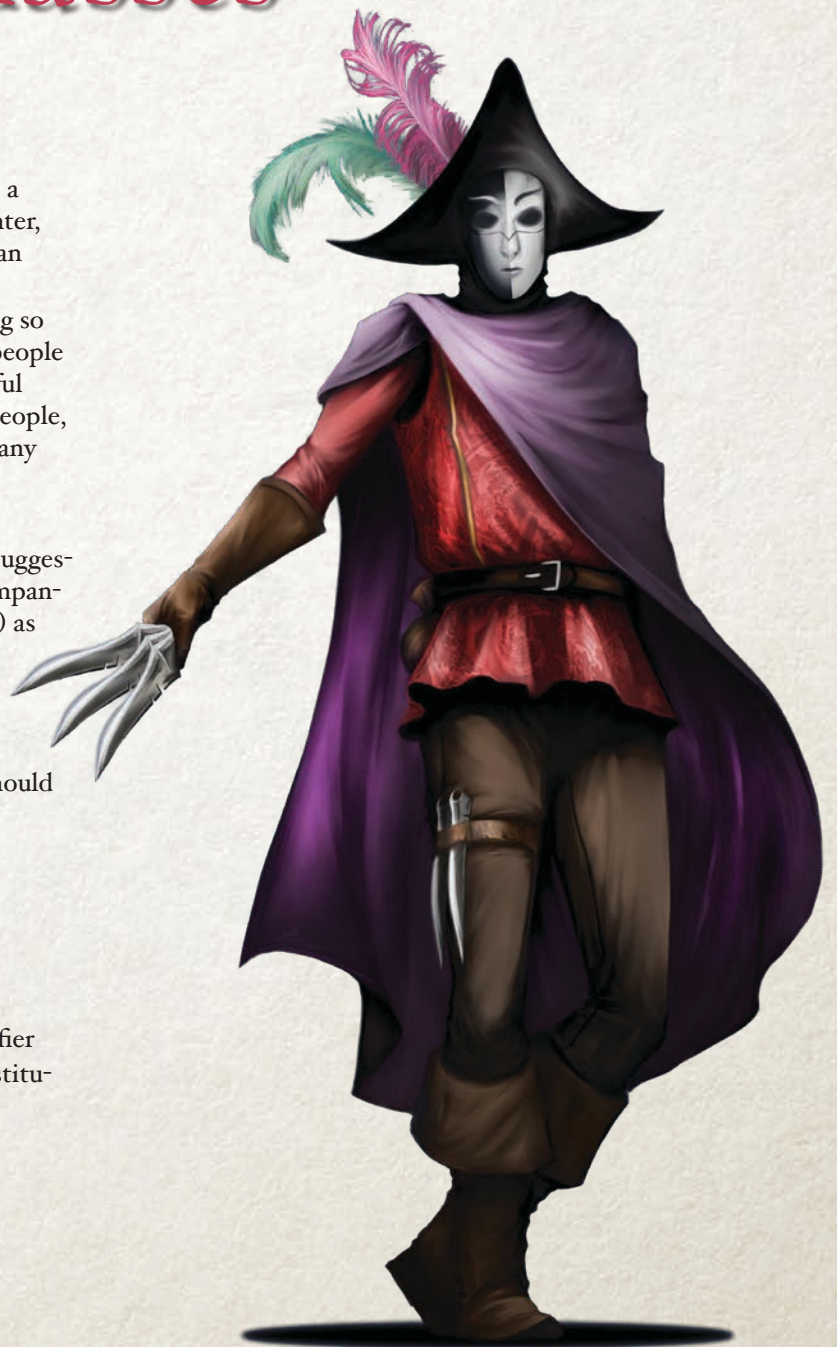
Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution and Charisma

Skills: Choose any three.



Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a scholar's pack, (b) a diplomat's pack, or (c) an explorer's pack
- (a) a martial or simple weapon, or (b) a shield

Tradition

If this is your first level in any class, you may select a martial tradition.

Martial Training

You gain a martial talent at 2nd level and every two levels after that, according to **Table: Alter Ego**.

Archetype

Every alter ego walks the path of a particular archetype, which determines what type of personas they possess.

Persona

As an alter ego, you have multiple identities so distinct that, for most intents and purposes, they are different people. This might be as simple as having a second personality inside you or as elaborate as sharing a body with a separate entity with its own name and its own appearance (which could be

accomplished through a costume or a full-body change). The archetype you choose will determine more about the nature of this change, as well as determine how many personas you ultimately have.

An alter ego has at least two personas. Only one persona can be active at a time, and switching between them requires some form of action on your part (changing form, putting on makeup and costumes, etc.), as outlined in your archetype.

While each of your personas is an extension of you, each persona is, in many ways, treated like a completely different being; personas may be of different alignments, and so long as a magic-user does not know that various personas are all part of the same being, any attempts they make to scry on or locate one of your personas with magic only functions when that persona is currently active. Likewise, attempts to divine information about one persona does not reveal information about any others.

Persona Trope

Every persona has its own powers, perspectives, and capabilities that make it distinct from its fellows. Each persona you possess gains at least one trope listed below, along with its associated benefits. Your archetype might allow a persona to gain more than one trope.

Table: Alter Ego

<i>Level</i>	<i>Proficiency Bonus</i>	<i>Features</i>	<i>Martial Talents</i>	<i>Persona Talents</i>
1st	+2	Alter Ego Archetype, Persona, Persona Trope	0	-
2nd	+2	-	1	-
3rd	+2	Persona Talents	1	2
4th	+2	Ability Score Improvement	2	2
5th	+3	Extra Attack	2	3
6th	+3	Archetype Power	3	3
7th	+3	Trope Benefit	3	3
8th	+3	Ability Score Improvement	4	3
9th	+4	-	4	4
10th	+4	Quick Change	5	4
11th	+4	Archetype Power	5	4
12th	+4	Ability Score Improvement	6	4
13th	+5	-	6	5
14th	+5	Archetype Power	7	5
15th	+5	Trope Benefit	7	5
16th	+5	Ability Score Improvement	8	5
17th	+6	-	8	6
18th	+6	Quick Change (2)	9	6
19th	+6	Ability Score Improvement	9	6
20th	+6	Archetype Power	10	6

The Antihero

The antihero is willing to use all manner of secret and underhanded tricks to accomplish their goals and prefers to keep themselves ambiguous and in the shadows.

Antiheroes deal 1d6 sneak attack like a 1st level rogue. This increases by +1d6 at 6th (2d6), 10th, (3d6), 14th levels (4d6), and 18th levels (5d6). If you already possess sneak attack, you may instead add half your alter ego levels to your rogue level to determine your total sneak attack.

The Dragon

Dragons are more a force of nature than anything else, bringing fear and havoc wherever they go.

Dragons gain the ability to rage twice per long rest like a 1st level barbarian. You may rage an additional time at 7th and 15th levels and deal an additional point of rage damage at 15th level.

If you possess barbarian levels, you may add half your alter ego levels to your barbarian level when determining how many times you may rage a day and how many points of rage damage you deal.

The Fool

The fool is easy to dismiss as comic relief, but that makes it all the more powerful of a twist when the fool ends up saving the day.

Whenever the fool fails an attack roll, ability check, or saving throw with a natural dice roll of 4 or less, they can perform a 'fumble.' Whenever you fumble, you may choose and gain advantage on a single attack roll, saving throw, or ability check made the next round.

The die roll required to produce a fumble increases by 2 at 7th (6 or lower) and 15th level (8 or lower).

A fumble can only be achieved when performing an action you want to succeed at, and that carries real risk; most checks made in combat can produce a fumble, but you cannot, for example, roll to tie your shoes in hopes of producing a fumble.

The Hero

Heroes are personas of action, taking center stage to accomplish great deeds. A hero needn't be a 'good guy,' but whatever they do they perform deeds worth remembering.

All heroes gain a Fighting Style like a 1st fighter and gain a bonus Equipment talent of their choice.

At 7th level, you gain Action Surge like a 2nd level fighter.

At 15th level, you gain Indomitable like a 9th level fighter.

If you already possess the Action Surge or Indomitable class features, you may add half your alter ego levels to your fighter level to determine when you gain a second or third use, as outlined in the fighter class.

The Lover

The lover inspires those around them to greater heights than would otherwise be possible.

Lovers gain a 1d6 bardic inspiration die, which they may use as if they were a level 1 bard. They may use bardic inspiration a number of times equal to their Charisma modifier, regaining uses after a long rest.

At 7th level, your bardic inspiration die becomes a d8, and you regain your uses of bardic inspiration after a short or long rest.

At 15th level, your bardic inspiration die becomes a d10.

If you possess bard levels, you may add half your alter ego levels to your bard level determine the size of your bardic inspiration die.

The Mentor

Wise and knowledgeable, mentors are looked up to for their skill and great powers.

When creating a mentor, choose a spellcasting class (such as bard, cleric, druid, paladin, ranger, sorcerer, wizard, or warlock). The mentor counts as this type of spellcaster for all purposes and may cast spells using the same method (spellbooks, prayer, etc.), focus, and casting ability modifier as that class.

The number of spells known, the number of cantrips known, and the mentor's number of spell slots are given in the table below. If you have multiple personas that each have the mentor trope, they all gain their own set of cantrips and spells known but do not gain new spell slots, instead of sharing spell slots between all personas. A ranger mentor may gain druid cantrips, while a paladin mentor can gain cleric cantrips.

Table: Mentor

Mentor Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
1st	2	1	1	-	-	-
2nd	2	2	2	-	-	-
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

The Mentor (Spheres of Power)

If using Spheres of Power, the mentor instead gains the following benefits. You cannot have both the mentor and the spheres of power variant mentor on the same alter ego.

Spherecasting

You can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

You gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to one fourth your alter ego level (rounded down). This pool replenishes

once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

If you have multiple personas with the mentor trope, they all share the same spell pool.

Magic Talents

You may select magic talents with a mentor's persona talents. You also gain a bonus magic talent at 7th and 15th levels.

Casting Tradition

You gain a casting tradition. While in a persona with the mentor trope, you can determine your key ability modifier using either your casting tradition or your martial tradition.

If you have multiple personas with the mentor trope, they all share the same casting tradition.

The Socialite

The socialite might be a mild-mannered and unassuming nobody trying to blend into the background, or perhaps a loud and vapant playboy who always steals the spotlight, but whoever they are, they rarely engage in combat. Instead, they make friends, deal with the public, and often go underestimated just long enough to switch personas and take their enemies by surprise.

Regardless of circumstances, you are never the first suspect when it comes to being guilty of an action. You are proficient in Deception checks and gain advantage on any Deception check made to convince others of your innocence, to deny being associated with one of your other personas, or provide a cover story for where your socialite persona was while another persona was active. If you are already proficient with Deception, you may instead double their proficiency bonus with that skill, as the expertise rogue class feature.

At 7th level, you are adept at making connections and contacts. You gain advantage on all Charisma (Persuasion) checks made to spread or investigate news, rumors, gossip, or gather information from the masses. Also, so long as you have spent at least a week carousing to get to know the populous in a settlement, you can make most purchases from its market at 90% of the actual market price. This can apply to even grand purchases such as boats or buildings but might not apply to certain specialty purchases, such as commissioning the creation of a magic item.

At 15th level, you can survive almost anything to reach a safe place to change your persona. You become proficient with all saving throws.

The Support

Whether they are a friend in times of need or perhaps a witty servant who constantly saves their less-intelligent employer, supports possess the knowledge, skill, and capabilities necessary to fix problems or overcome obstacles.



Supports possess two extra skill or tool proficiencies. If the support picks a skill or tool they are already proficient with, they may instead double their proficient bonus with that skill or tool, as the expertise rogue class feature.

They gain an additional 2 skill or tool proficiencies at 7th and 15th level.

Persona Talent

At 3rd level, each of your personas gain two martial talents. These talents are unique to each persona. For example, if one persona chooses Warleader talents and your other persona chooses Barroom talents, you would only have access to the Warleader talents in the first persona and the Barroom talents in the other persona.

If you gain a talent that applies to all personas that one of your personas already possesses as a persona talent, you may immediately retrain that persona talent.

You gain additional persona talents, as listed on **Table: Alter Ego**.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Quick Change

At 10th level, you have enough experience changing your persona that you can sometimes change much quicker than normal. A minute change is reduced to an Action, an Action is reduced to a bonus action, and a bonus action is reduced to no action at all. You may do this once, but regain this use after a long rest. At 18th level, you may do this twice instead of once.

Alter Ego Archetypes

The Chemist

A chemist uses applied magic and chemical mysteries to enact their transformation, drinking a concoction and transforming physically into a completely different person.

Switching Personas: You possess two personas; one when you are transformed and one when you are not. Changing your personas requires an Action as you drink the concoction that enacts the switch and go through a quick transformation. You switch back to your untransformed persona after a short or long rest, but you may also drink another concoction to switch back at any time. The appearance of your transformed persona is up to you: you but taller, a demonic monster, a giant animal, etc.. However, it cannot mimic the appearance of another, specific creature of your choice, and once decided your transformed appearance cannot change. Unless your transformed persona appears similar to your untransformed persona, it is only through intense investigation or seeing a transformation

take place that anyone can tell that your different personas are all different sides of the same person.

Changing a Persona: Abandoning a transformed persona and creating a new one in its place usually requires a week of downtime, as you experiment with different chemicals to enact an entirely new change.

Bonus Proficiencies

You gain proficiency with alchemist supplies and poisoner's kits.

Concoctions

Your change is enacted through drinking small vials of your creation as an Action, known as concoctions. Because concoctions are as much applied magic as unstable science, you can only keep a few of them active at any one time; brewing new ones causes any old ones to go inert. Anyone other than you who drinks a concoction is poisoned for 1 hour. During a long rest you can brew up to your maximum.

You can maintain up to two concoctions at once. You may brew an additional concoction at 6th (3), 11th (4), 14th (5), and 20th levels (6).

In addition to changing your persona, you can brew one benefit into each concoction. If you use the concoction to adopt your transformed persona (instead of using it to return to your untransformed persona) you gain that benefit for as long as you are in your transformed persona. If you drink one while in your transformed persona, you may choose to stay in your transformed persona and switch the benefits rather than change back to your untransformed persona.

You may choose any of the following benefits. At 11th level, you may give a concoction two benefits instead of one. At 20th level, you may have three benefits instead of two. You may choose different benefits for each concoction you brew.

Super Ability: Your gain a +2 bonus to one ability score of your choice (maximum 20). You also suffer a -2 penalty to its corresponding ability score, as determined in the table below. You can gain this benefit multiple times but must choose a different ability score each time.

Table: Super Ability

<i>Ability Score</i>	<i>Corresponding Ability Score</i>
Strength	Intelligence
Dexterity	Wisdom
Constitution	Charisma
Intelligence	Strength
Wisdom	Dexterity
Charisma	Constitution

Claws: You grow claws. Your unarmed strikes are considered light finesse weapons that deal 1d6 damage.

Carapace: You grow natural armor. Your armor class becomes 14 + your Dex modifier.

Darkvision: You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Extra Arm: You gain an extra arm. This arm can hold things and even wield weapons as if it were any other arm, but it does not grant extra attacks. It can, however, allow you to treat a one-handed melee weapon as if it had the light quality by holding it in two hands. You may take this benefit twice, gaining an extra arm each time. If you have two extra arms, you can treat two-handed weapons as if they had the light quality.

Flight: You gain a 30 ft. fly speed. This counts as two benefits.

Climb: You gain a climb speed equal to your land speed and can climb vertical surfaces and along ceilings.

Swim: You gain a swimming speed equal to your land speed and can breathe underwater.

Healing: You heal for an amount equal to 1/4th your total hit points. This can be chosen multiple times, and the effects stack.

The Empowered

The empowered change persona through the use of magic; perhaps they possess a powerful artifact that grants them an alternative persona, or perhaps it is a gift from a deity or powerful fey, or maybe it's merely the awakening of an inherited side of themselves. Whatever the reason, the empowered can transform to awaken the depth of their power, changing from mere mortal to something altogether greater.

The empowered has two personas: A 'base' persona and an 'empowered' persona.

Switching Personas: Switching personas requires an Action. As one of the empowered, your transformation is quick, but it is also very noticeable; it might involve bright lights, swirling magical forces, choreographed dance movements, or require you to shout a magical phrase. Whatever the details, transforming reveals yourself to nearby creatures, breaking stealth once the transformation is complete.

Even if your empowered persona appears similar to your base persona, a disguise is part of the magic; only those with truesight can pierce it to see your hidden face.

Changing a Persona: Generally, changing your empowered persona is not possible without GM permission and some sort of quest to change your relationship with the source of your magical strength.

Magical Storage

During a long rest, you can associate an outfit or suit of armor, worn magical items such as rings or amulets, or items that can be held in your hands such as weapons or wands as part of your empowered persona. These items disappear into an extradimensional space when you are in your base persona and appear/are equipped onto you when you transform. If you are already wearing armor or an outfit or other items that would obstruct the summoned items (for example, summoning magical gloves when you are already wearing a different set of magical gloves), the replaced items are put into extradimensional storage until you change back into your base persona. If

you should die, all items in your extradimensional storage are expelled harmlessly in the space around you.

Magical Health

The source of your transformed state grants your empowered persona additional protections. If you are reduced to 0 hp while in your empowered persona, you can choose to instead be transformed back to your base persona at 1 hp; you cannot access your empowered persona again until you take a short or long rest or until you are healed to at least half your hit points.

Empowerment

Your empowered form is powered by supernatural forces that grant you incredible magical power. Your empowered persona gains the mentor trope in addition to another trope of your choice.

If you desire, you may choose to grant your empowered persona the mentor trope a second time instead of giving it two different tropes. If you do so, use the following table to determine spell slots and spells known instead of those listed in the mentor trope.

Empowered Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th
1st	3	2	2	-	-	-	-
2nd	3	3	2	-	-	-	-
3rd	3	4	3	-	-	-	-
4th	4	5	3	-	-	-	-
5th	4	6	4	2	-	-	-
6th	4	7	4	2	-	-	-
7th	4	8	4	3	-	-	-
8th	4	9	4	3	-	-	-
9th	4	10	4	3	2	-	-
10th	5	11	4	3	2	-	-
11th	5	12	4	3	3	-	-
12th	5	13	4	3	3	-	-
13th	5	13	4	3	3	1	-
14th	5	14	4	3	3	1	-
15th	5	14	4	3	3	2	-
16th	5	15	4	3	3	2	-
17th	5	15	4	3	3	3	1
18th	5	16	4	3	3	3	1
19th	5	17	4	3	3	3	2
20th	5	18	4	3	3	3	2

Empowerment (Spheres of Power)

If using Spheres of Power, then giving your persona the mentor trope twice instead increases the number of magic talents you gain to gaining one talent at every even level (2, 4, 6, etc.), and increase your spell pool to become equal to your key ability modifier +1/2 your alter ego level.

Touched by Magic

At 6th level, choose a warlock invocation you meet the prerequisites for. You gain the benefits of this warlock invocation while in your empowered persona. You gain an additional invocation at 11th, 14th, and 20th levels.

The Possessed

The possessed do not simply give the appearance of being two people; they really and truly are two completely different beings. Whether this second form is a ghost or demon that possesses the host or simply the result of magical or alchemical experimentation gone wrong, there are two minds inside the possessed, and they battle each other for control.

Switching Personas: Switching personas is very easy for the possessed, requiring only a bonus action. The trigger for this transformation could be as simple as getting angry, or could be involuntary as the minds battle for control of the body. This transformation is quick and silent and can be done while hiding. However, while switching personas is not physically demanding, it is emotionally taxing, as described under taxing transformation below. You cannot change personas if you are unconscious.

The alternate persona could appear the same as the base persona or could be radically different, even appearing as a different race or species. Once this choice is made, however, it cannot be changed.

Changing a Persona: This usually cannot be done without GM permission and some sort of quest to reconcile with the two minds to achieve a new relationship.

Second Life

Your two personas are truly different beings. Not only do both personas gain a trope and possibly different alignments, but both personas might have a different race, different ability scores, and a different background, complete with a different martial tradition. Ability score increases are done separately for each persona. If your personas have different maximum hit point totals, damage dealt to one persona affects both personas' current hit points.

Taxing Transformation

Transformation takes a powerful emotional toll on you. You can only change your persona twice (usually from one persona to the other, then back again). You regain these uses after a short or long rest.

At 6th level, you can change your persona 4 times instead of two times. At 14th level, you are no longer restricted in how many times you can change your persona.

Transformative Healing

At 6th level, if you are affected by the charmed or frightened conditions, these conditions are repressed when you change persona; their duration still continues, but since they affect the persona you are not currently in, they do not affect you.

At 11th level, this also affects the blinded, deafened, paralyzed, poisoned, and stunned conditions.

At 14th level, this also affects all levels of exhaustion.

Separate Health

At 11th level, your two forms gain their own separate hit point pools; while healing applied to one persona heals both personas, damage lost in one persona does not lower the hit points of your other personas. However, if you are currently at 0 hp in one persona, you still cannot change personas even if your other personas are at higher health.

Masterful Transformation

Beginning at 14th level, you may change personas as a reaction.

Hybrid Form

At 20th level, you have learned how to marry your two halves, allowing both sides to manifest simultaneously. This new form counts as a separate persona for the purpose of your transformative healing and separate health powers.

Your hybrid form appears as a mixture of your base and alternate personas, and you can choose which ability score it uses for each individual ability, selected from the different scores of your two personas. This new form possesses every trope power, racial bonus, proficiency, and talent that otherwise would have been possessed by only one of your personas. You may transform effortlessly between either of your personas or your new hybrid form with no action required.

The Troubadour

The troubadour is a master actor able to create characters so vivid that, at least for a time, he is truly a different person. This level of acting is difficult to master and true troubadours are rare (and ruthlessly sought after by those in need of a spy), but those who walk the path of a troubadour find that they often have so many characters at their fingertips that they can easily wear whatever face best meets their present needs.

Switching Personas: Switching personas requires 1 minute of mental preparation, which may or may not involve donning a disguise as well. Your different personas needn't use disguises to appear physically different, but not doing so makes it easy for someone who has met multiple personas to tell they are actually the same person.

If someone meets multiple personas that use a disguise kit to appear different, discovering they are all the same person is the same as seeing through any other disguise, but any roll you make to maintain the disguise treats any roll of 9 or lower as if it were a 10. This does not apply to any other attempt to create or maintain a disguise (even if, for example, you create a persona designed to mimic someone else; discovering you are an imposter would not trigger this benefit).

Changing a Persona: You can change one of your personas into a completely different persona during a long rest.

Bonus Proficiencies

You gain proficiency with Performance and Disguise kits.

Multiple Personas

As a troubadour, you are an expert at creating new characters to fit your needs. You have three personas instead of two. You gain a fourth persona at 11th level and a fifth persona at 20th level.

Flexible Truth

At 6th level, you have become so adept at living multiple 'truths' that you can make yourself temporarily believe anything for a short time. Whenever you are subject to truth-compelling or truth-detecting magic or magic that detects your surface thoughts, you may attempt a Wisdom saving throw before any other saving throw the effect may or may not require. If you succeed, the magic appears to work, except you can choose what thoughts you share and say whatever you wish, as well as decide if what you say is detected as being a lie or the truth.

This ability does not protect against mental attacks or mind-reading that delves deeper than surface thoughts.

Master Actor

At 14th level, your ability to pass as different people is strengthened. You regain your uses of quick change after a long or short rest.



The Vigilante

Vigilantes create a double life so they can avoid scrutiny; one identity is a mild-mannered member of polite society, while the other might fight crime, commit crimes, or simply go on dangerous adventures without their friends and family knowing. A vigilante possesses two personas: a 'civilian' persona and a 'vigilante' persona. Their vigilante persona is usually donned by putting on a mask that obscures their face, but this is not always the case. Rarely, the vigilante persona might wear their face unobscured while it is the civilian persona that uses glasses, concealing hairstyles, and other forms of obstruction to keep their identities separate.

Switching Personas: Switching personas requires 1 minute of work to mentally prepare and make any necessary costume changes. So long as you remain in costume when in your vigilante persona, even people familiar with both your civilian and vigilante personas cannot tell they are the same person; if a Perception or Investigation check is made against you to discover your identity without ample evidence, assume your Deception or disguise roll is a natural 20.

Changing a Persona: You may replace your vigilante persona with a different one, but doing so requires a week of downtime as new costumes are built, new methodologies are created, and the old ways are left behind.

Bonus Proficiencies

You gain proficiency with both Persuasion and Intimidation.

Cover Story



Your civilian persona is equipped to give all the appearance of an everyday life, and you are well-versed in providing that appearance quickly so that your other activities can be done unnoticed.

You can perform many actions that generally require downtime, even if you are adventuring. Examples of such actions include getting a day's worth of crafting done for magical or mundane items, spending a day running a business, performing research, carousing, etc. In essence, your civilian persona can spend time performing downtime activities even while your vigilante persona is out adventuring. This is subject to reasonable restrictions; your civilian persona cannot provide a cover story if you are in jail or provide an alibi in one city while you are adventuring in another. However, if you are adventuring in your vigilante persona and are taking at least one short rest per day, your civilian persona can perform downtime activity in that location on your behalf.

You cannot perform retraining as a downtime activity in this manner, as doing so requires too much time and focus.

Celebrity

Your two personas are well-versed in supporting each other, whether it be using your civilian persona to promote the fame of your vigilante persona or using your vigilante persona to funnel valuable intelligence to your civilian persona.

So long as you have spent at least a week in a particular settlement and have had time to communicate with, spread rumors through, and build a reputation among the locals, your civilian persona gains advantage on all Persuasion checks, and your vigilante persona has advantage on all Intimidation checks within that settlement, as if your personas were using the Help action on each other.

With GM permission, other checks might gain this advantage as well (for example, if your civilian persona has had the chance to visit a building during a party and you return later in your vigilante persona, you might gain advantage on Investigation checks within that location).

Strength of the Mask

Beginning at 6th level, you gain proficiency with Wisdom saving throws while in your vigilante persona.

Powerful Persona

At 11th level, your vigilante persona gains a second trope, with all its associated benefits. As you gain levels, you gain the powers of both tropes.

Greater Celebrity

Beginning at 14th level, your renown has grown such that it is much easier to establish yourself. You only need a short rest within a settlement rather than a week to gain the benefits of your celebrity class ability (or socialite trope power, if you have it). Once you have established your reputation in a settlement, this benefit can quickly travel to neighboring settlements as well, as rumors of your personas travel along trade routes.

Unshakable

At 20th level, you become proficient in all saving throws and immune to the frightened and charmed conditions while in your vigilante persona.

Armiger

“Right tool, right job.”

An armiger is a warrior trained in a variety of weapons and styles, mastering different techniques with each so they can bring the best ability to bear against their foes.

Quick Build

You can make an armiger quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your next-highest score should be Constitution. Second, choose the Soldier background, with Man at Arms (Cha), Phalanx Soldier (Int), or Pikeman (Wis) as your martial tradition. The martial tradition you choose determines what should be your third-highest ability score.

Class Features

As an armiger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per armiger level

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

Table: Armiger

Level	Proficiency Bonus	Features	Martial Talents	Customization Talents
1st	+2	Martial Training, Customized Weapons (3), Quickdraw	0	1
2nd	+2	Rapid Assault	1	1
3rd	+2	Armiger Prowess	1	1
4th	+2	Ability Score Improvement	2	1
5th	+3	Extra Attack	2	1
6th	+3	Variable Customization	3	1
7th	+3	Armiger Prowess ability	3	2
8th	+3	Ability Score Improvement	4	2
9th	+4	Customized Weapons (4)	4	2
10th	+4	Armiger Prowess ability	5	2
11th	+4	Improved Rapid Assault	5	2
12th	+4	Ability Score Improvement	6	2
13th	+5	Instant Customization	6	3
14th	+5	Armiger Prowess ability	7	3
15th	+5	Favored Weapon	7	3
16th	+5	Ability Score Improvement	8	3
17th	+6	Armiger Prowess ability	8	3
18th	+6	Customized Weapons (5)	9	3
19th	+6	Ability Score Improvement	9	4
20th	+6	Ultimate Rapid Assault	10	4

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Choose one type of artisan’s tools or one musical instrument

Saving Throws: One each of

- Strength, Intelligence, or Charisma
- Dexterity, Constitution, or Wisdom

Skills: Choose any two.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- (a) two martial or simple weapons, or (b) a shield, and a martial or simple weapon

Tradition

If this is your first level in any class, you may select a martial tradition.

Martial Training

You gain a martial talent at 2nd level and every 2 levels after that, according to **Table: Armiger**.

Customized Weapon

An armiger has a collection of weapons and tools with which they are much more capable than others. Maybe the weapons have been altered to fit a specific fighting style. Perhaps they are simply heirlooms that carry sentimental value. Whatever the reason, when an armiger has their customized weapons in their hands, they are much more capable.

A customized weapon could include a single weapon held in one or both hands, a set of up to 10 identical throwing weapons, a shield, a tool, or even a natural attack if you have one. You may select your unarmed strike or 'improvised weapons' as a customized weapon if you are proficient, though you must have at least one hand empty to 'wield' an unarmed strike.

At 1st level, you gain the ability to create three customized weapons. This increases to four at 9th level and five at 18th level. Each of these weapons contain a number of talents chosen by you, the maximum of which is given in **Table: Armiger**. When you are wielding a customized weapon (or are ready to draw it, in the case of thrown weapons), you gain access to these talents. Only one customized weapon may be active at a time; even if you carry one in each hand, you must choose which is active and can only change which is active once per turn.

You may change one weapon you have customized or what talents are held within a customized weapon during a long rest, and you still must meet the prerequisites for any talent added to a customized weapon.

Quick Draw

At 1st level, you have learned to quickly switch your equipment in combat. When using your action to use a piece of equipment you can hold in your hands (including an Attack action), you can stow what's currently in your hands and draw the weapons or items necessary to perform that action. You may draw and equip a shield alongside a weapon when you draw it as well. This doesn't count as interacting with an object and can always be done without spending an action.

Rapid Assault

At 2nd level, immediately after you take the Attack action on your turn with a customized weapon, you can expend your martial focus to make an additional attack against a different creature. This attack must be made with a different customized weapon than the triggering attack, and you may stow or draw weapons as necessary to use that different customized weapon.

Armiger Prowess

Every armiger pursues a different path when it comes to mastering the many forms of combat. At 3rd level, choose an armiger prowess.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Variable Customization

At 6th level, you may change one talent granted by a customized weapon during a short rest.

Improved Rapid Assault

At 11th level, when using rapid assault, you may make two bonus attacks against two different creatures instead of a single bonus attack.

Instant Customization

At 13th level, you may expend your martial focus to change one talent granted by a customized weapon as a bonus action. You cannot use this ability again until you take a long rest.

Favored Weapon

At 15th level, you may choose one of your customized weapons to be a favored weapon. This weapon gains an additional talent. You may change which customized weapon is your favored weapon during a long rest.



Ultimate Assault

At 20th level, you no longer need to expend martial focus to activate rapid assault.

Armiger Prowess

Antiquarian (spherecasting version)

An antiquarian customizes his equipment not only through special training or augmented grips, but also through affixing relics, mystic foci, and other items of magical potency to their equipment. Through these customizations, they can use the power of such items to unlock and focus magical ability.

Spherecasting

When you reach 3rd level, you gain a casting tradition if you do not already have one, and you may customize wands, staves, or focuses as if they were weapons. You may place magic talents into your customized weapons in place of martial talents if you so choose. You cannot use variable customization or instant customization to change magic talents.

When using rapid assault, you may activate it after using a magic effect as well as making an Attack action.

Spell Pool

At 3rd level, you gain a small reservoir of energy you can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to your key ability modifier (minimum: 1). You gain additional spell points equal to one fourth your armiger level (rounded down). This pool replenishes once per day after a long rest. (Note: if multiclassing, spell points from your key ability modifier are only gained once.)

Magic Talents

At 7th level, you gain a magic talent. You gain another magic talent at 14th level.

Faith in Steel

At 10th level, when wielding a customized weapon that contains at least one magic talent, you gain proficiency in either Intelligence, Wisdom, or Charisma saving throws (your choice). You can change what proficiency you gain after a long rest.

Magic Customization

At 14th level, you may use variable customization or instant customization to change magic talents on a customized weapon.

Eldritch Strike

At 17th level, you learn how to make your weapon strikes undercut a creature's resistance to your magic. When you hit a creature with a customized weapon, that creature has disadvantage on the next saving throw it makes against a spell or magic sphere you cast before the end of your next turn. You cannot use eldritch strike on magic sphere effects channeled through weapon attacks with the Striking (metasphere) talent.

Antiquarian (core casting version)

An antiquarian customizes his equipment not only through special training or augmented grips, but also through affixing relics, mystic foci, and other items of magical potency to their equipment. Through these customizations, they can use the power of such items to unlock and focus magical ability.

<i>Armiger Level</i>	<i>Cantrips Known</i>	<i>Spells Known</i>	<i>Slot Level</i>
3rd	2	3	1
4th	2	4	1
5th	2	4	1
6th	2	4	1
7th	2	5	2
8th	2	6	2
9th	2	6	2
10th	3	7	2
11th	3	8	2
12th	3	8	2
13th	3	9	2
14th	3	10	3
15th	3	10	3
16th	3	11	3
17th	3	11	3
18th	3	11	3
19th	3	12	3
20th	3	13	4

Magical Customization

When you reach 3rd level, you may customize wands, staves, or focuses as if they were weapons. Additionally, you may place a spell slot into an item in place of a talent. This spell slot is tied to a specific spell you know; you must choose this spell when you place the spell slot into the item, and the spell slot cannot be used with any other spell. You cannot use variable customization or instant customization to change talents into spell slots and vice versa. When you have placed a spell slot into an item, that item counts as an arcane or divine focus (your choice) but cannot be both at the same time.

A spell slot placed into a customized weapon is a 1st level spell slot which increases in level when you become 7th (2nd level), 14th (3rd level), and 20th (4th level) levels.

Spellcasting

At 3rd level, you gain the ability to cast spells. Instead of gaining spells from a single source such as study, prayer, or bargains, your magic comes from every source you can find as

you customize your weapons into various foci to meet your various needs.

You gain 2 cantrips of your choice, chosen from any spell list. At 10th level, you may select an additional cantrip from any spell list.

In addition, you gain a number of spells known, which may be pulled from any spell list. The number of spells known is listed on the table above. Each of these spells must be of a level you can cast with your antiquarian spell slots.

While you can cast spells from any spell list with your spell slots, you must use the appropriate magical focus associated with the spell list that spell was taken from. When you gain a level in this class, you can choose one spell you know and replace it with another spell, which also must be of a level you can cast with your antiquarian spell slots.

Regardless of which spell list a spell came from, you use your key ability modifier when determining your spell save DC and spell attack modifier.

Spell save DC = 8 + your proficiency bonus + your key ability modifier

Spell attack modifier = your proficiency bonus + your key ability modifier

Faith in Steel

At 10th level, when wielding a customized weapon that contains at least one spell slot, you gain proficiency in either Intelligence, Wisdom, or Charisma saving throws (your choice). You can change what proficiency you gain after a long rest.

Magic Customization

At 14th level, you may use variable customization or instant customization to change a combat talent into a spell slot or vice versa.

Eldritch Strike

At 17th level, you learn how to make your weapon strikes undercut a creature's resistance to your magic. When you hit a creature with a customized weapon, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.



Commando

A commando is a warrior expected to meet any task put before them; while an archer or a pikeman might get away with only mastering a single weapon, a commando must master many disciplines so they can be ready for any situation.

Focusing Switch

At 3rd level, whenever you succeed on a contested ability check, deal damage to a hostile creature with a critical hit, or reduce a hostile creature to 0 hit points, you may use a bonus action or reaction to switch which customized weapon is active (drawing or stowing weapons as needed) and regain martial focus.

Linebreaker

At 7th level, when you use rapid assault, your movement for the rest of your turn does not provoke attacks of opportunity from one target hit by your attack.

Open Wound

At 10th level, whenever you use a customized weapon to damage a creature, all attacks made against that creature until the start of your next turn can use that weapon's magic bonus as if it were their own (if it is higher) and can bypass resistances as if they were made from the same materials and possessing the same special abilities as the weapon you used to damage the creature.

Sacrifice Weapon

At 14th level, as a reaction when damage would reduce you or an ally within your reach to 0 hit points, you may expend martial focus to direct the damage to a customized weapon you are wielding. This destroys the customized weapon. If the customized weapon was a natural attack or unarmed strike, you instead take the damage.

Greater Rapid Assault

At 17th level, when you use rapid assault you may make an additional weapon attack. This attack must be made with a different customized weapon than any previous attacks.

Polymath

A polymath is not just a master of combat, but indeed of virtually any pursuit.

Jack of All Trades

Starting at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Variable Fighting Style

At 7th level, you gain a fighting style. You may change which fighting style you possess during a short or long rest.

Choose from the following options.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **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.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Martial Sphere Apprentice:** You gain a bonus martial talent. If you don't possess it already, you gain the ability to achieve martial focus.
- **Protection:** When a creature you can see attacks a target within 5 feet of you (not including yourself), 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.

Good at Everything

At 10th level, you may double your proficiency score on a single attack roll, saving throw, or ability check. This can combine with Jack of All Trades, doubling that bonus from half your proficiency bonus to your full proficiency bonus. Once you have used this ability, you cannot do so again until after a short or long rest.

Dilettante

At 14th level, when you use variable customization or instant customization, you may change two talents instead of one.

Greater Dilettante

At 17th level, when you use variable customization or instant customization, you may change three talents instead of two.

Artisan

“The only joy greater than discovering power is making it with your own hands.”

An artisan is a specialist who makes what they need by hand. They are masters of equipment and know better than most just how dangerous a tool can be in the right hands.

Quick Build

You can make an artisan quickly by following these suggestions. First, choose the Guild Artisan background, with Craftsman (Wis), Inventor (Int), or Traveling Merchant (Cha) as your martial tradition. The martial tradition you choose determines your highest ability score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution.

Class Features

As an artisan, you gain the following class features.

Hit Points

Hit Dice: 1d8 per artisan level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: none.

Saving Throws: Intelligence and Constitution.

Skills: Choose any three.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- (a) one type of artisan’s tools, (b) one musical instrument, or (c) thieves’ tools

Tradition

If this is your first level in any class, you may select a martial tradition

Table: Artisan

Level	Proficiency Bonus	Features	Martial Talents	Deadly Tools
1st	+2	Martial Training, Deadly Tools, Trade Specialty, Tool Expertise	0	1d6
2nd	+2	Skillful Crafting, Tools of War	1	1d6
3rd	+2	Trade Specialty feature	2	1d6
4th	+2	Ability Score Improvement	3	1d6
5th	+3	Extra Attack	3	1d8
6th	+3	Trade Specialty feature	4	1d8
7th	+3	Evasion	5	1d8
8th	+3	Ability Score Improvement	6	1d8
9th	+4	Trade Specialty feature	6	1d8
10th	+4	Disable Magic	7	1d8
11th	+4	Tools of War	8	1d10
12th	+4	Ability Score Improvement	9	1d10
13th	+5	Trade Specialty feature	9	1d10
14th	+5	Greater Disable Magic	10	1d10
15th	+5	Use Magic Device	11	1d10
16th	+5	Ability Score Improvement	12	1d10
17th	+6	Trade Specialty feature	12	1d12
18th	+6	Masterful Crafting	13	1d12
19th	+6	Ability Score Improvement	14	1d12
20th	+6	Trade Specialty feature	15	1d12

Martial Training

You gain 3/4ths of a martial talent at every level, according to **Table: Artisan**.

Deadly Tools

You know how to make the most out of not only the tools of your craft but also the tools of war. Whenever you would deal damage with a weapon or an improvised weapon, you can roll a d6 in place of the normal damage. You must be proficient in the weapon or tool. This die changes as you gain artisan levels, as shown in the Deadly Tools column of the Artisan table.

Tool Expertise

At 1st level, you learn how to make the most of your tools. Double your proficiency bonus with thieves' tools and any artisan's tools.

Trade Specialty

Every artisan possesses a trade specialty, determined by what style of craftsmanship they specialize in. This trade specialty grants you a bonus sphere and proficiency with a set of tools.



You also gain class abilities at 3rd, 6th, 9th, 13th, 17th, and 20th level.

Skillful Crafting

Starting at 2nd level, you double the speed at which you craft items. You only need to pay 25% of a mundane item's cost in base materials when you craft it instead of 50%.

Tools of War

Starting at 2nd level, when using the deadly tools feature, you may spend your martial focus to double the damage die of that weapon, as if you had scored a critical hit. For example, if attacking with a weapon that deals 1d6 damage plus your Strength modifier, you would instead deal 2d6 damage plus your Strength modifier. This does not stack with a natural critical hit. This increases to three times its damage dice at 11th level.

Ability Score Improvement

When you reach 4th, 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Evasion

Beginning at 7th level, whether it is dealing with grease fires or exploding traps, an artisan has learned how to avoid harmful area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Disable Magic

When you reach 10th level, you have gained enough experience to realize that magic is just another branch of craftsmanship and can be manipulated and broken just as easily. You may touch a creature or object and make a key ability (tool) check with a set of artisan tools in your hands. The DC equals 10 + the spell's level. On a successful check, any magic or curses on the target end. Permanent curses or magic are not destroyed, instead being suppressed for 3 rounds. You must take a long rest to use this ability again.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Greater Disable Magic

When you reach 14th level, you may use your disable magic feature after a short rest or a long rest and may spend your martial focus to use the ability as a bonus action instead of an action.

Masterful Crafting

At 18th level, your skillful crafting ability increases. You now quadruple your crafting time instead of doubling, and you only need to spend 10% of a mundane item's cost instead of 25%.

Trade Specialty

Chef

You transform common ingredients into works of art that can empower an ally all day.

Bonus Sphere: Alchemy

Tool Proficiency: cook's utensils.

Iron Nose, Iron Stomach

At 3rd level, you gain advantage on all Wisdom (Perception) checks that rely on scent and on all saving throws against poison or the poisoned condition.

Meal

A chef knows how to combine flavors to create delicious dishes. Beginning at 6th level, provided you have cook's utensils and ingredients available, whenever the party takes a short or long rest you can prepare a special meal with enough servings for a number of people equal to your proficiency bonus + your key ability modifier. Creatures who consume the meal gain its benefits until the next short or long rest. A creature cannot benefit from multiple meals at once.

Whenever you prepare a meal, select one entree. At 9th level, you may select a flavor as well (one entree, one flavor). At 13th level, you may select an additional entree (two entrees, one flavor). At 17th level, you may select another additional flavor (two entrees, two flavors).

The GM can decide if certain ingredients are simply not available in a particular location, but a chef generally knows how to find, preserve, or purchase ingredients on the cheap as they travel, meaning if you have access to rations, preparing a meal usually doesn't require searching for ingredients or spending additional gp.

Entrees:

- **Bread:** Gain advantage on one Strength check or saving throw of their choice.
- **Fish:** Gain advantage on one Intelligence check or saving throw of their choice.
- **Fowl:** Gain advantage on one Dexterity check or saving throw of their choice.
- **Mycoprotein:** Gain advantage on one Wisdom check or saving throw of their choice.
- **Red Meat:** Gain advantage on one Constitution check or saving throw of their choice.
- **Vegetables:** Gain advantage on one Charisma check or saving throw of their choice.

Flavors:

- **Bitter:** Gain resistance to lightning and thunder damage.
- **Salty:** Gain advantage on all death saving throws and resistance to necrotic damage.
- **Savory:** Gain advantage on all Strength (Athletics) and Dexterity (Acrobatics) checks made to resist special attacks such as grapples and shoves.
- **Sour:** Gain resistance to acid damage. Additionally, any creature who bites or swallows the ally must succeed at a Constitution saving throw or be poisoned for 1 round.

The DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

- **Spicy:** Gain resistance to cold and fire damage.
- **Sweet:** Gain resistance to poison and psychic damage.

Artisan Savant

At 9th level, if you have access to cook's utensils and an operational kitchen you may brew a potion during a long rest. This potion costs nothing to create but is only patchwork magic; it ceases to function after 10 minutes out of your possession (though anyone may drink them), and you can only maintain a number of these potions equal to your proficiency bonus.

These potions must from the following list, or another as decided by the DM:

Minimum Artisan Level	Potion
9th	Potion of Climbing, Potion of Healing
13th	Potion of Greater Healing, Potion of Growth, Potion of Poison, Potion of Resistance (your choice), Oil of Slipperiness
17th	Potion of Heroism, Potion of Superior Healing, Potion of Diminution, Potion of Giant Strength (hill giant)

Master Chef

At 20th level, the chef is always treated as having access to an operational kitchen and may prepare twice the number of meals. Creatures who consume their potions are cured of all diseases and poison.

Smith

You transform common materials into useful equipment.

Bonus Sphere: Equipment sphere

Tool Proficiency: Smith's tools.

Damage Equipment

At 3rd level, you may spend your martial focus when making a melee attack to target a creature's weapon, armor, or shield. If the attack hits it deals no damage, but instead damages the chosen piece of equipment in some way; armor is dented, shield straps are broken, weapons are dulled or their grips are damaged, etc. Attacks with a damaged weapon have disadvantage, damaged armor reduces the wearer's speed by half, and damaged shields have their AC bonus reduced by 1. Creatures proficient in a piece of damaged equipment can usually make repairs to the equipment as part of a long rest.

At 9th level, the equipment you damage becomes even more broken; damaged weapons deal their damage die to the wielder when they make an attack with it, damaged armor imposes disadvantage on Dexterity and Strength checks and saving throws, and damaged shields have their AC bonus reduced by 2. At 17th level, you may regain your martial focus as a reaction if you successfully damage a target's equipment.

Maintenance

At 6th level, you've learned how to maintain and optimize your party's equipment by sharpening weapons, tightening straps, replacing padding, and performing other tasks that allow them to get the most out of their gear each day. Whenever the party takes a long rest, you may perform these maintenance tasks for a number of allies equal to your proficiency bonus + your key ability modifier. This grants these allies one of the following benefits for 24 hours, or until their next long rest, whichever comes first. You may select a different maintenance for each ally to be affected, and at 13th level you may grant a target two different benefits instead of just one, but not the same benefit twice.

- **Armor Straps:** The ally does not have their speed reduced by 10 feet for lacking the listed Strength score while wearing certain armors.
- **Cobbling:** The ally may treat one square of difficult terrain each round as normal terrain.
- **Joint Protection:** The ally may force a single attack made against them to be made with disadvantage. Using this removes the joint protection.
- **Noise Dampening:** Allies affected with this maintenance are not imposed with disadvantage on Dexterity (Stealth) checks for wearing certain armors.
- **Polish:** Allies affected with this maintenance may choose to gain advantage on a single saving throw against a spell or other magical effect. Using this removes the polish.
- **Razor Sharp:** Allies affected with this maintenance score critical hits on natural rolls of 19 or 20 with weapon attacks.

Artisan Savant

At 9th level, if you have access to blacksmith's tools and an operational forge, you may craft magical weapons and armor as if you were a spellcaster (if you are using those optional rules). You may also imbue a single piece of non-magical equipment with magical properties during a long rest. This piece of equipment must be attuned to use. It takes effort to maintain this enchantment; you may only have one piece of equipment imbued in this fashion, and imbuing a new item with magical properties dispels all magic on earlier items.

- **Magic Armor or Shield:** The armor gains a +1 bonus to AC. The armor's bonus to AC increases by +1 at 13th level (+2 AC), and 17th level (+3 AC).
- **Magic Weapon:** The weapon gains a +1 bonus to attack rolls and damage. The weapon's bonus to attack and damage increases by +1 at 13th level (+2 attack and damage), and 17th level (+3 attack and damage).

Smith Masterpiece

At 20th level, a smith creates their magnum opus. You permanently create any one rare, very rare, or legendary magical item that must be a weapon, shield, or suit of armor.

Sapper

You are skilled in the working of traps.

Bonus Sphere: Trap sphere.

Tool Proficiency: Thieves' tools (*note:* since gaining the Trap sphere already grants proficiency with thieves' tools, you may instead gain a bonus talent, as described in that sphere).

Deadly Trap

At 3rd level, any attack rolls made by traps you set score a critical hit on a roll of a 19 or 20. When your trap damages a target outside of combat who is unaware of the trap, the trap deals extra damage equal to your key ability modifier.

Trap Master

Beginning at 6th level, if you beat a lock or trap's DC by 5 or more when using thieves' tools, you may choose to make alterations to it, such as making the trap or lock automatically reset after a certain amount of time. If dealing with a magical trap, you may alter its triggers so that it only activates under circumstances you specify. If disarming a trap from the Trap sphere, you can take control of the trap as if you had created it, upgrading its variables if it is inferior to one you could create.

Artisan Savant

Beginning at 9th level, if you have access to thief's tools and an operational workshop, during a long rest you may create a small device that fits into the palm of your hand that acts as a magic scroll of glyph of warding. This scroll creates the glyph as if cast as a 3rd level spell, using your sphere DCs. Without access to other magic, this can only create explosive runes. You do not need to provide material components to create this scroll.

These scroll-like devices are only patchwork magic; only you may use these scrolls, and any other creature attempting to use the scroll causes it to fail harmlessly. You may only maintain a number of these scrolls equal to your proficiency bonus and may only have one active glyph at a time; casting a second glyph automatically dispels the first glyph without triggering it.

You may create these scrolls at a higher spell level at 11th level (4th level spell), 13th level (5th level spell), 15th level (6th level spell), 17th level (7th level spell), 19th level (8th level spell), and 20th level (9th level spell).

Perfect Traps

At 20th level, a sapper may cause one of their traps to outperform its capabilities. Once per short or long rest, the sapper may modify a trap's attack in one of the following ways:

- If the trap's attack roll would miss a target's AC, you may turn the miss into a hit.
- If the trap's attack roll would hit a target's AC, you may turn the hit into a critical hit.
- You may have your traps impose disadvantage on any saving throw against the trap's effects.

Technician

You are adept at the creation of powerful inventions.

Bonus Sphere: Tinkerer sphere.

Tool Proficiency: Tinker's tools (*note:* since gaining the Tinkerer sphere already grants proficiency with tinker's tools, you may instead gain a bonus talent, as described in that sphere).

Inventions

At 3rd level, so long as you have tinker's tools, you can craft an invention. This invention could be an independent invention that looks like a robotic or clockwork contraption, a simple machine, or any number of things, as its appearance has no effect on its functionality except as described below. During any short rest, you may spend your own hit dice to restore hit points to an invention, and should an invention break or be destroyed, or if you simply want to dismantle the invention and create a new one, you may build a new one over the course of a day of downtime.

Maintaining an invention in working order is difficult and time-consuming; a technician can only have one invention built at a time. This increases to two at 6th level, three at 9th level, four at 13th level, and five at 17th level.

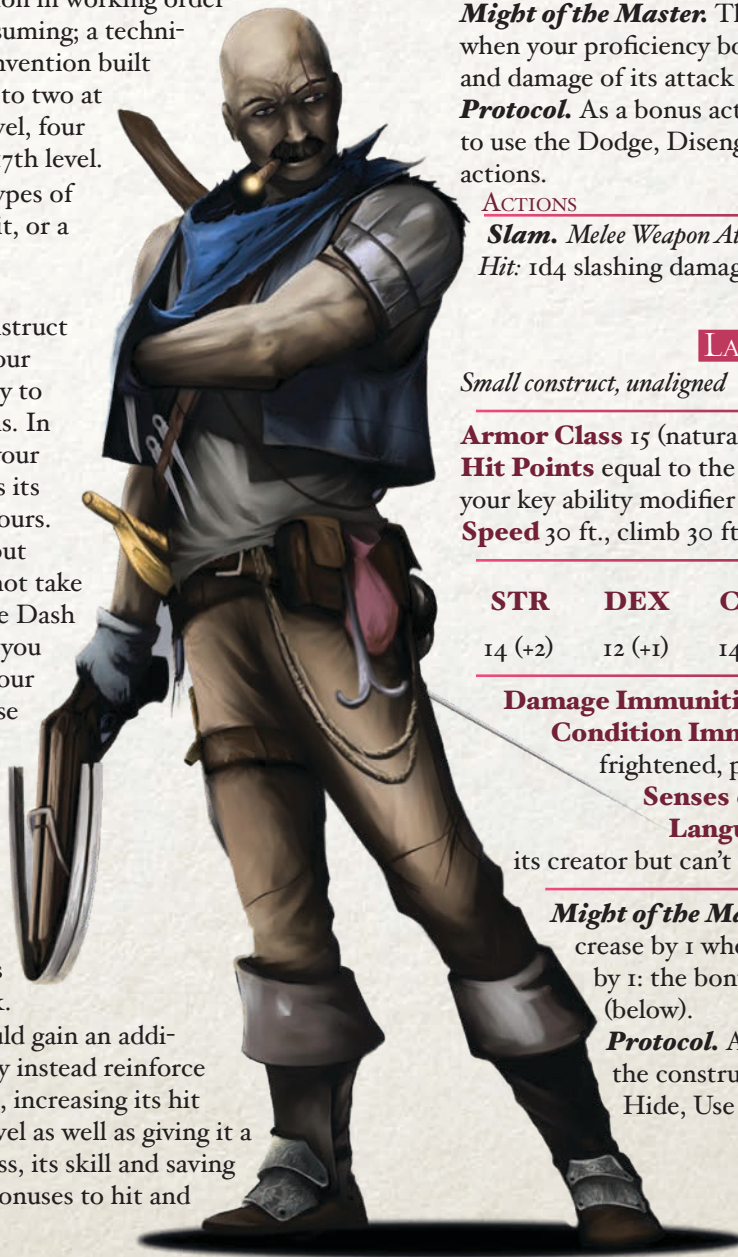
You can create three types of inventions: a drone, a suit, or a vehicle.

Drone

This invention is a construct companion that obeys your commands and is friendly to you and your companions. In combat, a drone shares your initiative count but takes its turn immediately after yours. It can move on its own but has no reaction and cannot take any action other than the Dash action on its turn unless you take a bonus action on your turn to command it to use an action. The actions a drone can take are listed in its stat block.

When you create a drone, you must decide whether it is air, land, or water-based. See this creature's game statistics in the relevant stat block.

Any time that you would gain an additional invention, you may instead reinforce a drone you already have, increasing its hit points by your artisan level as well as giving it a +1 bonus to its armor class, its skill and saving throw bonuses, and its bonuses to hit and damage.



AIR INVENTION

Tiny construct, unaligned

Armor Class 17 (natural armor)

Hit Points equal to the construct's Constitution modifier + your key ability modifier + your level in the artisan class

Speed 10 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	4 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak.

Flyby. The construct doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the bonuses to hit and damage of its attack (below).

Protocol. As a bonus action, you can command the construct to use the Dodge, Disengage, Hide, Use an Object, or Attack actions.

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d4 slashing damage.

LAND INVENTION

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points equal to the construct's Constitution modifier + your key ability modifier + your level in the artisan class

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	6 (-2)	4 (-3)	10 (+0)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses darkvision 60 ft., passive Perception 7

Languages understands the languages of its creator but can't speak.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the bonuses to hit and damage of its attack (below).

Protocol. As a bonus action, you can command the construct to use the Dodge, Disengage, Hide, Use an Object, or Attack actions.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 1d6 + 2 piercing damage.

SEA INVENTION

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points equal to the construct's Constitution modifier + your key ability modifier + your level in the artisan class

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	10 (+0)	6 (-2)	4 (-3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak.

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the bonuses to hit and damage of its attack (below).

Protocol. As a bonus action, you can command the construct to use the Dodge, Disengage, Hide, Use an Object, or Attack actions.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1d6 + 1 bludgeoning damage.

Suit

This invention is designed to be attached to a creature and augments their physical capabilities. Taking a suit off or putting it on takes an Action.

When you craft this invention, choose what size creature it fits, and choose whether the suit grants the pilot a +2 bonus to Strength, a +2 bonus to Dexterity, or temporary hit points equal to twice your artisan level. You can't increase an ability score above 20 using a suit. You may change the ability score that a suit grants the pilot during a long rest, as well as replenish the temporary hit points the suit grants during a long rest.

Any time that you would gain an additional invention, you may instead make one of your suits grant an additional bonus, make its wearer effectively one size larger for all purposes, or grant a movement speed as if it were a vehicle, as described below.

Vehicle

This invention is a large vehicle that can carry a number of Medium sized creatures equal to your proficiency bonus. A vehicle invention is similar to a mount, except it can never act independently. You are always considered proficient with controlling any vehicle invention you create.

A vehicle invention can be designed for land, air, or water travel. Any time you gain an additional invention, you may instead make one of your vehicles gain an additional movement mode; this movement mode can be different from other

movement modes the vehicle already possesses. Some movement modes grant special bonuses if taken twice. A vehicle weighs about 100 lbs but may be disassembled into 5 parts, each part weighing 20 lbs. Assembling or disassembling a vehicle takes 10 minutes, provided all the parts are within reach.

- **Air:** This vehicle has either a fly speed of 30 feet but can only glide (it falls 1 foot for every 2 feet it moves horizontally) or a 10 feet fly speed but can only move up and down (like a hot air balloon). You may change between the two during a long rest. If this movement type is taken twice, the vehicle instead has an actual fly speed of 30 feet.
- **Land:** This vehicle has a land speed of 50 feet. If this movement type is taken twice, this increases to 80 feet.
- **Water:** This vehicle has either a swim speed of 30 feet but can only move across the water's surface (like a boat), or a swim speed of 10 feet but can only move up and down (such as a submersible). You may change between the two during a long rest. If this movement type is taken twice, the vehicle instead has an actual swim speed of 30 feet. Creatures inside the vehicle can breathe underwater normally for up to 8 hours.

VEHICLE INVENTION

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points equal to the construct's Constitution modifier + your key ability modifier + your level in the artisan class

Speed variable

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	4 (-3)	4 (+3)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

Senses none

Languages none

Vehicle: The vehicle requires a driver and functions as a mount for them. The vehicle cannot act independently.

Damage Control

At 9th level, you may use the mending cantrip, but the ability is non-magical and requires a set of tinker's tools to use.

If you have tinker's tools, you may also spend an action restoring a number of hit points of your choice to an object, construct, invention, vehicle, or other similar target. You can restore a maximum amount of hit points equal to your artisan level x5. Taking a long rest replenishes this amount.

Golemsmith

At 20th level, you permanently craft an iron golem (Monster Manual, page 170). This iron golem obeys your commands and is friendly to you and your companions. This iron golem may not be sold or traded, and should the iron golem be killed or destroyed you may build another over the course of a week.

Commander

“Lead, follow, or get out of the way.”

Commanders are an essential component of any army, government, or organization. Often, the same skills that serve a commander when leading an army are directly relevant to leading an adventuring group. Whether commanding legions or a handful of intrepid explorers, commanders are at their best when they have a stout-hearted group of comrades whose strengths they can leverage toward victory.

Quick Build

You can make a commander quickly by following these suggestions. First, choose the Noble background, with Noble Duelist (Wis), Cunning Leader (Int), or Knight (Cha) as your martial tradition. The martial tradition you choose determines your highest ability score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your third-highest score should be Constitution.

Class Features

As a commander, you gain the following class features.

Hit Points

Hit Dice: 1d8 per commander level

Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per commander level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Choose one type of artisan’s tools or one musical instrument

Saving Throws: One each of

- Strength, Intelligence, or Charisma
- Dexterity, Constitution, or Wisdom

Skills: Choose any two.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar’s pack, (b) a dungeoneer’s pack, or (c) an explorer’s pack
- a martial or simple weapon

Tradition

If this is your first level in any class, you may select a martial tradition.

Table: Commander

Level	Proficiency Bonus	Features	Martial Talents
1st	+2	Martial Training, Commands (d6), Direct Ally	0
2nd	+2	Group Focus	1
3rd	+2	Commander Assignment	2
4th	+2	Ability Score Improvement	3
5th	+3	Commands (d8), Extra Attack	3
6th	+3	Commander Assignment feature	4
7th	+3	Group Commands	5
8th	+3	Ability Score Improvement	6
9th	+4	Natural Leader	6
10th	+4	Commands (d10), Commander Assignment feature	7
11th	+4	Group Focus (2)	8
12th	+4	Ability Score Improvement	9
13th	+5	Masterful Rally	9
14th	+5	Commander Assignment feature	10
15th	+5	Commands (d12)	11
16th	+5	Ability Score Improvement	12
17th	+6	Direct Ally (2)	12
18th	+6	Group Focus (3)	13
19th	+6	Ability Score Improvement	14
20th	+6	Superior Commands	15

The selected tradition will determine your key ability modifier and may grant additional proficiencies and equipment.

Martial Training

You gain 3/4ths of a martial talent every level, according to Table: Commander.

Direct Ally

As a bonus action, you can direct an ally who can see and hear you to make a single attack with a melee or ranged weapon or an unarmed attack as a reaction. At 17th level, you may direct two allies instead of one.

Commands

Your words have strength, and success comes more readily to those who obey your orders. To do so, you may, as a reaction, choose one creature other than yourself within 60 feet of you who can hear you. That creature rolls one command die, a d6, and adds the number rolled to one ability check, attack roll, or saving throw it makes before the end of its turn. You can choose to wait until after the creature rolls the d20 before deciding to use the Command die, but must decide before the GM says whether the roll succeeds or fails. A creature can only benefit from one Command die or bardic inspiration die on any given roll.

You can use this feature a number of times equal to your key ability modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Command die changes when you reach certain levels in this class. The



die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Group Focus

Beginning at 2nd level, you can spend an action to rally your allies. You restore the martial focus of all allies that can see and hear you. Creatures without the martial focus ability gain 1 use of martial focus that must be used within 1 minute or is lost.

Once you use this ability, you cannot do so again until you have taken a short or long rest. You can use this an additional time at 11th and 18th levels.

Commander Assignment

At 3rd level, you choose the type of commander you embody, which are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Group Commands

Beginning at 7th level, instead of granting a Command die to a single creature, you may use your action and expend your martial focus to grant that Command die to a number of individual creatures not exceeding your proficiency bonus + your key ability modifier. You still may not grant yourself a Command die with this feature.

Once before the start of your next turn, these targets can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. A target can wait until after it rolls the d20 before deciding to use the Command die but must decide before the GM says whether the roll succeeds or fails.

Natural Leader

At 9th level, you regain your uses of Command after a short or long rest.

Masterful Rally

Beginning at 13th level, you may use both group commands and group focus as part of the same action and expenditure of martial focus.

Superior Commands

At 20th level, when you roll initiative and have no uses of Command left, you regain one use.

Commander Assignments

Captain

A captain is responsible for their people on the ground, relaying commands from the higher-up to the soldiers and seeing them through the mission. Generals may lead the army, but it often falls to the captains to command the battle from the front lines, protecting the people in their care and keeping them focused on the task at hand.

Protection

You gain the Guardian sphere as a bonus sphere and must select the patrol package if you do not already have it. Increase the number of attacks you can make without expending your reaction by 1.

Defensive Direction

Beginning at 6th level, when an ally within 60 feet of you who can see and hear you is targeted by an attack roll, ability check, or damage roll, you can use your reaction to expend one of your uses of command, rolling a command die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage.

Support the Troops

Beginning at 10th level, whenever you use Group Commands, you also gain a use of your own Command die. You must use this die before the end of your next turn or it is lost.

Front-Line Direction

Beginning at 14th level, so long as you have a patrol set up you may affect an additional ally when using direct ally. All affected allies must be within the area of your patrol.



Drill Sergeant

Drill sergeants train recruits, turning them from green beginners into hardened soldiers. While a drill sergeant needn't be cruel, they are symbols of authority and know how to intimidate those who step out of line, or those who would threaten their pupils.

Intimidating

You gain the Gladiator sphere. If you have used your reaction to perform a boast, you may give a target a command die once before your next turn even though you have already used a reaction that turn.

Troop Training

Beginning at 6th level, whenever you take a long rest, you may grant one martial talent you possess to one of your allies so that they also gain the benefits of that talent. That ally gains this talent until you take your next long rest, at which time you can choose a new ally and a new talent. Allies must meet the prerequisites of any talent they gain, such as the martial sphere. You cannot grant talents involving the Beastmastery or Leadership spheres.

At 10th and 14th level, you may choose an additional ally to grant a talent to. You must grant each ally the same talent.

Savage Rally

Beginning at 10th level, whenever you use your group commands or group focus abilities, you may demoralize a target as a bonus action.

Pull Rank

At 14th level, you gain advantage on all Charisma saving throws and Charisma ability checks made to persuade or intimidate.

General

You specialize in leading armies, not just groups or individuals.

Warleader

You gain the Warleader sphere as a bonus sphere. The area of your tactics becomes 40 feet instead of 20 feet, and whenever you spend a bonus action to activate a tactic, the tactic remains active for 2 rounds instead of one, meaning you only need to spend a bonus action every other round to keep the tactic active.

At 10th level, your tactics increase to 80 feet and remain active for 3 rounds instead of 2. At 14th level, your tactics affect every ally that can see or hear you regardless of distance, and they remain active for 4 rounds instead of 3.

Battlefield Specialist

At 6th level, you gain +1 use of Command. While traveling for an hour or more, your group can't be slowed by difficult terrain or lost by nonmagical means, and remains alert to danger even while engaged in another activity while traveling (such as foraging, navigating, or tracking). Additionally, you and allies that can see and hear you gain a +1 bonus to initiative rolls and a +3 bonus to their passive Wisdom (Perception).

At 14th level, Battlefield Specialist improves to grant you +2 uses of Command, the bonus to initiative increases to +3, and the bonus to passive Wisdom (Perception) increases to +5.

Enhanced Tactics

Beginning at 10th level, whenever you activate a tactic, you can choose a second tactic. Your allies benefit from both tactics.

Politician

Whether they are born aristocrats or elected officials, politicians are social leaders, that connections to get things done.

Entourage

You are always accompanied by others who look up to you for your guidance and support. You gain the Leadership sphere as a bonus sphere.

Aristocrat

Your favor and connections are as valuable to many as your money is. You gain 1 gp per 2 character levels per day (rounded down), which is applied to covering your lifestyle expenses (or with GM permission can go into your pocket if you are not using lifestyle rules).

Call In A Specialist

At 6th level, your prestige and connections have established a reputation among many contacts, including individuals with unique skill sets capable of turning the tide of a critical battle or provide crucial information. You may spread the word in any small town or larger settlement that you are looking for a specialist to aid in a particular task and one will appear sometime in the next 24 hours. If a specialist does not complete their task in one week's time, the specialist leaves unless you use this feature again to extend their service. Because calling in a specialist requires invoking contacts and leaning on favors, you cannot use this feature more often than once per week. This increases by one time per week at 10th (2/week) and 14th level (3/week).

Specialists generally will not become directly involved in combat. A specialist will certainly defend themselves if attacked, but will do what they can to stay out of any fights and won't follow you directly into dangerous territory; they are there as a favor to you, not to be an adventurer. If a specialist is killed, your reputation as a commander becomes tarnished and you reduce the number of times you can call in a specialist per week by 1 for one month.

Each time you use this ability, choose a particular type of specialist from the following list:

General Specialists

You gain the service of a group of followers who possess one (followers) talent of your choice but do not benefit from your own (followers) talents.

Information Specialist

You gain the services of a spy. This information specialist can perform one of the two following services or another, similar service of your choice that is suitable to their skills.

1st, they can provide you with a detailed map of the local town or city, including hidden passages, sewer passageways (if any), guild hall locations (both legitimate businesses and illicit organizations such as thieves guilds), and other relevant points of interest.

2nd, they can spend 5 days studying a single city block, or one major figure in their town or city; if they study a city

block, they provide basic information about all traffic that moves in or out of the area, including what races and in what numbers, any traps or particularly dangerous individuals who frequent the area, and any other major points of interest. If they study a particular individual or citizen, they gain detailed information about the figure including their friends and contacts, any significant abilities possessed by the individual (such as martial prowess or spellcasting), any weapons or possessions of particular note or value, and any addictions, habits, or other social weaknesses the individual possesses.

SPY

Small or Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Magic Specialist

You can call a bard, cleric, druid, or wizard to perform one spell of your choice for you. The caster will not follow you into combat to cast the spell, and if the spell has costly material components, you must supply them.

The spell cast can be of 2nd level or lower, but increases by an additional 2 levels at 6th level (4th), then by an additional 1 level at 10th (5th) and 14th level (6th). The caster is always assumed to have a 16 as their spell-casting ability score.

Guide Specialist

You gain the services of a guide with a favored terrain of your choice. This scouting specialist will travel with your party

and grant them the benefits of their favored terrain as well as forage for you, but as always, will avoid combat.

Alternatively, you may use a guide as if they were an information specialist to give you information about an area of wilderness instead of a settlement. They can either provide you with a detailed map of up to 1 square mile of nearby wilderness territory (including pathways, dungeons, and the lairs of dangerous denizens) or can study a small patch of wilderness as if it were a city block or study an individual wild being.

GUIDE

Small or Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Natural Explorer. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. So long as this guide is with you, you gain the following benefits when traveling for an hour or more in that terrain:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), the guide remains alert to danger.
- When foraging, the guide finds twice as much food as they normally would.
- While tracking other creatures, the guide learns their exact number, sizes, and how long ago they passed through the area.

ACTIONS

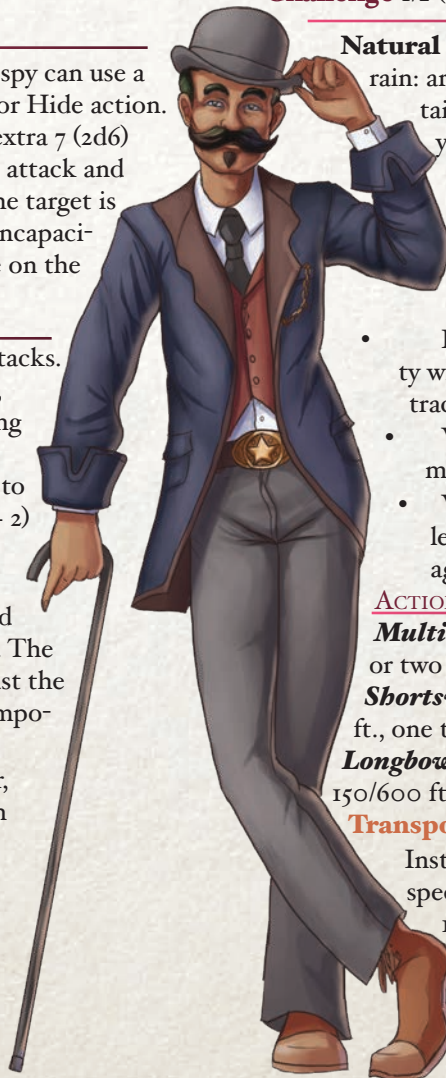
Multiattack. The guide makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Transport Specialist

Instead of gaining the service of a particular specialist, you instead gain the service of up to 12 riding horses, a caravan of up to 4 wagons each pulled by 2 draft horses with a driver, or a keelboat and crew, (or another vehicle, if appropriate to the setting).



Conscript

“You know what they say, a spear in the hand is... Well, it’s a spear. Figure it out.”

Conscripts don’t choose a life of battle, they have it thrust upon them by fate or circumstance. Regardless of how they come to the battlefield, all conscripts who leave it alive do so because of the same two reasons: they have a natural gift for battle, and they figured out how to make do with the tools they had.

Quick Build

You can make a conscript quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your next-highest score should be Constitution. Second, choose the Folk Hero background, with Highlander (Cha), Militia (Int), or Stone Thrower (Wis) as your martial tradition. The martial tradition you choose determines what should be your third-highest ability score.

Class Features

As a conscript, you gain the following class features.

Hit Points

Hit Dice: 1d10 per conscript level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Choose one type of artisan’s tools or one musical instrument

Saving Throws: One each of

- Strength, Intelligence, or Charisma
- Dexterity, Constitution, or Wisdom

Skills: Choose any two.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by

Table: Conscript

<i>Level</i>	<i>Proficiency Bonus</i>	<i>Features</i>	<i>Martial Talents</i>
1st	+2	Martial Training, Second Wind	1
2nd	+2	Combat Specialization	2
3rd	+2	—	3
4th	+2	Ability Score Improvement	4
5th	+3	Extra Attack	5
6th	+3	Combat Specialization feature	6
7th	+3	—	7
8th	+3	Ability Score Improvement	8
9th	+4	—	9
10th	+4	Combat Specialization feature	10
11th	+4	—	11
12th	+4	Ability Score Improvement	12
13th	+5	—	13
14th	+5	Combat Specialization feature	14
15th	+5	—	15
16th	+5	Ability Score Improvement	16
17th	+6	—	17
18th	+6	Martial Flexibility	18
19th	+6	Ability Score Improvement	19
20th	+6	Master of Combat	20

your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) a martial or simple weapon, or (b) a shield

Tradition

If this is your first level in any class, you may select a martial tradition

Martial Training

You gain a martial talent at every level, according to Table: Conscript.

Second Wind

Beginning at 1st level, you have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to $1d10 +$ your conscript level. If you possess Fighter levels, you do not gain an additional use of this ability, but instead these levels stack.

Once you use this feature, you must finish a short or long rest before you can use it again.



Combat Specialization

At 2nd level, you may choose a combat specialization, which represents the style of combat you favor. You gain abilities at 2nd, 6th, 10th, and 14th levels.

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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Martial Flexibility

At 18th level, your mastery over your areas of martial combat allows you to improvise abilities whenever you need them. You can grant yourself an additional talent from a combat sphere that you possess as an action. You retain knowledge of this talent for 1 minute or until you use this ability again, whichever comes first. You can use this ability a number of times equal to your proficiency bonus. You regain expended uses when you finish a short or long rest.

Master of Combat

At 20th level, you have become an expert at so many types of combat that it is almost instinctive. You gain an additional martial focus, which is gained and spent independently from your first. This stacks with the Greater Focus feat, if you have it.

Combat Specializations

Brawler

Brawlers specialize in using their powerful physiques and skillful maneuvers to debilitate foes and beat them to a pulp.

Set Them Up

At 2nd level, whenever you deal damage to a target that has the blind, prone, grappled, restrained, or incapacitated conditions, you deal an additional $+1d4$ damage. This does not include attacks that successfully inflict these conditions unless the target was already under the effects of such a condition.

Giantbreaker

At 6th level, your powerful maneuvers can hinder even giant opponents. You are considered one size category larger than normal when determining who you can shove, grapple, etc., as well as your carrying capacity and how much you can push, drag, or lift. You may also double the number of drinks you can consume before being poisoned.

Enormous Physique

Beginning at 10th level, your unarmed strikes deal $+1d4$ damage. If you are Small-sized, you may wield weapons that have the heavy weapon property. If you are Medium or larger, hold-

ing a weapon in one hand counts as holding it in two hands for the versatile and two-handed weapon properties.

Titanbreaker

Beginning at 14th level, you now count as two sizes larger instead of one when determining who you can shove, grapple, etc., as well as your carrying capacity and how much you can push, drag, or lift. You may again double (total $\times 4$) the number of drinks you can consume before being poisoned.

Fury

Furies use rage to fuel their powers, striking down enemies while shrugging off the attacks of lesser beings.

Rage

Beginning at 2nd level, your primal ferocity has manifested in battle. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy Armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged two times, you must finish a long rest before you can rage again. If you have barbarian levels, you can use your barbarian rage an additional time, rather than gaining this feature.

Expert Athletics

Beginning at 6th level, you may use rage an additional time. You gain a climb speed and a swim speed equal to your land speed.

Unshakable

At 10th level, you become immune to the frightened condition.

Dominant Rage

Beginning at 14th level, you may use rage an additional time and deal an additional +1 damage when making a melee weapon attack using Strength. While raging, you may perform a boast from the Gladiator sphere once per round without expending your reaction.

Knave

Knives specialize in tricks and secrets, manipulating their foes from the shadows as much as possible.

Sneak Attack

Beginning at 2nd level, Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or

a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

This damage increases by 1d6 at 6th level (2d6), 10th level (3d6), and 14th level (4d6).

Dastardly Deeds

Beginning at 6th level, you may deal your sneak attack damage to a target after you successfully use a dirty trick on them or steal an object from them. The damage type for this damage matches that of a weapon you are wielding or your unarmed strike. You still cannot deal sneak attack damage more than once per turn.

Evasion

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Marshal

Peacekeepers, bounty hunters, and thief-catchers, the marshal knows how to track their enemy and catch it off-guard to bring it down.

Combat Research

At 2nd level, you gain the Scout sphere as a bonus sphere. You deal an additional +1d4 damage with all damage rolls made against targets you have scouted.

Favored Enemy

At 6th level, you may choose a favored enemy, as a ranger. You gain a new favored enemy at 14th level as well.

Greater Combat Research

Beginning at 10th level, your combat research damage increases to +1d6, and you always count as having scouted any member of your favored enemies.

Masterful Combat Research

At 14th level, your combat research damage increases to +1d8.

Mechanic

A mechanic specializes in the creation, alteration, and usage of objects from the Trap, Alchemy, and Tinker spheres to do his combat for him.

Technically Minded

Beginning at 2nd level, you gain an increased ability to craft gadgets, formula, and poisons from the Alchemy and Tinker spheres. You may create an additional number of formula, poisons, or gadgets equal to your Conscript level. This pool is

shared; for example, if you create additional formula equal to your Conscript level, you cannot create additional gadgets.

Quick Application

Beginning at 6th level, you may place a Trap sphere trap, use a formula or poison, or activate a gadget as a reaction. You may use this ability once. You regain your uses of this ability after you complete a short or long rest.

Enduring Trapper

Beginning at 10th level, your Trap sphere traps reset after 1 round, letting them be triggered an additional time before breaking. An individual trap may only reset once.

Master Applier

Beginning at 14th level, increase the number of times you can use Quick Application by one.

Paragon

Champions, bannermen, and officers risen from the ranks, paragons are beacons to their fellows of the ideals they fight for. A paragon is usually found at the front of their group, doing battle in full view of their allies to inspire them to even greater heights.

Fighting Style

At 2nd level, you adopt a particular fighting style as your specialty. Choose a fighting style from the list of optional features. You can't take the same fighting style option more than once, even if you get to choose again.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **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.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Martial Sphere Apprentice:** You gain a bonus martial talent. If you don't possess it already, you gain the ability to achieve martial focus.
- **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.

Rousing Leadership

Beginning at 6th level, whenever you reduce an enemy to 0 hp you may perform a shout as a bonus action.

Banner Bearer

Beginning at 10th level, if you are conscious, you and all allies within 30 ft. who can see you have advantage on all saving throws against the frightened condition.

Martyr

At 14th level, if you are ever reduced to 0 hp, all allies who can see or hear you gain temporary hit points equal to your conscript level for 1 minute and may give themselves advantage on their next attack roll. This may only be used once, but you regain its use after a short rest.

Sentinel

A sentinel stands in the front, standing as a wall between their allies and those that would mean them harm.

Bodyguard

At 2nd level, you gain the Guardian sphere as a bonus sphere and must select the challenge package if you do not already have it. You have advantage on all attack rolls made against a target suffering the effects of your challenge.

Dedicated Defense

Beginning at 6th level, whenever damage is unloaded to you from your delayed damage pool, that damage is halved.

Instant Challenge

Beginning at 10th level, if your challenge's target is reduced to 0 or fewer hit points, you can immediately attempt to challenge another creature without any required action.

Vigilant Guardian

At 14th level, you gain proficiency in all saving throws.

Warrior

Warriors do battle on the ground, trying to stay alive by stopping others from making them dead.

Reckless Attacks

Starting at 2nd Level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Guts

Beginning at 6th level, whenever you are reduced to 0 hp, you may instead choose to be reduced to 1 hp. This may only be done once, but you regain its uses after a long rest. This cannot be used against any attack that causes instant death.

Impossible Preparation

Beginning at 10th level, you may expend your martial focus to ready an Action as a bonus action instead of an Action. This action cannot be triggered during your turn.

Greater Extra Attacks

At level 14, you can attack three times instead of twice whenever you take the Attack action on your turn.

Scholar

“Knowledge is power.”

Scholars are adventurers who use their brains instead of their brawn. Through identifying the enemy’s weaknesses, laying dangerous traps, and leveraging their diverse knowledge, they can turn the tide of battle in their favor.

Quick Build

You can make a scholar quickly by following these suggestions. First, choose the Sage background, with Machinist (Int), Ruin Delver (Cha), or Staff Master (Wis) as your martial tradition. The martial tradition you choose determines your highest ability score. Your next-highest score should be Strength or Dexterity, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons).

Class Features

As a scholar, you gain the following class features.

Hit Points

Hit Dice: 1d6 per scholar level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per scholar level after 1st

Table: Scholar

Level	Proficiency Bonus	Features	Martial Talents	Studies Known
1st	+2	Martial Training, Careful Packer, Problem Solver	0	—
2nd	+2	Scholastic Specialty	1	—
3rd	+2	—	1	1
4th	+2	Ability Score Improvement	2	1
5th	+3	—	2	2
6th	+3	Scholastic Specialty ability	3	2
7th	+3	—	3	3
8th	+3	Ability Score Improvement	4	3
9th	+4	—	4	4
10th	+4	Scholastic Specialty ability	5	4
11th	+4	—	5	5
12th	+4	Ability Score Improvement	6	5
13th	+5	—	6	6
14th	+5	Scholastic Specialty ability	7	6
15th	+5	—	7	7
16th	+5	Ability Score Improvement	8	7
17th	+6	—	8	8
18th	+6	Scholastic Specialty ability	9	8
19th	+6	Ability Score Improvement	9	8
20th	+6	Scholastic Specialty ability	10	9

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Gain proficiency with alchemist’s supplies

Saving Throws: Dexterity and Intelligence

Skills: Choose any four.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a scholar’s pack, (b) a diplomat’s pack, or (c) an explorer’s pack
- (a) a martial or simple weapon, or (b) a shield
- Alchemist’s supplies
- Healer’s kit

Tradition

If this is your first level in any class, you can select a martial tradition.

Martial Training

You gain a martial talent at 2nd level and every two levels thereafter, as listed on Table: Scholar.

Careful Packer

You know that being prepared for any eventuality with a variety of useful tools is essential to success. You can use your key ability score in place of your Strength score when determining your carrying capacity. Additionally, when you spend a long rest inside a settlement and you have a backpack, belt pouches, a wagon, or another container you are traveling with, you can spend up to 5 times your scholar level in gp to create a 'careful packer' fund in that container. At any time when you need a mundane item that reasonably would have been found in that settlement, you can spend an action to search the container and produce that item. Subtract that item's market value from the money in your careful packer fund. If you do not have enough money in your careful packer fund or the item simply couldn't fit inside the container, you cannot produce the item. If you lose that container, you lose the careful packer money in that container.

Several Scholar class features provide you with the ability to create particular items. So long as you have a container on hand with at least 5 gp in its 'careful packer' fund, you are considered to have all the materials needed on hand to make and maintain these items.



Problem Solver

Your keen powers of observation and experimentation grant you canny abilities. You gain the Scout sphere and your choice of the Alchemy, Tinkerer, or Trap sphere.

Scholastic Specialty

At 2nd level, you choose a particular type of scholarship to specialize in: Archaeologist, Natural Philosopher, or Occultist, all detailed at the end of the class description. Your scholastic specialty grants you special benefits at 2nd, 6th, 10th, 14th, 18th, and 20th levels.

Study

As a scholar, you gain knowledge wherever, whenever, and however you can. At 3rd level, you gain a single study of your choice. Your study options are detailed at the end of the class description. When you gain certain scholar levels, you gain additional studies of your choice, as shown in the Studies Known column of Table: Scholar. You cannot gain the same study twice. If a study calls for a saving throw, the DC is 8 + your proficiency bonus + your key ability modifier.

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.

Scholastic Specialties

Three scholastic specialties are common among scholars. Although many variations exist, most of these specialists fall into one of three types: archaeologists, natural philosophers, and occultists.

Archaeologist

Archaeologists specialize in the study of history and culture, seeking adventures in dungeons not only for the glory that can be won but equally for the knowledge that might be uncovered. They study people and places to learn everything they can about the world and often master a significant number of skills to help them delve into ancient ruins in search of that knowledge.

First Study

You gain one study of your choice at 2nd level. The study doesn't count against your number of studies known.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Expertise

At 6th level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 14th level, you can choose another two skill proficiencies to gain this benefit.

Relic Hunter

At 10th level, you have gained a powerful understanding of the various magical relics that populate the world. You can attune up to four magic items at once. At 14th level, this increases to five magic items, and you ignore all class, race, and level requirements on the use of magic items. At 18th level, you can attune six magic items at once.

Rigorous Knowledge

At 20th level, you gain a +2 bonus to all Intelligence, Wisdom, and Charisma checks and saving throws.

Natural Philosopher

Natural philosophers are scientists, studying anything they can discover about the workings of the wondrous world around them. They study mathematics, biology, chemistry, physics, and sciences both magical and mundane, ever seeking a greater understanding of the workings of the world.

First Study

You gain the chemistry study at 2nd level. The study doesn't count against your number of studies known.

Material Impositions

As a natural philosopher, you have learned that certain mundane materials, plants, or even creatures, properly utilized, can have unusual effects.

At 2nd level and every 4 levels thereafter, you gain knowledge of a material imposition, chosen from the list below. So long as you have alchemist supplies available or a container within reach that contains any amount of careful packer fund, you have the materials needed to activate any material imposition if you have at least one hand free.

All material impositions have a special means of being activated. Activating a material imposition requires an action and that you spend your martial focus. Because of the precise handling required, activating a second imposition while a first is still active causes the first to immediately deactivate. If a material imposition calls for a saving throw, the DC is 8 + your proficiency bonus + your key ability modifier.

All material impositions also give you a means of adding effects to the flashbangs from your chemistry study. You cannot augment a single flashbang with more than one material imposition.

Ammonium Nitrate

Advanced research into various chemical reactions has taught you how to create substances that can drastically lower temperatures.

Activate: You cool the environment around you. For 10 minutes, you and all creatures within 30 feet of you gain resistance to fire damage and advantage on saving throws versus extreme heat or similar situations.

Flashbang: Your flashbang deals 1d4 cold damage. The damage increases by +1d4 at 5th (2d4), 11th (3d4), and 17th (4d4) level. The target must pass a Constitution save or have their movement speeds reduced by 10 feet for 2 rounds. This stacks if a target is hit multiple times.

Belladonna

Belladonna is a powerful poison, but in your careful hands can have many beneficial effects.

Activate: You grant a willing creature you can touch immunity to lycanthropy (suppressing any transformation they might be under). They also gain resistance to damage from natural weapons such as claws, fangs, spines, or horns. This lasts for a number of rounds equal to your key ability modifier.

Flashbang: The target must make a Constitution saving throw or become poisoned for 1 round.

Brimstone

Brimstone, also known as sulfur, can ward off illness and disease when used in small and controlled amounts.

Activate: You fortify a target you can touch with brimstone, granting proficiency on Constitution saving throws for 1 minute. Any time a creature attempts to bite them or swallow them whole, that creature must succeed at a Constitution saving throw or be poisoned for 1 round.

Flashbang: You infuse the flashbang with brimstone, causing it to burn and smoke. The target suffers 1d6 points of fire damage, increasing by 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) level. In addition, the 5 ft. square where the flashbang exploded fills with smoke, becoming lightly obscured. The smoke dissipates naturally after 1 minute, or is dispersed in 1 round by strong winds.

Salt

Salt is known for its ability to ward off demons, undead, and other magical creatures.

Activate: You carefully lay out a 10 feet diameter circle of salt around yourself, creating a protective circle. While within this circle, a creature gains advantage on saving throws against magical effects originating from outside the circle. Summoned creatures and incorporeal undead cannot cross the circle of salt and cannot physically touch creatures if they must cross the circle to do so unless a creature inside the circle takes a hostile action against them, in which case they can touch that target normally. Summoned creatures cannot break the circle, though other creatures can do so as an action. Once the circle is broken, all of its benefits end.

Flashbang: The flashbang disrupts magical energies. Make a key ability check against a DC of 10 + the spell level of the lowest level magical effect on the target. On a successful check, the magic effect ends.

Lodestone

Lodestone's unusual properties often seem like magic to the uninitiated, but to you, it is a predictable and reliable tool.

Activate: You draw one primarily metal item or creature within 30 feet and no more than Medium size directly towards yourself or directly away from yourself. If it is a living creature or an item held or worn by a living creature, you must succeed on a key ability check contested by the target's Strength check. Items are pulled into your hand or thrown 30 feet away, while creatures (or the creature inside metal armor) instead move 10 feet towards or away from you. This movement provokes opportunity attacks.

Flashbang: Your flashbang magnetizes the target. For 1 round, attacks against the target made with metallic weapons or by metal creatures are made with advantage.

Magnesium

You have learned to manipulate magnesium, which burns at extreme temperatures and sheds a brilliant white light.

Activate: You can create a brilliant magnesium torch in your hand that lasts for 1 hour and can be wielded as a club, dealing 1d6 fire damage in addition to its normal damage. This torch sheds bright light for a 30 feet radius and normal light for an additional 30 feet. On a critical hit, the target of your attack catches fire. The target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Flashbang: The target is blinded for 2 rounds on a failed saving throw instead of 1.

Ooze

Your alchemical studies branch out into learning how to cultivate, manipulate, and establish mastery over the strange creatures known as oozes.

You can grow a creature of the ooze type in a specially prepared vial during a long rest. The ooze must have an intelligence of no greater than 2 and a CR of no greater than 1/4 your class level. You can only have a total number of domesticated oozes equal to half your proficiency bonus.

Activate: You release an ooze from its vial, allowing it to quickly reconstitute and aid you on the battlefield. The ooze understands basic commands such as “attack,” “defend,” or “move” from you and follows them to the best of its ability, but otherwise can’t be commanded. You can re-capture an ooze as a bonus action.

These domesticated oozes are volatile; if an ooze moves more than 100 feet away from you or if you release a new ooze without reclaiming the old one, the first ooze begins to lose cohesion and dissolves 2 rounds later, regardless of whether or not it returns to your side during that time. If an attack splits an ooze, you retain control of one of the oozes (chosen at the time the split occurs), and the other also dissolves 2 rounds later.

Flashbang: Your flashbang deals 1d6 points of acid damage, increasing by 1d6 at 5th (2d6), 11th (3d6), and 17th (4d6) level. The flashbang’s normal Constitution saving throw to avoid being blinded and deafened is replaced with a Dexterity saving throw.

Mastered Imposition

At 20th level, you choose any one material imposition you know; you no longer need to expend your martial focus to activate the imposition. Your flashbangs created with that imposition have any damage increased by 1 die and its save DC increases by +1.

Occultist

Occultists specialize in the study of magic and the supernatural as an academic exercise, the way a natural philosopher might study math or chemistry, through rigorous observation and experimentation. While a wizard or a cleric might spend

their time accumulating spells, the occultist questions everything, even the gods and the nature of magic itself, ever seeking more obscure truths. While an occultist might commune with gods and demons, their power comes from neither worship nor pacts but rather through the rigorous application of science to the supernatural.

First Study

You gain the arcane studies study at 2nd level. The study doesn’t count against your number of studies known.

Esoterics

At 2nd level and every 4 levels thereafter, you gain a bit of supernatural knowledge. You gain an esotery from the following list. Each esotery gives you a series of spells you can add to your ritual book when your scholar level is equal to or greater than twice the spell’s level. You can use these spells as rituals, even if they don’t have the ritual tag.

Esotery of Bonds

Zone of Truth, Geas, Sequester

Esotery of Contact

Sending, Scrying, Telepathy

Esotery of Divination

Augury, Commune, Foresight

Esotery of Exorcism

Detect Evil and Good, Banishment, Imprisonment

Esotery of Manipulation

Suggestion, Mass Suggestion, Antipathy/Sympathy

Esotery of Mysteries

Detect Thoughts, Arcane Eye, True Seeing

Esotery of Necromancy

Unseen Servant, Speak With Dead, Create Undead

Esotery of Shadow

Nondetection, Seeming, Mind Blank

Esotery of Summoning

Find Familiar, Planar Binding, Gate

Esotery of Warding

Protection from Evil and Good, Magic Circle, Hallow

Master of Rituals

At 20th level, you only require 1 minute of work rather than 10 minutes to use a ritual.

Studies

If a study has prerequisites, you must meet them to learn it. You can learn the study at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Aerodynamics

You gain the Athletics sphere. Additionally, you can build and maintain a number of gliders equal to your proficiency bonus, which grant a target a limited form of flight. Building and maintaining a glider can be done during a long rest, but they break after being used for a number of rounds equal to your scholar level.

Attaching or removing a glider from a willing target requires an action. While attached, the target’s land speed is cut in

half, but they gain the ability to glide. The target falls 60 feet per round and suffers no falling damage, and can move 1 foot horizontally for every 2 feet they fall.

At 5th level, this improves to falling 30 feet per round and moving 2 feet horizontally for every foot they fall. At 11th level, this improves to a fly speed of 30 feet, and at 17th level this becomes a fly speed of 60 feet.

Arcane Studies

You have learned a number of spells that you can cast as rituals. These spells are written in a ritual book, which you must have in hand while casting one of them. You acquire a ritual book holding two 1st-level spells of your choice from any spell list. The spells you choose must have the ritual tag. You use your key ability modifier as your spellcasting ability for these spells. If you come across a spell in written form, such as a magical spell scroll or a wizard's spellbook, you might be able to add it to your ritual book. The spell's level can be no higher than half your scholar level (rounded up), and it must have the ritual tag. The process of copying the spell into your ritual book takes 2 hours and 50 gp per level of the spell. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it.

Astrology

You can observe the stars or study star charts during a long rest to gain insight into the events of the following day. You can choose to gain advantage on any one ability check, attack roll, or saving throw of your choice. You can use this ability a number of times equal to your key ability modifier, which resets the next time you take a long rest in which you can see the stars or study your star charts.

Biology

You gain a bonus talent from the Scout sphere. Whenever you have successfully used the scout ability on a creature, you can use your key ability in place of Strength or Dexterity when making attack rolls and damage rolls against the target.

Botany

You gain proficiency with the Survival skill. If you have or gain this proficiency from another source, your proficiency bonus is doubled for any ability check that uses this skill.

You can move through any sort of non-magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed without taking damage or suffering any other impairment. You leave no trail in natural surroundings unless you choose to, and you cannot be tracked.

Chemistry

You know how to combine salts and minerals with a negligible cost to create unstable concoctions called flashbangs. You need alchemist's supplies and both hands free to make flashbangs. A flashbang is an improvised thrown weapon with a range of 20 feet, similar to alchemist's fire.

You can create a flashbang as an action, which explodes at the end of your next turn if not used to make an attack first, affecting whoever might be holding it. You can spend your martial focus to produce and throw a flashbang as part of the same Attack action.

If you hit a target with a flashbang, that target must pass a Constitution saving throw against your sphere DC or be blinded and deafened for 1 round. Whenever a creature fails their saving throw against one of your flashbangs, you can recover your martial focus as a bonus action.

Dowsing

You are adept at the art of dowsing, using crystals, rods, and other otherwise mundane objects to point to the location of a person, place, or thing. You become proficient with cartographer's tools.

As an action, you can learn the direction to a specific thing of your choice, though you do not know the distance nor what natural obstacles might be in the way. You must have seen the thing you seek or an accurate representation of it (such as a detailed portrait) for this ability to work. If searching for something general (such as the nearest body of water, the nearest city, etc.), you need not have seen it or a representation before, but you also have no control over where the dowsing leads you (for example, seeking the nearest body of water could lead to a puddle or the ocean, and seeking the nearest city could lead to a bustling metropolis or the ruins of an ancient civilization). You cannot detect targets protected by a nondetection spell or a similar effect that blocks divinations.



Field Studies

Gain proficiency in three tools or skills of your choice.

Geometry

You can create amulets during a long rest out of special materials containing specific geometric designs that disrupt magic and protect their wearers. These amulets are fragile and require constant repair and fine-tuning to work correctly; you cannot maintain more amulets than your proficiency bonus, and an amulet can only aid its wearer once before it must be realigned, which can be done during a short rest. The amulet can be used a second time at 11th level and a third time at 17th level. Amulets also interfere with each other; if someone tries to use more than one at a time, neither function at all.

When you create an amulet, you can decide whether it is created out of crystal, gold, lead, or silver. Each material gives the amulet different properties:

Crystal: The creature gains advantage on saving throws made to maintain concentration and on Insight checks.

Gold: The creature gains advantage on saving throws against disease and magic from the Necromancy school or the Death sphere. Undead creatures have disadvantage to hit it with natural weapons.

Lead: The creature gains advantage on saving throws against Divination school and Divination sphere effects. Such effects don't reveal information on the target unless the caster makes a spellcasting ability check against a DC of 10 + 1/2 your scholar level.

Silver: The creature has resistance to damage dealt with magic.

Linguistics

Learn any four languages.

Marine Studies

You gain the Athletics sphere. Additionally, you can build and maintain a number of nautical devices equal to your proficiency bonus, which can grant a target the ability to breathe underwater. This also protects the wearer from other sources of suffocation or harmful gasses or smoke. Building and maintaining a device can be done during a long rest, but they break after being used for a number of hours equal to your scholar level.

Attaching or removing a nautical device from a willing target requires an action. At 5th level, targets using a nautical device gain a 30 ft. swim speed. At 11th level, this improves to a swim speed of 40 feet, and at 17th level this becomes a swim speed of 50 feet.

Medicine

You become proficient with the Medicine skill. If you have or gain this proficiency from another source, your proficiency bonus is doubled for any ability check that uses this skill.

As an action, you can spend a use from a healer's kit to aid a creature you can touch, either ending the poisoned condition on them or allowing the creature to expend a hit die to heal, treating the die as if it rolled its maximum and adding your class level to the total hit points restored.

Meteorology

You can spend a long rest augmenting a quarterstaff with mechanical and alchemical attachments that allows you to channel, store, and redirect electrical energy. While wielding this quarterstaff, you can spend a reaction whenever you would be damaged by electricity to negate an amount of damage up to 5 x your class level. You can also spend an action to create a small localized storm around yourself that can be maintained each round as a bonus action. So long as the storm is present, on your turn you can choose one target within 60 feet to strike with lightning, dealing 1d8 electricity damage. This damage increases by +1d8 at 5th (2d8), 11th (3d8), and 17th (4d8) level, and a successful Dexterity saving throw negates this damage.

Physics

You understand motion in ways few can comprehend. You gain the Brute sphere, and you can use your key ability in place of Strength when making opposed checks to shove a creature, to begin, maintain, or escape a grapple, and for all opposed checks and damage called for by the Brute sphere.

Planar Studies

You gain the Calling and Diagram advanced Conjuraton talents (from Spheres of Power), as well as a pool of 2 spell points that can only be used with the Calling talent. This study is only available if the DM allows the use of the Calling and Diagram advanced talents.

Psychology

You know the science behind behavior. You gain the Warleader sphere and can use your key ability in place of Charisma when making Persuasion, Deception, and Intimidation checks.

Superstition

You have studied the science of luck and coincidence. You can cast find familiar as a ritual. The familiar gained always takes the form of an animal associated with bad luck, such as a black cat.

As an action, you can spend your focus to command your familiar to use its action to set off a series of minor events that result in remarkably bad luck for anyone affected; all creatures within 20 feet of the familiar other than you subtract 1d4 from all attack rolls, Dexterity checks, and Perception checks for a number of rounds equal to your key ability modifier (minimum 1).

Zoology

You gain the Beastmastery sphere. You can add your key ability modifier to your effective level when determining the total Challenge Rating of creatures you can tame. If this would push your effective level above 20, you increase your total by +1/2 CR (rounded down) per additional effective level. If you possess the Beast Companion variant, you can either tame two beasts (instead of one) whose individual challenge rating doesn't exceed 0 or tame a single beast whose challenge rating doesn't exceed 1. In either case, the maximum challenge rating of the beasts you can tame increases by 1 step at 5th level (CR 1/8, CR 2), 11th level (CR 1/4, CR 3), and 17th level (CR 1/2, CR 4).

Striker

Class Features

As a striker, you gain the following class features.

Hit Points

Hit Dice: 1d10 per striker level

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

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

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: none.

Saving Throws: Strength and Dexterity.

Skills: Choose any two.

Equipment

You start with equipment granted by your background, and either the following equipment or the equipment granted by your martial tradition; You must be proficient with the chosen class equipment to select it as part of your starting equipment:

- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack

Quick Build

You can make a striker quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending upon whether you want to focus on melee weapons or ranged combat (or finesse weapons). Your next-highest score should be Constitution. Second, choose the Urchin background, with Roof Runner (Wis), Street Tough (Cha), or Thrower (Int) as your martial tradition. The martial tradition you choose determines what should be your third-highest ability score.

Table: Striker

Level	Proficiency Bonus	Features	Martial Talents	Maximum Tension
1st	+2	Martial Training, Tension, Tension Techniques	0	2
2nd	+2	Tension Boost	1	2
3rd	+2	Striker Art	1	3
4th	+2	Ability Score Improvement	2	3
5th	+3	Extra Attack	2	4
6th	+3	Greater Tension Techniques	3	4
7th	+3	Striker Art Feature	3	5
8th	+3	Ability Score Improvement	4	5
9th	+4	Easy Tension	4	5
10th	+4	Striker Art Feature	5	6
11th	+4	Tension Boost	5	6
12th	+4	Ability Score Improvement	6	6
13th	+5	Deadly Tension	6	7
14th	+5	Striker Art Feature	7	7
15th	+5	Greater Strikes	7	7
16th	+5	Ability Score Improvement	8	8
17th	+6	Tension Boost	8	8
18th	+6	Striker Art Feature	9	9
19th	+6	Ability Score Improvement	9	9
20th	+6	Ultimate Tension	10	10

- (a) one type of artisan's tools, (b) one musical instrument, or (c) thieves' tools

A martial or simple weapon

Tradition

If this is your first level in any class, you may select a martial tradition

Martial Training

You gain a martial talent at 2nd level and every 2 levels thereafter, according to Table: Striker.

Tension

A striker is at home in battle, thriving on the raw energy of combat to fuel her attacks.

Your tension is a pool of points that go up or down throughout the day, with its maximum listed on Table: Striker. As you perform specific actions in combat, you gain tension points which can be spent on tension techniques:

- **Offensive Pressure:** Whenever you successfully damage a creature with an attack made by a weapon, improvised weapon, or unarmed strike, or successfully perform a shove or a grapple, you gain 1 tension.

- **Defensive Determination:** Whenever a hostile creature successfully attacks you or uses a magical effect on you that deals damage, you gain 1 tension.

You cannot gain tension except against serious enemies in a serious fight; sparring with allies or attacking harmless creatures cannot grant you tension. You lose all of your tension if you are knocked unconscious or if you have not attacked or been attacked by a hostile creature for 1 minute.

Tension Techniques

During your turn, you can spend tension to accomplish incredible feats. Each tension technique can only be used once per round unless it says it is repeatable. Repeatable techniques have cumulative benefits and may be used an additional time per round at 5th level (twice), 11th (thrice), and 17th level (four times).

1 Tension

- **Expert Guard:** You gain a +1 bonus on all saves until the beginning of your next turn. This is repeatable.
- **Fiery Offense:** You gain a +1 bonus to attack and damage rolls until the beginning of your next turn. This is repeatable.
- **Light Step:** You gain a 5 feet bonus to your speed this turn. This is repeatable.
- **Timely Dodge:** You gain a +1 bonus to armor class until the beginning of your next turn. This is repeatable.

2 Tension

- **Powerful Charge:** You may take the dash action as a bonus action.
- **Rapid Pummel:** Make an unarmed strike as a bonus action.
- **Swift Disengage:** You may take the disengage action as a bonus action.

Tension Boost

At 2nd level, if you ever start your turn with 0 tension, you gain 1 tension. At 11th level, you instead gain 2 tension if you start your turn with 0 tension, and 1 tension if you start your turn with 1 or more tension. At 17th level, you instead gain 2 tension per turn, whether or not you are at 0 tension.

Striker Art

At 3rd level, choose a striker art to determine the type of striker you will be. These striker arts grant you special benefits at 3rd, 7th, 10th, 14th, and 18th level.

Ability Score Improvement

When you reach 4th, 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 usual, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Greater Tension Techniques

At 6th level, you gain the ability to use the following 3-cost tension techniques:



3 Tension

- **Rapid Strike:** Make a weapon attack as a bonus action.
- **Resilience:** Use your reaction to reduce the damage from one attack by an amount equal to your level.
- **Second Chance:** Use your reaction to reroll a saving throw you just failed. If the check was made with advantage or disadvantage, reroll only one die.
- **Swift Focus:** Regain your martial focus.

Easy Tension

At 9th level, you gain the following new ways to gain tension.

- **Maneuvering Movement:** If you successfully tumble through an enemy's space, or if you use the dash or disengage actions, you gain 1 tension.
- **Deceptive Taunt:** You gain 1 tension whenever you use the Help action, such as feinting with the Fencing sphere.
- **Victorious Defense:** If you make a successful saving throw against a non-harmless effect, you gain 1 tension.

Deadly Tension

At 13th level, you gain the following new ways to gain tension. None of these grant tension if used against a helpless or unaware creature:

- **Critical Offense:** If you score a critical hit, you gain 1 tension.
- **Deadly Offense:** If you reduce a creature's hit points to 0, you gain 1 tension.

Greater Strikes

At 15th level, when you use the Rapid Pummel or Rapid Strike tension techniques, you may make two attacks as a bonus action instead of one.

Ultimate Tension

At 20th level, reduce the cost of all tension techniques by 1 to a minimum of 1.

Striker Art Boxer

Boxers are powerful fighters who specialize in the art of unarmed combat, bearing down on their opponents and trading blows until one falls and the other is crowned the victor.

Boxing

Starting at 3rd level, you gain the Unarmed Training and Unarmored Training talents from the Equipment sphere. If you already possess one or both of these talents, you may select your bonus talents from any sphere instead of only the Equipment sphere.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only

half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Potent Fists

At 10th level, the damage you deal with unarmed strikes increases by one step (1d6, 1d8, 1d10, 1d12).

Diamond Soul

Beginning at 14th level, you gain proficiency in all saving throws.

Guts

Beginning at 18th level, when you are reduced to 0 hp, you may spend 5 tension as a reaction to instead be reduced to 1 hp.

Skirmishing Scout

Skirmishing Scouts use fast movements and the terrain around them to their advantage so they can hide, observe their enemies, and launch deadly attacks.

Scouting Tension

At 3rd level, you gain the Scout sphere. Successfully using scout on a target grants you 1 tension, even if combat has not started yet, though it is still lost after 1 minute if combat does not begin.

Skirmishing

At 7th level, you may use the Dash action as a bonus action.

You may spend 2 tension to add 1d8 to a damage roll you are making. If you started your turn hidden from the target or you otherwise surprised them, this only costs 1 tension. At 14th level, this increases to 2d8.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

Bloodriser

Bloodrisers, like sorcerers, possess some form of magic in their blood. However, it is the thrill and adrenaline of combat, rather than arcane invocations, that brings that power to the surface.

Bloodcasting

At 3rd level, you gain the ability to spend tension to cast certain spells, known as bloodspells. You use the spell's casting time and other rules, but you don't need to provide material components. Bloodspells are not considered a spell list and cannot be added to by anything that adds spells to a spell list. Whenever you gain a new bloodspell, you may exchange one you already know for a different one up to the maximum level you can cast.

You use your key ability whenever a spell refers to your spellcasting ability.

Spell save DC = 8 + your proficiency bonus + your key ability modifier

Spell attack modifier = your proficiency bonus + your key ability modifier

Magicians Tension

Successfully dealing damage to one or more hostile targets with a spell gives you 1 tension.

Beginning Bloodcasting

At 3rd level, you gain 2 cantrips of your choice. Using cantrips is not a tension technique and can be done normally. You also gain one 1st level bloodspell. As a tension technique, you may spend 3 tension to cast a 1st level bloodspell.

Greater Bloodcasting

At 7th level, choose an additional cantrip and a new bloodspell of up to 2nd level. You may cast a 2nd level spell, or a 1st level spell heightened to 2nd level, by spending 5 tension.

Quick Casting

At 10th level, you gain 2 new bloodspells of up to 2nd level. As a tension technique, you can use a cantrip as a bonus action by spending 3 tension, or you may spend 5 tension to cast a 1st level bloodspell with a casting time of an action as a bonus action.

Masterful Bloodcasting

At 14th level, gain a cantrip and a new bloodspell of up to 3rd level. You may cast a 3rd level bloodspell or a 1st or 2nd level bloodspell heightened to 3rd level by spending 7 tension.

Instant Bloodcasting

At 18th level, you gain a bloodspell of up to 4th level. You may cast a 4th level bloodspell or a lower-level bloodspell heightened to 4th level by spending 9 tension. You may also use Quick Casting with a 2nd or 3rd level bloodspell or lower-level bloodspells heightened to 2nd or 3rd level by spending 7 and 9 tension, respectively.

Bloodspells

Cantrips (0 Level)

Acid Splash

Chill Touch

Dancing Lights

Fire Bolt

Light

Mage Hand

Mending

Message

Minor Illusion

Poison Spray

Prestidigitation

Ray of Frost

Shocking Grasp

True Strike

1st Level

Burning Hands

Color Spray

Expeditious Retreat

False Life (self only)

Feather Fall (self only)

Fog Cloud

Jump (self only)

Magic Missile

Sleep

Thunderwave

2nd Level

Alter Self

Blindness/Deafness

Blur

Darkness

Enhance Ability (self only)

Enlarge/Reduce

Gust of Wind

Hold Person

Invisibility (self only)

Mirror Image

Misty Step

Scorching Ray

See Invisibility

Shatter

Spider Climb (self only)

Web

3rd Level

Blink

Daylight

Dispel Magic

Fear

Fireball

Fly (self only)

Gaseous Form (self only)

Haste (self only)

Hypnotic Pattern

Lightning Bolt

Protection from Energy (self only)

Sleet Storm

Slow

Stinking Cloud

4th Level

Blight
Confusion
Dimension Door
Greater Invisibility
Ice Storm
Polymorph
Stoneskin
Wall of Fire

Bloodriser (Sphere of Power Variant)

Bloodrisers, like sorcerers, possess some form of magic in their blood. However, it is the thrill and adrenaline of combat, rather than arcane invocations, that brings that power to the surface.



Spherecasting

At 3rd level, you can combine spheres and talents to create magical effects. You gain a spell pool, magic talents, and a casting tradition.

Spell Pool

At 3rd level, you gain access to a reservoir of energy you can call on to create truly wondrous effects, called a spell pool. However, this pool does not contain any spell points unless you gain them from another source, such as a casting tradition or feats.

Magic Talents

You gain a bonus magic talent of your choice at 3rd, 7th, 10th, 14th, and 18th levels.

Casting Tradition

If you do not already have a casting tradition, you gain one at 3rd level. If your casting tradition uses a different key ability modifier than your martial tradition, you must choose which one of the two key ability modifiers to use.

Bloodcasting

Beginning at 3rd level, you can spend tension to power your magic sphere talents or abilities instead of spell points. As a tension technique, you may spend 3 tension in place of 1 spell point, 6 tension in place of 2 spell points, and 9 tension in place of 3 spell points when using magical sphere effects. However, you can only spend these spell points to power effects from the Alteration (self only), Destruction, Enhancement (self only), Mind, and Nature spheres. Additionally, any effects with a duration created through tension end when you are knocked unconscious or if you have not attacked or been attacked by a hostile creature for 1 minute.

Magicians Tension

Successfully dealing damage to one or more hostile targets with a magic sphere effect gives you 1 tension.

Chapter 4 Spheres



Alchemy Sphere

Training in the Alchemy martial sphere teaches you how to quickly and efficiently combine volatile chemicals for new or enhanced effects.

When you gain the Alchemy sphere, choose either formulae or poison. If you choose formula, you gain proficiency with alchemist's supplies and gain a (formula) talent of your choice. If you choose poison, you gain proficiency with poisoner's kits and gain a (poison) talent of your choice. If you are already proficient with the chosen tools, you become proficient with the other tool or gain a bonus talent if you are already proficient with both.

So long as you have alchemist supplies (for formula) or a poisoner's kit (for poisons) and are proficient, you are assumed to have all the tools and materials required to create formulae or poisons from the Alchemy sphere; the rest of the ingredients are easily gathered or stored throughout your travels and do not have any default cost. Formulae and poisons that allow a saving throw use your sphere DC.

You may create formulae and poisons individually or in batches. Creating a formula or poison individually takes 10 minutes, while batches are made as part of a short or long rest. Due to the volatile nature of the items, you cannot have more formulae and poisons created at one time than a number equal to your proficiency bonus + the number of Alchemy sphere talents you possess; formula and poisons go inert after a day if not used. When creating batches, you create up to your maximum number of formulae or poisons. Because formulae and poisons are more unstable than standard alchemical items, they expire and no longer work after 24 hours; it is relatively easy (DC 5 Intelligence check) to recognize that these items' are unstable and impermanent in nature, so typically they have no monetary value.

Formulae can be drunk or applied to an adjacent willing ally as an Action. Some formula can also be thrown as an impro-

vised weapon with a normal range of 20 feet and a long range of 60 feet. Formulae that are thrown as improvised weapons do not deal damage unless stated otherwise, but do shatter upon impact, applying their effects to the target or object they are thrown against.

All poisons function as ingested or injury poisons unless modified by another talent. Applying an injury or contact poison to a weapon is an Action, and the next creature that takes damage from that weapon (within 1 minute) suffers its effects. Some formulae can also be applied to weapons, as noted in the relevant talent. You may only have a single formula or poison applied to a weapon at one time; applying another causes the previously applied item to become inert.

When you gain the Alchemy sphere, you gain the following ability:

Potency

You know the secrets of how to get the most out of alchemical creations. When using an alchemical item or a poison whose name matches a talent you possess, any saving throw it requires uses your Sphere DC instead of its normal DC, if it is higher.

You may expend your martial focus to increase the effects of certain poisons and alchemical items when you use them, throw them, or apply them to a weapon. The effects of this increased potency is listed for each individual item. You must have an item's respective talent to use its more potent form, but you can use this ability not only with formulae and poisons you have created, but also with purchased or crafted items of the same name.

Alchemy Basic Talents

Talents in the Alchemy sphere may possess the (formula) or (poison) descriptor. These talents expand what formulae or poisons you can craft or use potency with. Some of these talents may also possess the (medic) descriptor.

Formula Talents

Acid (formula)

You create a vial of acid that deals 2d6 acid damage on a hit. Acid can also be splashed onto a creature within 5 feet of you as a melee attack with an improvised weapon.

Potency: You may expend martial focus to apply an acid vial to a weapon as if it were a poison. The weapon deals an additional 1d6 acid damage on all attacks for 1 minute. If you expend your martial focus when throwing or splashing with an acid vial, its damage increases by 1d6 (3d6), and again by 1d6 when you reach 5th level (4d6), 11th level (5d6), and 17th level (6d6).

Alchemist Fire (formula)

You create a flask of alchemist fire that deals 1d4 fire damage. Any creature damaged by the alchemist fire takes an additional 1d4 damage at the start of each of its turns. A creature can end this damage by using its action to make a Dexterity saving throw against your Alchemy sphere DC to extinguish the flames; rolling on the ground provides the target advantage on the saving throw. Leaping into a large body of water or magically extinguishing the flames automatically smothers the fire.

Potency: You may expend martial focus to apply alchemist fire to a weapon as if it were a poison. The weapon deals an additional 1d6 fire damage on all attacks for 1 minute. If you expend your martial focus when throwing alchemist fire, both its initial damage and its follow up damage per turn increases by 1d4 (2d4), and again by 1d4 when you reach 5th level (3d4), 11th level (4d4), and 17th level (5d4).

Alchemical Ice (formula)

You create a flask of alchemical ice that deals 1d6 cold damage to a target when thrown. Creatures damaged by alchemical ice have their movement speed reduced by 10 feet for 1 round.

Potency: You may expend martial focus to apply alchemical ice to a weapon as if it were a poison. The weapon deals an additional 1d6 cold damage on all attacks for 1 minute. If you expend martial focus while throwing alchemical ice, the formula's damage increases by 1d6 (2d6), and again by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

Bottled Lightning (formula)

You create a vial of bottled lightning that deals 1d8 lightning damage. You have advantage on attack rolls with bottled lightning made against creatures who are made of metal or who are wearing metal armor.

Potency: You may expend martial focus to apply bottled lightning to a weapon as if it were a poison. The weapon deals an additional 1d6 lightning damage on all attacks for 1 minute. If you expend your martial focus when throwing bottle lightning, its damage increases by 1d8 (2d8), and again by 1d8 when you reach 5th level (3d8), 11th level (4d8), and 17th level (5d8).

Flash Powder (formula)

You create a flask of flash powder. On a hit, the target must pass a Constitution saving throw or be blinded for 1 round. At the end of each of its turns, the target can make a new Constitution saving throw to end the effect early.

Potency: If you expend your martial focus when throwing flash powder, the duration of the blindness increases to 1 minute.

Focusing Formula (formula, medic)

You create a concoction that restores combat vigor. Anyone who drinks the concoction or has it applied to them regains martial focus.

Grease (formula)

You create a flask of grease. Targets affected by grease have advantage on ability checks to escape bonds, restraints, or grapples, but disadvantage on Athletics checks, Acrobatics checks, and on Dexterity saving throws against effects that deal fire damage or which cause a creature to catch fire. If applied to open ground, it creates a 5 ft. square that counts as difficult terrain. Any creature that enters the area or ends its turn there must succeed on a Dexterity saving throw or fall prone.

Grease lasts for 1 round, but a creature may end this effect by spending an action removing the grease.

Potency: If you expend your martial focus when throwing or applying grease, the duration of the grease increases to 1 minute.

Holy Water (formula)

You create a flask of holy water that deals 2d6 radiant damage to fiends or undead on a hit. Holy Water can also be splashed onto a creature within 5 feet of you as a melee attack with an improvised weapon.

Potency: You may expend martial focus to apply holy water to a weapon as if it were a poison. The weapon deals an additional 1d6 radiant damage on all attacks against fiends and undead for 1 minute. If you expend your martial focus when throwing holy water, its damage increases by 1d6 (3d6), and again by 1d6 when you reach 5th level (4d6), 11th level (5d6), and 17th level (6d6). If you expend your martial focus when splashing a dominated or possessed creature within 5 feet of you as a melee attack, the creature gains an additional saving throw to end the effect.

Itching Powder (formula)

You create a flask of itching powder. On a hit, the target becomes incredibly itchy for 1 round. Whenever the target makes an attack roll, saving throw, or ability check, the target must roll a d4 and subtract the number rolled. A creature can end this penalty by using its action to make a Wisdom (Medicine) check against your Alchemy sphere DC to cleanse the creature of the powder, by using the Life sphere's restore ability or by casting a lesser restoration. Immersing the target's body in water also removes this effect. This counts as poisoned when removing it or dealing with immunity.

Potency: You may expend martial focus to apply itching powder to a weapon as if it were a poison. The next creature that is dealt damage by the weapon within 1 minute is subject to the itching powder's effects for 1 round. If you expend your martial focus when throwing the itching powder, the penalties' duration increases to 1 minute.

Panacea (formula, medic)

You create a concoction that removes the blinded, deafened, or poisoned condition from the target. When throwing a panacea, an ally aware of you can choose not to avoid the attack, in which case you automatically hit.

Potency: If you expend your martial focus when targeting a creature with the panacea, the list of conditions that panacea may remove now also includes frightened. The list of conditions is expanded at 5th level (diseased), 11th level (stunned), and 17th level (paralyzed).

Performance Enhancer (formula, medic)

When you use this formula, choose one attribute; the target gains advantage on ability checks with that attribute for 1 minute. The target takes disadvantage on ability checks and saving throws with the corresponding attribute for the same duration. Strength corresponds to Intelligence, Dexterity to Wisdom, and Constitution to Charisma. Once someone benefits from this stimulant, they cannot do so again until they complete a short or long rest. When throwing a performance enhancer, an ally aware of you can choose not to avoid the attack, in which case you automatically hit.

Salve (formula, medic)

You create a poultice that can be used as a potion, allowing the target to expend a hit die to heal themselves, adding your key ability modifier to the amount healed. When throwing a salve, an ally aware of you can choose not to avoid the attack, in which case you automatically hit.

Potency: If you expend your martial focus when targeting a creature with the salve, the target is also healed an additional 1d8 hit points, increasing again by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Smelling Salts (formula, medic)

You create a pouch of powder with a strong, pungent odor. When throwing smelling salts, it creates a 10-ft. radius cloud centered on a point within range. Creatures that breathe in the dust must succeed on a Constitution saving throw or be forced conscious and imposed with anosmia for 1 minute. A creature with anosmia cannot benefit from having a keen sense of smell, and cannot track a creature by scent. A creature that is unconscious due to being reduced to 0 hit points is still awakened by smelling salts on a failed saving throw but is still incapacitated.

Potency: If you expend your martial focus when throwing smelling salts, creatures are still awakened on a successful saving throw. Additionally, dying creatures within the cloud stabilize. Affected creatures can choose to resist being made stable with a successful Constitution saving throw.

Smoke Bomb (formula)

You create a smoke bomb that explodes into a cloud of thick smoke. When you throw the smoke bomb, it creates a 10-ft. radius cloud centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. It lasts for 1 round or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Potency: If you expend your martial focus when throwing a smoke bomb, the duration increases to 1 minute.

Sneezing Powder (formula)

You create a flask of sneezing powder. On a hit, the target must succeed on a Constitution saving throw or succumb to uncontrollable sneezing, becoming incapacitated for 1 round. As long as the target is conscious, it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Additionally, another creature can end these penalties by using its action to make a Wisdom (Medicine) check against your Alchemy sphere DC to cleanse the creature of the powder, by using the Life sphere's restore ability, or by casting a lesser restoration. Immersing the target's head in water also removes this effect. This counts as poisoned for removing it and dealing with immunity.

Potency: You may expend martial focus to apply sneezing powder to a weapon as if it were a poison. The next creature that is dealt damage by the weapon within 1 minute is subject to the sneezing powder's effects for 1 round. If you expend your martial focus when throwing the sneezing powder, the penalties' duration increases to 1 minute.

Tanglefoot Bag (formula)

You create a flask of entangling glue. On a hit, the target's speed is reduced to 0. A flying creature (assuming it uses wings to fly) falls to the ground. A tanglefoot bag does not function underwater. This lasts for 1 round, but a creature may end this effect by spending an action removing the glue.

Potency: If you expend your martial focus when throwing the tanglefoot bag, the effect lasts for 1 minute.

Thunderstone (formula)

You create a stone that explodes upon impact when thrown with a loud, reverberating crash. On a hit, the target must make a Constitution saving throw or take 1d10 thunder damage and be deafened for 1 minute. Those that succeed the saving throw take half as much damage and are not deafened.

Potency: If you expend your martial focus when throwing a thunderstone, a target that fails its saving throw is also stunned for 1 round, and the thunder damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

War Paint (formula)

War Paint can't be drunk, applied by throwing, or augmented by Gaseous Application.

You gain the knowledge of two colors of war paint when you gain this talent; you may create one pigment of warpaint from a list of colors that you know, chosen at the time the formula is created. War paint can be applied to any visible part of the body — typically the face, shoulders, legs, or arms, or even armor or clothing.

A creature can only benefit from one color of war paint at a time — applying a dose of a different color replaces the effects of the previous application. Once applied, the effects of the war paint last for 1 hour. You may select this talent multiple times; each time, you gain the knowledge of two more colors of war paint. War paint have the following effects based on their color:

- **Black.** Advantage on Dexterity (Stealth) checks.
- **Blue.** Increases your movement speed by 10 feet.

- **Brown.** Gain resistance to non-magical slashing damage.
- **Chrome.** Gain a +1 bonus to Attack rolls.
- **Diamond.** Gain resistance to force damage.
- **Green.** Gain resistance to necrotic damage.
- **Gold.** Advantage on Death saving throws.
- **Indigo.** Gain resistance to lightning damage.
- **Maroon.** Gain resistance to non-magical piercing damage.
- **Mint.** Advantage on Charisma (Intimidation) checks.
- **Navy.** Gain resistance to thunder damage.
- **Olive.** Gain resistance to poison damage.
- **Orange.** Gain resistance to non-magical bludgeoning damage.
- **Pink.** Gain resistance to psychic damage.
- **Purple.** Gain resistance to acid damage.
- **Red.** Gain resistance to fire damage.
- **Silver.** Gain a +1 bonus to AC.
- **Turquoise.** Gain resistance to cold damage.
- **White.** Gain resistance to radiant damage.
- **Yellow.** Advantage on Wisdom (Perception) checks.

Poison Talents

Confusing Hallucinogen (poison)

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on two saving throws ends the effect. Those who fail one saving throw automatically fail Investigation and Perception rolls for as long as they are subject to the effect. Creatures that fail two saving throws become confused; they can't take reactions and must roll a d10 at the start of each of their turns for as long as they are subject to the effect to determine its behavior for that turn.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9-10	The creature can act and move normally.

Drowsy Venom (poison, medic)

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on two saving throws ends the effect. Those who fail one saving throw increase their exhaustion level by 1 (to a maximum of 2) for as long as they are subject to this effect. Creatures who fail their saving throw while already at exhaustion level 2 lose consciousness and fall asleep. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is an action.

Frightening Hallucinogen (poison)

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on one saving throw ends the effect. Those who fail one saving throw are imposed with disadvantage on all Intelligence and Wisdom saving throws for the duration. Those that fail two saving throws become frightened of all hostile creatures for one round.

Basic Poison (poison)

Creatures subjected to this poison must make a Constitution saving throw or take 1d4 poison damage.

Potency: If you expend your martial focus when applying basic poison, any creature damaged by the basic poison is also poisoned for 1 round. At the start of each of their turns, as long as they are poisoned, the creature must continue to make another Constitution saving throw or suffer the effects of this poison. A successful Constitution save ends the poisoned condition on the target and negates any poison damage they would've taken from the basic poison. The poison damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Paralytic Venom (poison)

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on two saving throws ends the effect. Each time a creature fails a saving throw, they decrease all movement speeds by 10 feet for as long as they are subject to this effect. Creatures who fail an additional saving throw after all their speeds have been reduced to 0 feet become paralyzed for as long as they are subject to the effect.

Will-Sap (poison)

Creatures subjected to this poison must make a Constitution saving throw at the start of their next turn and once per minute thereafter. Succeeding on two saving throws ends the effect. Creatures that fail one saving throw take disadvantage on all saving throws against the charmed condition and on all Charisma ability checks for as long as they are subject to the effect.

Other Talents

Contact Poison Delivery

You may prepare your poisons as contact poisons. Contact poisons may be thrown as if they were formula. Creatures that are hit by the attack are subject to the poison. Whenever you successfully perform a Dirty Trick or Steal action, you may expend your martial focus to subject the target to your contact poison as part of the same action.

Controlled Rupture

Whenever you use a formula or poison, you can select a number of individuals or 5-foot squares equal to your proficiency bonus that are not affected. Selected targets or creatures inside the selected squares do not suffer the effects of the formula or poison.

Delayed Application

Whenever you create a formula or poison, you can choose to delay the effects up to a number of minutes up to half your

level. You may expend two doses to instead delay the effects for a number of hours up to half your level. This delay takes place between when a creature is subjected to the formula or poison and when its effects manifest and does not influence how long a formula or poison remains potent after being applied but before the target is exposed to it.

As a reaction, you may expend your martial focus to immediately trigger the effects of one delayed formula or poison you created within 60 feet.

Gaseous Application

You may prepare a formula as a gas instead of a liquid. A gaseous formula targets a 5-foot radius area within normal range (normally 20 feet), cannot be applied to a weapon, and no longer requires an attack roll. Creatures caught inside the area of effect suffer the effects of the formula, but are allowed a Dexterity saving throw to negate any negative effects if the formula does not already require a different saving throw. This has no effect on formula that can't be thrown, such as war paint. If used with an alchemical item that's already a gas, such as smoke bombs, this instead doubles the area.

Clouds of gaseous formula grant their effects and then dissipate; the duration of its effects remain unchanged, but creatures cannot simply enter or re-enter the area to gain their effects.

You may also prepare a poison as an inhaled poison; such poisons are counted as two doses for determining the number you may prepare. An inhaled poison targets a 5-foot radius area within normal range (normally 20 feet) and cannot be applied to a weapon. Creatures that enter or begin their turn within this cloud are subject to the poison. The toxic cloud dissipates after 1 minute, or a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Lasting Application

Whenever you apply your poison to a weapon, the poison lasts for 1 additional successful attack before it is consumed. At 5th, 11th, and 17th levels, it remains for an additional successful attack. Alternatively, you may apply a single dose of poison to up to 2 pieces of ammunition with a single action, plus one additional piece of ammunition at 5th, 11th, and 17th levels.

When you create an ingested poison and add it to any food or drink, it remains potent for up to 48 hours and becomes tasteless and odorless. You may expend two doses to have it instead remain potent for 1 week.

Master Chemist

You gain proficiency with either alchemist supplies or poisoner's kit. If you are already proficient with the chosen tools, you instead add double your proficiency bonus. This talent may be taken more than once.

Master Herbalist

You gain proficiency with the herbalism kit and can use an herbalism kit to craft formulae or poisons from the Alchemy sphere. If you are already proficient with the herbalism kit, you instead add double your proficiency bonus.

Quick Doses

The amount of time it takes to create formula or poisons individually is reduced to 5 minutes.

Risky Business

You may expend martial focus to impose disadvantage to the target's saving throw against the initial effects of your formula or poison. In addition, throwing a formula or poison against a creature while within 5 feet doesn't impose disadvantage on your attack roll.

Skilled Applicator

You may apply a formula or poison to yourself or a weapon you wield as a bonus action.

Specialized Venom

You select one creature type (or two races of humanoid) from the ranger favored enemy list; your poisons may affect those creatures even if they would normally be immune to poison damage and the poisoned condition. If not immune, you ignore any racial bonuses they may possess to saving throws against poison damage and the poisoned condition. You may select an additional type (or two humanoid races) at 5th, 11th, and 17th levels.

Alchemy Legendary Talents

Renaissance, Modern, and Future Eras

Some legendary alchemy talents are legendary because their availability depends on what level of technology is found in the world at large; for example, if the world already has access to modern explosives, there is no reason an alchemist shouldn't be able to gain modern era legendary talents. The technological era of a particular campaign setting is determined by the game master.

Advancing Eras

With dungeon master permission, a dedicated alchemist might be able to advance forward through technological eras with their creations, beginning with simple chemistry, advancing through gunpowder, before finally building modern creations.

In such a case, taking Alchemist's Fire counts as meeting the prerequisites for the Bomb talent, and taking Bomb counts as meeting the prerequisites for the Dynamite and Fragmentation Grenade talents.

Bomb (formula)

Prerequisites: Alchemy sphere, Renaissance era.

You create a bomb that you can light and throw at a point within 60 feet. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 3d6 fire damage. Each bomb counts as two formulae for the purpose of determining how many you may have created at one time.

Potency: If you expend your martial focus when throwing a bomb, creatures still take half damage on a successful Dexterity saving throw, and the fire damage increases by an additional 1d6 when you reach 5th level (4d6), 11th level (5d6), and 17th level (6d6).

Dynamite (formula)

Prerequisites: Alchemy sphere, Modern era.

You create a stick of dynamite that you can light and throw at a point within 60 feet. Each creature within 5 feet of that point must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage on a failed save, or half as much on a successful one. A character can bind sticks of dynamite together so they explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of 10d6) and the burst radius by 5 feet (to a maximum of 20 feet).

Dynamite can be rigged with a longer fuse to explode after a set amount of time, usually 1 to 6 rounds. Roll initiative for the dynamite. After the specified number of rounds goes by, the dynamite explodes on that initiative.

Each stick of dynamite counts as two formulae for the purpose of determining how many you may have created at one time.

Elixir of Immortality (formula, medic)

Prerequisites: Alchemy sphere, 15th level.

You may create a special elixir that restores a creature to its starting age as a young adult. Unlike a standard formula, it takes 1 month to brew an elixir of immortality, and it costs an additional 50,000 gp in materials to create.

Fragmentation Grenade (formula)

Prerequisites: Alchemy sphere, Modern era.

You create a fragmentation grenade that you can throw at a point within 60 feet. Each creature within 20 feet of that point must make a Dexterity saving throw, taking 5d6 piercing damage on a failed save, or half as much on a successful one.

Each grenade counts as three formulae for the purpose of determining how many you may have created at one time.

Glue and Solvent (formula, poison)

Prerequisites: Alchemy sphere (Acid Flask), 15th level.

You can create sovereign glue or universal solvent as a formula. A formula of sovereign glue or universal solvent requires 10,000 gp in materials to create and counts as ten formulae for the purpose of determining how many you may have created at one time.

Necromancers Oil (poison)

Prerequisites: Alchemy sphere, 11th level or higher.

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on two saving throws ends the effect. Each time a creature fails a saving throw, it treats its proficiency bonus as 1 lower for the duration of the effect. If a creature would be reduced to a +0 proficiency bonus by this effect, it dies and is reanimated as a zombie per the Death sphere. This does not grant you any control over the zombie. This poison counts as two doses for the purpose of determining how many you may have created at one time.

Potency: If you expend your martial focus when using the necromancer's oil, a creature who fails their saving throw also takes 3d6 Necrotic damage.

Petrifying Poison (poison)

Prerequisites: Alchemy sphere, 11th level or higher.

Creatures subjected to this poison must make a Constitution saving throw at the start of each of their turns. Succeeding on two saving throws ends the effect. The first time a creature fails a saving throw, it becomes restrained for the duration of the effect. If a creature fails three saving throws, it is permanently turned to stone. This poison counts as two doses for the purpose of determining how many you may have created at one time.

Philosophers Stone (formula, medic)

Prerequisites: Alchemy sphere, 20th level or higher.

Once per month with one day of work, you may create a philosopher's stone.

A philosopher's stone appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 15), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any character with proficiency in alchemist's tools to transmute base metals (iron and lead) into silver and gold. A single philosopher's stone can turn up to 5,000 pounds of iron into silver (worth 25,000 gp) or up to 1,000 pounds of lead into gold (worth 50,000 gp). However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any formula or potion that restores hit points while the substance is still potent, it creates a special oil of life that acts as a true resurrection spell or Greater Resurrection sphere effect for any dead body it is sprinkled upon.

Spontaneous Alchemy

Prerequisites: Alchemy sphere (Quick Doses), 1st level or higher.

As an action or a bonus action, you can expend your martial focus to craft one alchemical item, poison, or potion instantaneously. As an additional cost, you must spend an amount of crafting material or gold whose worth is equal to the item's purchase price; items without an established purchase price cannot be crafted this way. To use this talent, you must also have appropriate tools on hand or readily available; alchemy items require alchemist's supplies, poisons require poisoner's kits, and potions require brewer's supplies or a herbalism kit. You can only use this talent a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Variants

Hippocratic Oath

You cannot create any formulae or poison that lacks the (medic) descriptor. You gain a (medic) talent as a bonus talent.

Horticulture

When you gain the Alchemy sphere, you do not gain proficiency with either alchemist's supplies or the poisoner's kit. You can only use herbalism kits when crafting formulae or poisons from the Alchemy sphere. You gain Master Herbalist as a bonus talent.



Athletics Sphere

Aided Acrobatics

It is possible to perform some acrobatic actions with the aid of a tool. Some examples are given below.

- **Polevault:** Use a 10-foot pole, polearm, quarterstaff, or spear to pole vault as an Action, letting you treat your Strength or Dexterity score as 10 higher when determining your jump's distance or height.
- **Bomb Jump:** Throw an explosive behind you as an Action to treat your Strength or Dexterity as 10 higher when determining your jump's distance or height.
- **Combat Sledding:** Ride downhill on a sled or shield to let you take a Dash action as a bonus action.
- **Aided Climb:** Use daggers, pickaxes, or some other one-handed piercing weapons to climb a wall that would otherwise be unclimbable.
- **Aided Fall:** Use daggers, pickaxes, a tanglefoot bag, or some other piercing weapon as a Reaction to stick to a wall and stop your fall.
- **Gliding:** Use a cloak as a Reaction during a running jump to glide 1 foot horizontally for each 2 feet fallen vertically.

When performing any such action, you must usually pass a Hard Strength (Athletics) or Dexterity (Acrobatics) check (DC 20) to keep from failing and falling prone.

Climb onto a Bigger Creature

When dealing with a creature two sizes larger than yourself, you may treat that creature as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or grabbing and throwing it - by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Rope Swing

You can use a secured chain or rope, a grappling hook, a Tether magic talent (see the Destruction, Telekinesis, or Universal (manabond) spheres in Spheres of Power), or a whip or

tendrils to swing around the battlefield. There must be something present for the item to attach to (for example, you could lash a chandelier, but not a blank bit of wall). Attaching such an item requires an action and that the anchor spot be within the item's reach. Treat a grappling hook as having a reach of 30 feet for this purpose. You can make an anchor spot on a creature at least 2 sizes bigger than you, but this requires an attack roll.

Once your rope or weapon is secured, as part of your normal movement you may attempt to move to any other legal square on the ground that is within the rope or weapon's reach as determined from the anchor point. Your movement does not provoke attacks of opportunity. You must still have a clear path towards the destination. Dislodging your weapon or item requires another action.

Tumble

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

When you gain the Athletics sphere, you become proficient in either Athletics or Acrobatics. If you are already proficient in both, you instead select any one talent from this sphere as a bonus talent.

In addition, you gain the following ability:

Coordinated Movement

Whenever you take the Dash action or Disengage action as an action (but not a bonus action, if you have that ability), you regain your martial focus.

Athletics Basic Talents

Some talents have the (motion) tag, which add an effect to your movement. You cannot apply more than one (motion) talent to a given movement.

Motion Talents

Dizzying Tumble (motion)

Your rapid spins and twists leave a creature reeling. When you exit a space adjacent to a hostile creature, you may spend 10 feet of movement to force that creature to make a Wisdom saving throw. If the creature fails, it takes disadvantage on all attack rolls until the end of your next turn. Once a creature has succeeded on this save, it is immune to your use of this ability until you complete a short or long rest.

Moving Target (motion)

When moving more than 20 feet during your turn, you gain half cover (+2 bonus to AC and Dexterity saving throws) against ranged attacks and spells until the start of your next turn. If you move at least 40 feet, you may expend your mar-



tial focus to increase this to three-quarters cover (+5 bonus to AC and Dexterity saving throws). If you take this talent a second time, the cover applies to melee attacks as well.

Sudden Flank (motion)

If you successfully tumble through a hostile target's space, you gain advantage on your next attack against that creature before the end of your turn.

Other Talents

Capoeira Spin

You do not take disadvantage on attack rolls with unarmed strikes due to the prone condition. If you start your turn prone, you may stand up from prone as a bonus action, making a single unarmed attack simultaneously.

Close Quarters Training

You can stand in or move through the space of a hostile creature and even make attacks from that space. You must succeed on a Dexterity (Acrobatics) check opposed by the creature's Strength (Athletics) or Dexterity (Acrobatics) (the creature chooses); if you fail, your movement stops in the previous space and you provoke an opportunity attack from them. Attacks you make against a creature you are sharing a space with have disadvantage unless they are made with light weapons, natural weapons, or unarmed strikes.

If two creatures sharing a space in this way are of the same size, they grant each other half cover (+2 bonus to AC and Dexterity saving throws) against creatures not sharing the space. If one creature is larger, the smaller creature gains three-quarter cover (+5 bonus to AC and Dexterity saving throws), and the larger creature gains no cover. If this cover is enough to cause an attack to miss, resolve the attack against the other creature using the original attack roll.

Mighty Conditioning

Any time you make a Strength (Athletics) or Dexterity (Acrobatics) check, you may use either Strength or Dexterity as your ability (your choice). You can use Dexterity instead of Strength to determine the distance or height you can jump.

Mobility

Opportunity attacks made against you for moving out of a creature's reach take disadvantage.

Multiple Motions

When moving, you may expend martial focus to apply two (motion) talents to the movement.

Polearm Vaulter

You no longer need to spend an action or pass a check to pole vault. Additionally, when pole vaulting, you can expend your martial focus as a bonus action to increase the distance jumped by an additional 10 feet or the height of a jump by an additional 5 feet regardless of your Strength (or Dexterity) score or remaining movement.

Powerful Wings

If you can fly through the use of wings, you may hover.

Rope Swing

You may attach an appropriate item to perform a rope swing as a bonus action, and dislodging it requires no action at all.

When rope swinging, you may end your movement in the air (as if you had a fly speed) or even swing all the way up to the anchor point as a means of quick climbing.

Rapid Motion

You may take the Dash action as a bonus action.

Scale Foe

You may make the Strength (Athletics) or Dexterity (Acrobatics) check necessary to climb onto a bigger creature as a bonus action instead of an action. Creatures you have climbed on gain disadvantage on any attacks made against you (but not on attempts to dislodge you).

If you possess the Bronco Buster talent of the Beastmastery sphere, you may use Strength (Handle Animal) checks in place of Strength (Athletics) checks when climbing on a bigger creature. If you have the Wrestling sphere, climbing onto a bigger creature counts as grappling them for the purpose of that sphere (within reason; you can't use Choke Hold or Heel Tactics if you are not near the bigger creature's neck or eyes, for example). If you possess the Close Quarters training talent, you gain its benefits while clinging to a bigger creature.

Strong Lungs

You are practiced at quickly collecting a deep breath, drawing in more air in less time. This gives you the following benefits.

You gain advantage on any saving throw against an effect that requires inhalation or causes suffocation.

You have advantage on Constitution saving throws made against exhaustion as part of a forced march.

Multiply the number of rounds you can normally hold your breath by your proficiency bonus.

Sure Grip

The power in your hands is great. This gives you the following benefits.

You have advantage on Athletics checks to climb or prevent falling and, as a reaction, may make an Athletics check to catch yourself or another creature within your natural reach when falling.

You never drop held items when subject to the frightened, stunned, or unconscious conditions. This includes spells or abilities that cause you to drop held items in addition to being subject to one of these conditions (such as the Fear spell).

If you are grappling a creature, your grapple does not end automatically if you become incapacitated.

Swift Movement

When you have martial focus, all of your movement speeds increase by +10 feet.

Training

You become proficient in either Strength (Athletics) or Dexterity (Acrobatics). If you are already proficient in one, you may choose to gain twice your proficiency bonus instead. This talent may be taken more than once.

Tumbling Recovery

You may drop prone at any time, even when it is not your turn. Whenever you are knocked prone or drop prone, you may spend a bonus action or reaction to move up to 10 feet

in any direction. If used to avoid an attack or area effect, this talent imposes disadvantage on the attack roll and gives you advantage on the Dexterity saving throw.

Unimpeded Positioning

As long as you have martial focus, you ignore non-magical difficult terrain.

Unwilling Boost

You can use the momentum of another creature's attack to launch yourself. When your movement provokes an attack of opportunity from a creature of at least your own size, you may increase your movement speed for the round by 5 feet per point of the creature's Strength bonus horizontally, or half that amount vertically. To do this, either the creature must strike you, or if they miss, you must use your bonus action to still use their attack to your advantage. Allies may choose to use their reaction to aid you as if making an attack of opportunity against you, but you still must use a bonus action to take advantage of their aid.

Wall Stunt

You may run up or along walls as if they were flat ground, although you treat them as if they were difficult terrain. You may treat creatures at least two sizes larger than you as if they were walls (with GM discretion), but using a creature in this fashion provokes an attack of opportunity from them. You fall at the end of your turn if you are still on a wall in this fashion unless you have something to hold onto (including a creature, if attempting to climb onto a bigger creature).

Whirlwind Flip

Whenever you succeed at a tumble check against a hostile creature, you regain your martial focus.

Athletics Legendary Talents

Afterimage (motion)

Prerequisites: Athletics sphere.

When moving more than 20 feet during your turn, the speed of your motion causes you to leave behind an afterimage, which may foil your foe's attacks. This afterimage disappears at the start of your next turn.

Whenever a creature attacks you or targets you with a spell, there is a 50% chance they instead attack your duplicate. Once a creature hits your duplicate, the duplicate is destroyed.

An attacker must be able to see the afterimages to be fooled. If you are invisible or the attacker is blind, this ability has no effect.

Air Stunt

Prerequisites: Athletics sphere (Wall Stunt), 5th level or higher.

You may treat the air as if it were a wall for the Wall Stunt talent.

Flash Step (motion)

Prerequisites: Athletics sphere, 11th level or higher.

When you take the Dash action, you may expend martial focus to magically teleport to your final destination without passing through any intervening squares. The place you end

must be within sight and must be within the range of your movement speed.

Helicopter Descent

Prerequisites: Athletics sphere (Polearm Vault or Rope Swing).

If you end your turn in the air while wielding a Polearm Vault or Rope Swing item, you may as a Reaction expend your martial focus to slow the descent of your fall to 60 feet for a number of rounds equal to your proficiency bonus. If you land before the slow descent ends, you take no falling damage and can land on your feet.

Shark Swim

Prerequisites: Athletics sphere.

You gain a swim speed equal to your land speed. If you possess the Strong Lungs talent, you can replace its usual bonus to holding breath and instead hold your breath for a number of hours equal to your Constitution modifier.

Sparrows Path

Prerequisites: Athletics sphere (Air Stunt, Wall Stunt), 5th level or higher.

You gain a fly speed equal to half your base land speed.

Speed Boost

Prerequisites: Athletics sphere.

You may move an additional 10 feet when taking the Dash or Disengage action. You may also expend your focus to increase your movement speeds by 50 feet for a number of rounds equal to your Constitution modifier. After these rounds end, your exhaustion level increases by 1 until you complete a short or long rest. You suffer this exhaustion even if you are usually immune to exhaustion. You cannot use this ability if your exhaustion is greater than 2.

Spiders Touch

Prerequisites: Athletics sphere.

You gain a climb speed equal to your base land speed. If you possess the Sure Grip talent, you can climb across vertical surfaces and upside down along ceilings. You must have at least 1 hand free to climb.

Terrain Glide

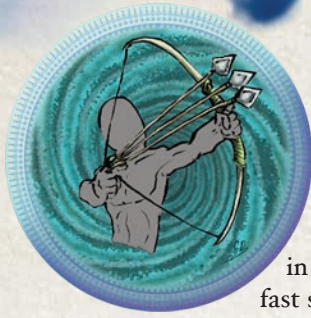
Prerequisites: Athletics sphere, 11th level or higher.

Your skills and muscles honed by swimming allow you to cleave through soil and snow with ease. You can swim through dirt and sand as if it were water. This counts as swimming through difficult terrain (each foot of movement costs 2 extra feet, or 1 if you possess a swim speed). This does not grant you the ability to see or breathe through dirt, meaning you are effectively blind while swimming in this fashion and might run out of air if you spend too long underground.

Variants

Limited Athleticism

You do not gain proficiency in Athletics or Acrobatics and may not take the Training talent. You gain a (motion) talent as a bonus talent.



Barrage Sphere

Barrage practitioners specialize in using ranged weapons to make fast shots, often from the middle of the melee itself.

All practitioners of the Barrage sphere gain the following ability:

Barrage

As a special attack, you may make an attack with a ranged weapon, then make an additional attack with that ranged weapon as a bonus action. You may choose to resolve this bonus action attack before your other attack or attacks. You don't add your ability modifier to the damage of this bonus attack, unless that modifier is negative.

The attack made as a special attack and this bonus action attack are together referred to as your 'barrage.' Some talents are marked (blitz). You may apply one (blitz) to a barrage. You must meet the prerequisite conditions for the (blitz) if there are any.

Barrage Basic Talents

Blitz Talents

Mixed Barrage (blitz)

You may replace your bonus action attack with a melee attack or a shove.

Spinning Shot (blitz)

You may expend your martial focus to make two attacks as a bonus action instead of one. However, each attack of your barrage must all be made against different targets.

Distracting Shot (blitz)

You may intentionally miss with your bonus action attack in order to manipulate your opponent's movements. Instead of making your bonus action attack, you instead give yourself advantage on your other attack made as part of your barrage.

Redirection (blitz)

When making a barrage, you may sacrifice your bonus action attack to instead strike one of your other weapon attacks, changing its course mid-flight. This attack may turn once up to 90 degrees, allowing you to strike around corners, bypass cover, or perform other, similar feats.

Suppressing Fire (blitz)

Instead of making your bonus action attack, you instead fire two wild shots. The target may choose to dodge these attacks, in which case they automatically miss, but the target has its movement speed reduced by half and suffers a -2 penalty on Perception checks and attack rolls until the end of their next turn. The target can choose not to avoid these attacks, in which case you may roll both attacks normally (but with disadvantage), and the target doesn't suffer the penalties.

Other Talents

Battlefield Scavenger

When collecting non-firearm ammunition after it has been used in combat, you recover three-quarters of all spent ammunition rather than half. You may draw a thrown weapon or a piece of ammunition from the environment or a dead creature as part of the same action used to make a ranged attack with it, or even a living creature within reach, though they are allowed a Dexterity saving throw to prevent it. On a failed saving throw, you may extract as many thrown weapons or pieces of ammunition as you desire from the target creature, up to the total amount present, and the target suffers 1d4 points of slashing damage per piece of ammunition extracted. Your attack action is wasted on a successful saving throw, as you couldn't secure the ammunition required to make your intended attacks.

If you possess the Scoundrel sphere, you may apply a (trick) talent to the act of pulling ammunition from a creature.

Blitz Focus

Whenever you hit with at least two attacks while making a barrage, you regain your martial focus.

Blowback Barrage

When you strike the same target at least twice with the same barrage, that target must make a successful Strength saving throw or be pushed backward 5 feet. If this movement would force a creature into a solid object, they instead fall prone.

Hammering Shots

You may expend your martial focus when making a barrage. If you do so, your bonus action attacks may add your ability modifier to their damage rolls.

Vigilant Sharpshooter

As long as you have martial focus, you may make opportunity attacks with a ranged weapon you are wielding, treating it as if it were a melee weapon with the Reach quality.

Barrage Legendary Talents

Cone of Death

Prerequisites: Barrage sphere (Spinning Shot), 5th level or higher.

As an action, you may expend your martial focus to make one attack against every creature within a 30-foot cone. You must have a piece of ammunition for each target, as normal, and make a separate attack roll for each target.

Ceaseless Ammo

Prerequisites: Barrage sphere.

So long as you have at least 10 pieces of ammunition of a particular non-magical type, you may fire as many pieces of that ammunition as you desire without actually expending your ammunition.

When the combat is finished, you cannot retrieve more pieces of ammunition than you had before the combat began; you always end the combat with the same amount of ammunition you started with. This is a magical effect.

Stair Shot

Prerequisites: Barrage sphere.

As an action, you may expend 10 pieces of ammunition from a ranged weapon to create a staircase of arrows/bolts. There must be a wall, cliff, or another suitable mostly-vertical surface for you to use when creating a staircase of arrows, and the staircase cannot extend more than 5 feet per level, but you may choose its shape (going straight across or up or down as desired, but no steeper than 45 degrees in either direction). You may expend your martial focus to perform this maneuver as a reaction, such as to build a platform to stop someone from falling.

This only functions with weapons that fire arrows, bolts, or other appropriate ammunition and does not have the loading property.





Barroom Sphere

Alcohol

Alcohol can be abused and have significant negative effects. In general, a character can consume a number of alcoholic beverages equal to twice their Constitution modifier per long rest but are poisoned for 1 hour per drink above this maximum. Particularly exotic or strong forms of alcohol might be treated as drugs. Those who regularly abuse alcohol might eventually develop an addiction.

Barroom practitioners specialize in using whatever is available to them, willing to swing table legs, chairs, and anything else as they chug down a fresh brew.

Practitioners of the Barroom sphere gain the following abilities:

Brutal Breaker

You are proficient with all improvised weapons. You can grab an unattended object within your natural reach and make an attack action with it as part of the same action.

Some talents possess the (fragile) tag, which allow you to break a weapon or improvised weapon made of wood, brick, or weaker materials (such as a club, a chair, or a wine bottle), in exchange for a benefit. These items are referred to as 'fragile' in the talents below. You cannot break or destroy magic items, or items made of strong materials such as iron, mithril, or adamantine, nor a creature you might be using as a weapon.

Hard Drinker

Drinking any liquid, including a potion, is considered interacting with an object for you.

Normal: Drinking an alcoholic drink is usually considered interacting with an object and can be done in tandem with your movement and action, but drinking a potion requires an action.

Whenever you imbibe an alcoholic drink, you gain the drunk status for 1 minute. Some talents possess the (drunk) tag, requiring you to expend your drunk status to perform them. (Drunk) talents require no action unless stated otherwise in their description.

Barroom Basic Talents

Drunk Talents

Drunken Boxer (drunk)

As long as you have the drunk status, your base unarmed strike damage increases to 1d6 if it was lower. You can expend your drunk status to automatically roll maximum damage with an unarmed strike.

Drunken Insight (drunk)

You can reroll one failed Intelligence or Wisdom-based ability check, but you must take the new result, even if it is worse.

Each time you use this talent beyond the first, you take a cumulative -1 penalty on the reroll granted by this talent. This count is reset by completing a short or long rest.

False Courage (drunk)

As a reaction made in response to gaining the frightened condition, you can ignore the frightened condition until the beginning of your next turn. When you use this reaction, at the beginning of your next turn you can make a Wisdom saving throw against one source of the frightened condition from which you are currently suffering, ending that effect on a successful save. If the effect does not normally have a saving throw, treat the DC as 8 + the creator of the effect's proficiency modifier + the creator's key ability modifier.

Had A Few (drunk)

You gain an amount of temporary hit points equal to your level for 1 minute.

Menacing Belch (drunk)

As an action, you can force one creature within 30 feet that can hear you to make a Wisdom saving throw or be frightened of you for a number of rounds equal to your proficiency bonus. Affected creatures can make a new saving throw at the end of each of their turns to end this effect early. Once a creature has failed a saving throw against this ability, it has advantage on further saving throws against it from the same source until that source completes a long rest.

Miracle Drink (drunk)

You gain a +2 bonus to your Strength, Dexterity, or Charisma (your choice) for a number of rounds equal to your Constitution modifier (minimum 1). This cannot cause the chosen score to be greater than 20.

Nice And Loose (drunk)

Whenever subject to a Dexterity saving throw or making an ability check to escape a grapple or restraints, you can expend your drunk status to grant yourself advantage on the roll.

Purge (drunk)

As an action or bonus action, you can cause yourself to throw up, granting yourself a new saving throw against any ingested poison from which you are currently suffering, with advantage. In addition, select one square adjacent to you. That square becomes difficult terrain for the next minute. If a creature enters that square while moving at more than half its speed, it must make a Dexterity saving throw or fall prone. For every 5 levels, you can select an additional adjacent square to affect. Clearing a square of difficult terrain is an action.

Reeling Steps (drunk)

You can expend your drunk status to take the Disengage action as a bonus action. Alternatively, you can expend your drunk status to impose disadvantage on one attack roll against you as a reaction.

Steady Nerves (drunk)

You can expend your drunk status to negate disadvantage on a ranged attack roll.

Fragile Talents

Amp Up (fragile)

You can momentarily clear your mind by breaking an object against oneself. You can, as a bonus action, break a fragile object and expend a Hit Die to grant yourself advantage on saving throws against being charmed, confused (including the confusion spell and similar effects), or frightened for 1 minute.

Concussion (fragile)

By breaking an object over a creature's head, you provoke uncontrolled action. After successfully hitting a creature with a fragile weapon, you can break that weapon. The target must succeed on a Constitution saving throw or be confused for 1 minute. A confused target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn. You can expend your martial focus as a reaction to increase the result of the d10 rolled by your key ability modifier.

d10	Behavior
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.
2-6	The creature doesn't move or take actions this turn.
7-8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9+	The creature can act and move normally.

At the end of each of its turns, a confused target can make a Constitution saving throw. If it succeeds, this effect ends for that target, and it cannot be confused by this talent again for 24 hours.

Improvised Shield (fragile)

You can wield a weapon or improvised weapon as an improvised shield until the start of your next turn; this decision is made at the start of your turn and does not require any action. When wielding an improvised shield, you gain a +1 bonus to AC as if equipped with a shield, but you cannot use that item to attack. An improvised shield counts as a regular shield for the Shield sphere.

Whenever you are wielding a fragile shield, and a creature makes a critical hit against you, as a reaction you can break your shield to change the critical hit into a normal hit.

Jagged Edge (fragile)

You know how to break an object to use its jagged edges to your advantage. When rolling damage with a fragile weapon, you can break that weapon to deal an additional 1d6 damage. The amount of damage increases by one step at 5th level (1d8), 11th level (1d10), and 17th level (1d12).

Lodged Fragment (fragile)

By leaving shards, slivers, or splinters in the armor or hide of a creature, you open them up to future attacks. After successfully hitting a creature with a fragile weapon, you can break that weapon to impose a -1 penalty to AC for 1 minute. This penalty does not stack with other uses of this talent.

Other Talents

Barroom Expert

When wielding improvised weapons that bear no resemblance to a standard weapon (including throwing a melee weapon or using a ranged weapon to make a melee attack), they deal 1d6 damage instead of 1d4, and you can treat these weapons as if they had the thrown (20/60) and finesse weapon properties, and either the light or the versatile (1d8) property (GM's choice, depending on the item. For example, a stein would be a light weapon, while a heavy sack of flour would be a versatile (1d8) weapon).

Bottle Rocket

When throwing a weapon (including improvised weapons), you treat it as if it had the thrown (40/120) weapon property, unless it already has a higher range.

Double Chug

You can draw and drink two drinks, be they alcoholic or magical potions, as an action. If you do this with alcoholic drinks, this doubles the drunk status' duration and allows you to expend your drunk status twice before actually losing it. You must have two open hands in order to perform a double chug.

Focusing Break

Whenever an enemy deals damage to or breaks an improvised weapon or shield you are using, you can regain martial focus as a reaction.

Focusing Buzz

Whenever you imbibe a non-magical alcoholic drink, you can use a bonus action to regain your martial focus.

Good For What Ails Ya

Whenever you imbibe a non-magical alcoholic drink, you can use a bonus action to spend a Hit Die to heal yourself.

High on Fumes

You can expend your martial focus as a bonus action to gain the drunk status as though you had imbibed an alcoholic beverage. This still counts against your total number of drinks per long rest.

Iron Liver

Increase the number of drinks you can consume before gaining the poisoned condition to 3x your Constitution modifier instead of 2x. You cannot develop an addiction to alcohol.

Surprise

Whenever you attack a target with a weapon they did not know about (a hidden weapon or an improvised weapon from the environment that hasn't been wielded or used to make an attack yet), you gain advantage on that attack roll.

Barroom Legendary Talents

Alchemical Dragon

Prerequisites: Alchemy sphere, Barroom sphere.

As an action, you can imbibe any liquid alchemical weapon such as alchemist's fire, some formulae, or acid, and then spit it out in a 15-foot cone. All creatures within that cone must make a successful Dexterity saving throw or suffer the alchemical item's effects.

Blazewater

Prerequisites: Barroom sphere, 7th level or higher.

Whenever you would be able to imbibe an alcoholic beverage, you can instead pour it onto a weapon you or an adjacent ally is wielding and set it ablaze. For one minute, that weapon deals an additional 1d6 fire damage. This doesn't count as imbibing the alcohol yourself.

Disposable Weapon (fragile)

Prerequisites: Barroom sphere (Jagged Edge), 5th level or higher.

You know how to break an object mid-swing to inflict severe wounds. Once per short rest before making an attack with a fragile weapon, you can expend your martial focus, breaking the weapon. If the attack hits, you can, as a reaction, change a normal hit into a critical hit. You can take this talent multiple times, each time increasing the number of times you can use this talent per short rest.

Eternal Buzz

Prerequisites: Barroom sphere (High on Fumes, Iron Liver), 15th level or higher.

When using the High on Fumes talent, you can spend a bonus action instead of your martial focus. In addition, your blood is treated as an alcoholic beverage, and any creature who attempts to swallow you whole must pass a Constitution saving throw or become poisoned for as long as you are inside of it.

Go Limp (drunk)

Prerequisites: Barroom sphere, 5th level or higher.

As a reaction, you can expend your drunk status to gain resistance to bludgeoning, piercing, and slashing damage against one attack.

Magic in the Spirits

Prerequisites: Barroom sphere, 5th level or higher.

So long as you have the drunk status, your non-magical unarmed strikes and wielded weapons gain a +1 bonus to attack and damage, and are treated as magical.

Perfect Relaxation

Prerequisites: Barroom sphere (Nice And Loose), 11th level or higher.

While using Nice And Loose to gain advantage on a Dexterity saving throw, you take no damage if the saving throw is successful.

Relic Breaker

Prerequisites: Barroom sphere.

When using a magical item as an improvised weapon, any damage they deal counts as magical.

You can treat magical items as fragile for the purpose of qualifying for (fragile) talents; the magical item must still be made of an otherwise fragile material. When you apply a (fragile) talent to a magical item, the object does not break but instead harmlessly stresses the magical item's structural integrity; a magical item can only have one (fragile) talent applied to it each round.

If you are also using Spheres of Power, whenever you could apply a (fragile) talent to a magical item, you can instead expend your focus to trigger a cantrip wild magic effect or a universal wild magic effect.

Steel Breaker

Prerequisites: Barroom sphere.

For the purpose of qualifying for (fragile) talents, objects made of durable material (iron, steel, etc) are treated as if they were fragile.

Variants

Alcoholic

You do not gain the brutal breaker ability. You cannot possess both this and the Teetotaler variant. You gain Double Chug as a bonus talent.

Teetotaler

You do not gain the hard drinker ability and cannot gain the drunk status nor select (drunk) talents. You cannot possess both this and the Alcoholic variant. You gain Barroom Expert as a bonus talent.



Beastmastery Sphere

Climb onto a Bigger Creature

When dealing with a creature two sizes larger than yourself, you may treat that creature as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or grabbing and throwing it - by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

The Beastmastery sphere focuses on all forms of animal handling.

You gain proficiency in the Animal Handling skill. If you are already proficient in the skill, you gain a bonus talent from this sphere instead. Additionally, you gain either the Rider or Tamer Beastmastery package.

Some abilities call out joint actions. These actions require both the user and the tame creature to pay the requisite action cost together.

Special: The tamer package and talents related to that package cannot be taken as temporary talents or switchable talents; they cannot be placed inside an armiger's customized weapon or changed through the Intuitive Combatant feat, etc. Likewise, players cannot have their conjured companions, animal companions, sidekicks, or anything other than their actual player characters gain this package or its related talents.

Beastmastery Packages

Rider Package

You gain the following ability:

Skillful Riding

If your mount is subjected to an effect that allows it to make a Dexterity save to take only half damage, it takes no damage if it succeeds and half damage if it fails.

Tamer Package

You gain the following ability:

Tame

You may attempt to train a beast to readily obey your commands in and out of combat. You must find, purchase, or capture a beast before it can be trained, and training requires 8 hours of work. You may only train one creature at a time with this ability. At the end of this period, make an Animal Handling check with a DC of 10 + the creature's Challenge Rating. If successful, the creature is now considered tame.

The total Challenge Rating of creatures you can tame is given in the chart below. You may have multiple tame creatures, but you cannot have more tame animals at a time than your proficiency bonus, and the total CR of your tamed creatures cannot exceed the amount listed in the chart below. CR 0 creatures count as CR 1/8th after your first one gained.

If you attempt to tame a creature that would exceed this cap, you must choose which other creatures to release. Controlled creatures from other sources such as a Beast Master's animal companion do not count against this cap. A beast who has been awakened is no longer a valid target for this ability and is automatically released.

Your tame creatures follow your commands to the best of their ability (no action required on your part). In the absence of a command, your creatures will act on their own. If another creature attempts to exert control over one of your tame creatures through any means, it must succeed on a Charisma check opposed by your Animal Handling check first.

Table: Tamer

Character Level	Total Beast CR	Character Level	Total Beast CR
1	0	11	5
2	1/8	12	5
3	1/4	13	6
4	1/2	14	6
5	1	15	7
6	2	16	8
7	2	17	8
8	3	18	9
9	3	19	9
10	4	20	10

Beastmastery Basic Talents

Some talents possess the (tamer) or (rider) tags. You cannot select these talents unless you possess the respective package.

Ride Talents

Acrobatic Mount (ride)

While mounted, you may substitute an Animal Handling check in place of any ability check modified by Athletics or Acrobatics proficiency made by your mount. If you possess the Athletics sphere, you may use your (motion) talents as part of your mount's movement, using Animal Handling in place of Acrobatics and Athletics.

Bronco Buster (ride)

If you grapple a beast bigger than you or climb onto a bigger creature of the beast type, you may force the creature to act as your mount. The creature may make a Charisma saving throw to resist this, and if it fails, it may try again at the beginning of its turn each round to break free of your control. If it fails the saving throw, it must act as a willing mount for that turn and can take no action except as directed by you. If the creature breaks free of your control but you are still riding it, you may attempt to force control again as an action.

If you possess the (tamer) package and the Broad Skills talent, you may use this talent on any creature to which your tame ability applies, though creatures not of the beast type gain a +2 bonus on their Charisma saving throw.

Mounted Maneuvers (ride)

You may command your mount not only to take the Dash, Disengage, and Dodge actions, but also may also command your mount to perform the Attack action, but only to perform a shove. If you perform a shove yourself, you may use your mount's Strength modifier in place of your own.

Meat Shield (ride)

While mounted on a creature of your size or larger, you may take cover behind your mount as a bonus action. You may expend martial focus to use this as a reaction. Your mount

provides total cover from one direction. When using a mount in this way, you must choose one edge of your space. That edge is treated as total cover for attacks targeting you only that pass through this edge, but your mount may still be targeted as usual, and you cannot use defensive rider when using your mount as cover. Should this ability be used in reaction to being targeted by an attack roll, the attack instead targets your mount. You may end this effect with no action required on your turn.

Mounted Offense (ride)

You have advantage on melee attack rolls against unmounted creatures that are smaller than your mount.

Defensive Rider (ride)

When an attack targets your mount, you may force the attack to target you instead.

Run Down (ride)

Your mount may perform an overrun as its action or as a bonus action.

Skirmish Rider (ride)

Your mount may take the Disengage action as a bonus action.

Tamer Talents

Accomplice (tamer)

As a joint bonus action, you or one of your tame creatures can distract an enemy as if using the Help action, granting the other one advantage on one attack roll made before the end of your turn.

Broad Skills (tamer)

You may tame creatures of any non-humanoid type, though they must possess a maximum of 4 Intelligence, and you have disadvantage on the check vs. creatures not of the beast type. Only permanent Intelligence counts for determining if a creature can be affected; penalties or effects that reduce Intelligence do not allow a creature to be affected.

Defensive Teamwork (tamer)

While within the reach of one of your tame beasts, when an attack targets you or the beast, the other may boost the targeted creature's AC by +2 as a reaction.

Double Team (tamer)

When one of your tame beasts succeeds on a grapple or shove, you may make a single attack against the target as a reaction.

Focusing Connection (tamer)

As a joint bonus action, you may make physical contact with one of your tame creatures within your natural reach, regaining your martial focus.

Lookout (tamer)

While within 30 feet of your tame beasts, you and those tame beasts may use the highest passive Perception score possessed by you or an animal ally within that range.

Mount Training (tamer)

All of your tame creatures are considered trained to be a mount.

Pack Attack (tamer)

Your tame creatures have advantage on attack rolls against a creature if at least one other of your tame creatures is within 5 feet of the creature, and that ally isn't incapacitated.

Other Talents

Extra Beastmastery Package

Choose a Beastmastery package you do not possess. You gain that package.

Steady Handler

When making an Animal Handling check, you may expend martial focus as part of making the check to treat the result as if you had rolled a 10. This decision must be made before the die is rolled.

Trainer

You add twice your proficiency bonus to Animal Handling checks.

Beastmastery Legendary Talents

Beast Tamer (tamer)

Prerequisites: Beastmastery sphere, 1st level or higher.

You may expend martial focus as an action to force a creature to which you can tame within 30 feet to make a Charisma saving throw or have it serve you as a tame creature for 10 minutes. The creature still counts against your tame creature limit.

Creatures not of the beast type gain a +2 bonus on their saving throws. Once a creature saves successfully against your use of this ability or if you or your allies attack it or cause it harm, it is immune to further uses of this ability by you until you complete a long rest. When the duration of the tame effect ends, the creature returns to its previous disposition, modified by any other effects that would have altered it in the meantime. Attempting to make the creature perform an obviously suicidal action ends the tame.

Call Beast

Prerequisites: Beastmastery sphere, 1st level or higher.

As a bonus action, you may call all of your animal allies to your side. They must be within 1 mile per level and come at their best speed, avoiding apparent hazards and danger to the best of their ability. This movement takes place using the creature's normal actions on its turn. At 11th level, the animal allies need only be on the same plane.

Distant Tamer (tamer)

Prerequisites: Beastmastery sphere (Beast Tamer), 1st level or higher.

The range of your Beast Tamer talent increases to 120 feet.

Enduring Control (tamer)

Prerequisites: Beastmastery sphere (Beast Tamer), 1st level or higher.

The duration of your Beast Tamer talent increases to 8 hours.

Mass Tame (tamer)

Prerequisites: Beastmastery sphere (Beast Tamer), 1st level or higher.

When using your Beast Tamer talent, you may affect multiple creatures at once, up to your proficiency bonus. All creatures must be within range. Your Hit Dice limits still apply to the total number you may affect at once with this ability.

Permanent Control (tamer)

Prerequisites: Beastmastery sphere (Beast Tamer, Enduring Control), 5th level or higher.

The duration of your Beast Tamer talent increases to permanent.

Swarm Master

Prerequisites: Beastmastery sphere (Trainer), 1st level or higher.

Increase the number of creatures you can have tamed at a time by your level. This doesn't increase the total Challenge Rating of the creatures you can have tamed at once.

Wild Speaker (tamer)

Prerequisites: Beastmastery sphere, 5th level or higher.

You may speak with animals. You can ask questions of and receive answers from creatures of the beast type, but this ability doesn't make them any more friendly than normal. Wary and cunning beasts are likely to be terse and evasive, while the more stupid ones make inane comments. If a beast is friendly toward you, it may do some favor or service for you.

Variants

Beast Companion (Requires Tamer Package)

You may only have one tame creature at a time and may only tame beasts that are no larger than Medium and have a challenge rating of 1/4 or lower. Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals the beast's Constitution modifier + your key ability modifier + five times your level. Like any creature, it can spend Hit Dice during a short rest to regain hit points (the beast has a number of Hit Dice [d6s] equal to your level). The maximum challenge rating of your tame beast increases by 1 step when you reach 5th level (CR 1/2), 11th level (CR 1), and 17th level (CR 2). You cannot possess both this and the Monster Tamer variant.

Monster Tamer (Requires Tamer Package)

You gain Broad Skills with this variant. You may not use your tame ability on creatures of the beast type.

Offensive Rider (Requires Ride Package)

You do not gain the skillful riding ability. You gain Skirmish Rider with this variant.



Berserker Sphere

Mark

When a creature makes a melee attack, it can also mark its target. Until the end of the attacker's next turn, any opportunity attack it makes against the marked target has advantage. The opportunity attack doesn't expend the attacker's reaction, but the attacker can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.

Note: Unlike many rules for optional actions, mark is not actually an action; it is simply something the GM can decide all characters can do or all characters can't do. If the GM is allowing all characters to mark targets, batter instead allows a combatant to mark a second creature within reach in addition to the mark left on the target they damage.

Berserkers are indomitable warriors with boundless reservoirs of endurance and unmatched destructive potential.

Practitioners of the Berserker sphere gain the Adrenaline and Batter abilities, as well as an (adrenaline) talent of your choice.

Adrenaline

At the start of each turn, you can choose to take a -2 penalty to AC to gain the benefits of an (adrenaline) talent you possess until the start of your next turn.

Batter

Your powerful blows can throw enemies off-balance, allowing you to exploit their openings. As a special attack, you can make a melee or thrown weapon attack that marks the target if you deal damage to it. A target that has been marked through this ability is referred to as 'battered.'

Some talents are marked (exertion). You may apply one (exertion) talent to a target when you batter them.

Berserker Basic Sphere Talents

Adrenaline Talents

Berserk (adrenaline)

All damage you take is reduced by an amount equal to your proficiency bonus. This is applied before resistance.

Dreadnought (adrenaline)

You gain advantage on all ability checks and saving throws made to resist the grappled, paralyzed, petrified, prone, restrained, or stunned conditions.

Executioner (adrenaline)

You can expend your martial focus to reroll a missed weapon attack roll.

Juggernaut (adrenaline)

You are not affected by difficult terrain and cannot have your movement speed reduced, such as with a slow spell.

Marauder (adrenaline)

Your land speed increases by 5 ft., increasing by 5 ft. at 5th level (10 ft.), 11th level (15 ft.), and 17th level (20 ft.).

Exertion Talents

Bell-Ringer (exertion)

Creatures damaged by this attack have disadvantage on Intelligence saving throws and checks to maintain concentration for 1 round, including any check made as a result of this attack.

Bone-Breaker (exertion)

If you deal damage to a creature with this attack, it subtracts 1d4 from all attack rolls it makes for 1 round.

Heavy Swing (exertion)

If you deal damage to a creature with this attack, they must succeed on a Constitution saving throw or be unable to take bonus actions or reactions for 1 round. If the target is already battered, it is also stunned until the start of your next turn if it fails this saving throw.

Leg-Smasher (exertion)

If you deal damage to a creature with this attack, its movement speeds are reduced by half (minimum 5 feet) for 1 round. If they are already battered, they must succeed on a Strength saving throw or fall prone.

Reapers Momentum (exertion)

You may give yourself a -5 penalty to this attack roll. If your attack hits, you may make an additional attack, also with a -5 penalty, against a different creature within reach. If this attack hits as well, you may make a third attack with a similar penalty against a creature you did not attack with your first or second attacks. This may continue to repeat so long as your attacks keep hitting and there are new creatures within reach you have not yet attacked.

Shatter Earth (exertion)

If you attack the ground instead of a creature, you may expend your martial focus to shatter it. The ground must be stone or a softer material. This affects either all spaces within 5 feet of you, a 10-foot cone, or a 15-foot line. This area becomes difficult terrain, and targets within this area must pass a Strength or Dexterity saving throw (their choice) or fall prone. A 5-foot square of difficult terrain can be cleared as an action or with a spell such as mending.

Other Talents

Advancing Carnage

Whenever you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee attack as a bonus action.

Beat Down

When you batter a target, they are marked for two rounds instead of one. (Exertion) talent effects with a duration of one round instead last for two rounds.

Brutal Strike

When battering a target, you can choose to take a -5 penalty to the attack roll. If you do so and the attack hits, it deals +10 damage.

Bloody Counter

As a reaction, when a creature targets you with a melee attack before the attack roll is made you may allow the attack to automatically strike you (although the roll is still made to determine if the attack is a critical hit). After the damage is determined, you may make a melee attack against that creature, which may be augmented by an (exertion) talent. If the creature attacking you is battered, you may resolve the attack prior to their attack being resolved.

Deathless

You have advantage on all death saving throws, and you may multiply your maximum hit points by 3 when determining if you die from massive damage. If you are stable, you regain 1 hit point after 1d4 minutes instead of 1d4 hours.

Extended Exertion

You may spend a bonus action or expend martial focus to apply two (exertion) talents to an attack instead of just one.

Great Destroyer

So long as you have martial focus, you deal double damage when making melee weapon attacks against objects and have advantage on any check made to break an object.

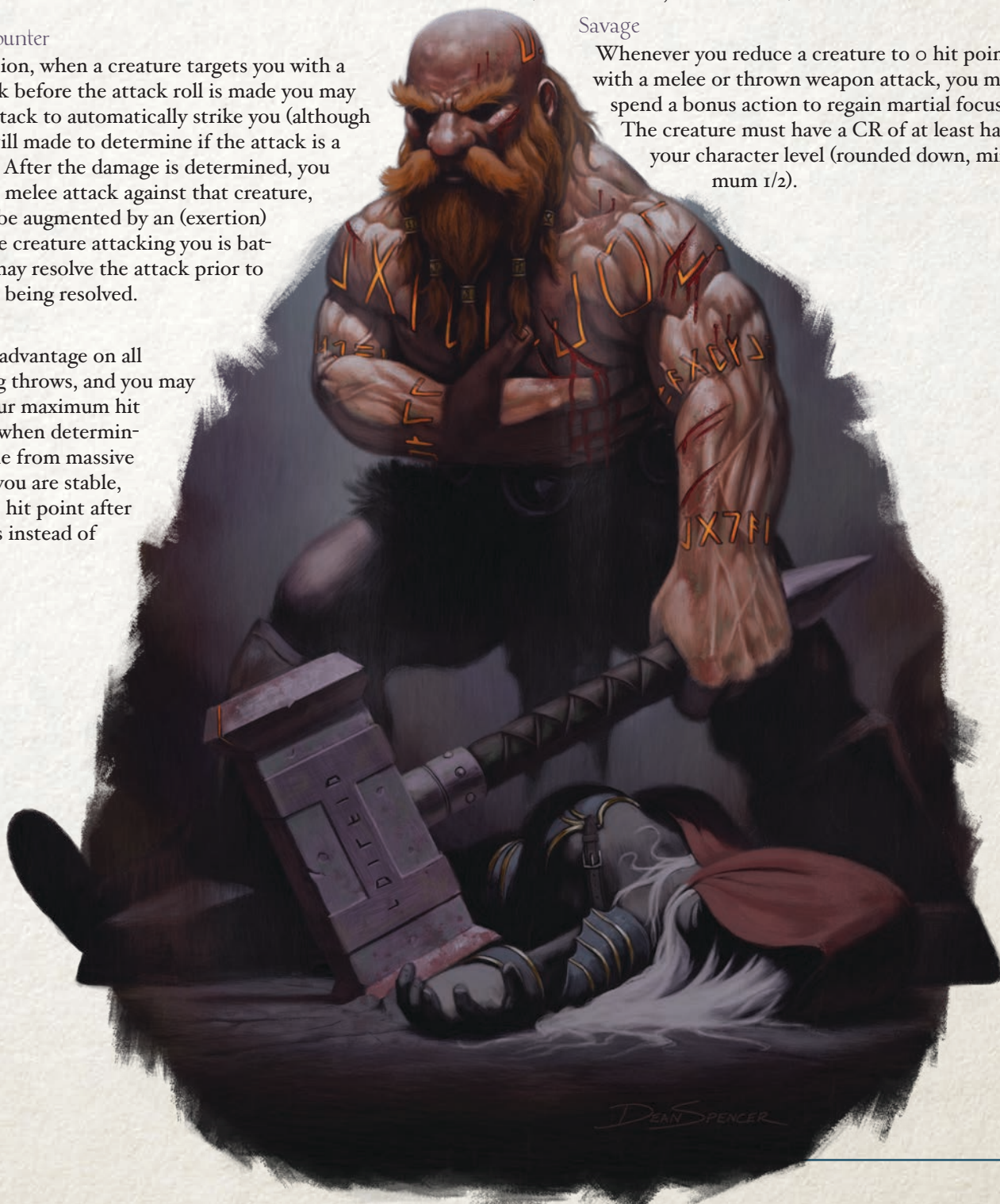
Sanguine Invigoration

Whenever you reduce a creature to 0 hit points with a melee or thrown weapon attack, you gain temporary hit points equal to your level until the start of your next turn. The creature must have a CR of at least half your character level (rounded down, minimum 1/2).

Savage

Whenever you reduce a creature to 0 hit points with a melee or thrown weapon attack, you may spend a bonus action to regain martial focus.

The creature must have a CR of at least half your character level (rounded down, minimum 1/2).



Berserker Legendary Talents

Alter Terrain

Prerequisites: Berserker sphere (Shatter Earth), 7th level or higher.

When using the Shatter Earth talent, you may create a 5-foot deep hole in the ground in the affected squares. If you so choose, you also raise the terrain by 5 feet in all squares adjacent to the affected squares.

Atavism (adrenaline)

Prerequisites: Berserker sphere

Whenever you would be affected by a spell, effect, or other ability, you can choose to count as either your original creature type or as a beast whenever it would be advantageous to you (such as being immune to a hold person spell, treating yourself as a beast, or receiving an enlarge person spell, treating yourself as a humanoid).

Rift Strike

Prerequisites: Berserker sphere, 11 level or higher.

As an action that provokes attacks of opportunity, you unleash a powerful roar and swing a weapon with such extreme ferocity that you tear the very fabric of space and time, opening up a rift to another location. This teleports you, your carried items, and up to one willing Medium or smaller creature and their gear per three levels to a location that can be up to 100 miles per level away. Large creatures count as two Medium creatures, a Huge creature counts as two Large creatures, etc.. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

You must have some clear idea of the destination's location and layout; if you have not been to the desired destination before then you do not arrive at the exact location, instead creating a rift to a location within 1d20 miles of the desired point.

Your exhaustion level increases by 1 after using this ability. You incur this penalty even if you are immune to the exhausted condition. If your current exhaustion level is greater than 1, you incur a 50% chance that the ability fails to work and your exhaustion level still increases by 1. This is a magical effect.

Ruinous Tread

Prerequisites: Berserker sphere (Shatter Earth).

You may choose to break the ground as you move. Whenever you leave a square, you may choose to make that square difficult terrain. This difficult terrain remains until it is cleared as an action (clearing 1 square within the creature's reach) or repaired with a spell or effect such as the mending spell.

Sever

Prerequisites: Berserker sphere, 11th level or higher.

When you score a critical hit with a melee weapon, you may expend martial focus. The target must pass a Constitution saving throw or have one limb severed. The target takes 1d6 points of necrotic damage from the wound each round at the beginning of its turn until it receives at least 1 point of healing or the bleeding is stopped by a DC10 Wisdom (Medicine) check.

Losing a limb halves any movement speed dependent on that limb and removes any attacks and abilities dependent on that limb. Creatures with all legs removed are prone and have a walking speed of 5 feet unless possessing other forms of movement.

Spell Sunder (exertion)

Prerequisites: Berserker sphere, 5th level or higher.

You may attempt to break an ongoing spell effect on the target. You can choose an effect you are aware of, but otherwise this targets the lowest-level magical effect. If the damage from the brutal strike exceeds a DC of 10 + the spell's level, the magic effect is suppressed for a number of rounds equal to your proficiency bonus. If your damage exceeds the DC by 5 or more, it is instead dispelled entirely. You may use this to target a magic effect on an area.

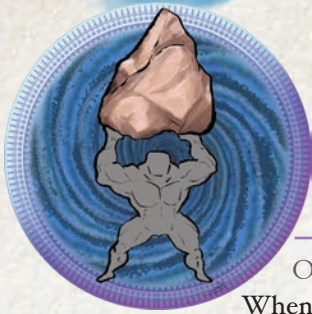
Variants

Calmness

You do not gain the adrenaline ability and the bonus (adrenaline) talent. If you ever buy off this variant, you gain both the adrenaline ability and the bonus (adrenaline) talent. You gain Extended Exertion as a bonus talent.

Unbattered

You cannot batter targets. You gain Sanguine Invigoration as a bonus talent.



Brute Sphere

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Shove Aside

A creature can use the shove action to force a target to the side rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature or disadvantage if it is smaller.

Brutes like to throw their weight around, jostling and battering foes to move them about the battlefield. When you gain the Brute sphere, you gain proficiency with the Athletics skill. If you are already proficient, you instead gain a bonus talent from this sphere.

All practitioners of the Brute sphere gain the following ability:

Brutal Shove

Whenever you shove a creature, you can move the target an additional 5 feet per 5 points they fail the contested check by, even if you chose to knock them prone instead of moving them. Additionally, if the shove is successful, the target suffers bludgeoning damage equal to your Strength modifier.

As a special attack, you may perform a shove and apply the effects of one (manhandle) talent you know to that creature.

Brute Basic Talents

Manhandle Talents

Dizzy Spin (manhandle)

The target must pass a Constitution saving throw or take disadvantage on all attack rolls and ability checks until the end of their next turn.

Humiliate (manhandle)

You flip the creature into positions where it can't effectively move. The target must succeed on a Dexterity saving throw or have its movement reduced to 0 until the end of its next turn.

Perpetual Motion (manhandle)

You may immediately make a second shove against the same target, although you cannot add (manhandles) to this additional shove.

Robbery (manhandle)

You may attempt to disarm the target or steal something from them with Sleight of Hand. If you possess the Scoundrel sphere, you can apply a (trick) talent to this steal.

Takedown (manhandle)

You may make a grapple check against the target at the end of your shove if they are still in range.

Throw (manhandle)

You may expend your martial focus to throw the creature. The creature travels an additional 10 feet in any direction and must pass a Dexterity saving throw or fall prone.

Other Talents

Alternative Maneuvers

You do not suffer disadvantage when using the shove aside variant of shove. When making an overrun attempt, you may deal damage and apply a (manhandle) talent as if it were a brutal shove.

Break Defenses

Whenever you successfully shove a creature, the next attack made against that creature before the beginning of that creature's turn has advantage.

Brutal Manhandle

When applying a (manhandle) talent, you may expend your martial focus to apply a second (manhandle) talent. You cannot apply the same (manhandle) twice with this talent.

Dominoes

When you use shove to push a creature into another creature, you may immediately make a free shove attempt to knock the second creature prone even if that creature is not within your reach. You cannot add a (manhandle) talent to this second shove.

Dropkick

If you end a long or high jump within reach of a creature, you gain advantage on the next shove you make against the target that round, provided you have moved at least 10 feet before or during the jump.

Focused Might

Whenever you successfully perform a shove, you may regain your martial focus as a bonus action.

Follow-Through

Whenever you damage a creature with a melee weapon attack, you may shove the target as a bonus action.

Get Over Here

When you control one end of a tether, such as holding the trailing end of a net or lasso, anchoring a rope swing onto a creature, or through the use of a Tether talent (see the Destruction, Telekinesis, or Universal (manabond) spheres in Spheres of Power), you may make shove attempts as if the tethered creature were within your reach. On a success, these shove attempts move the target closer to you instead of away, and even if using the shove aside variant you must move them at least diagonally in your direction. You may apply (manhandle) talents to these shoves, though any talents which require the target to be within your reach (such as the Robbery or Takedown talents) only function if the creature is brought within your natural reach.

Greater Brute

You add twice your proficiency bonus to Strength (Athletics) checks. This does not stack with similar effects.

Hammer

As long as you have martial focus, whenever you would shove a creature into a space occupied by a wall, creature, or object no more than one size smaller than the creature, the target of the shove stops its movement in the adjacent space and both the creature and the wall, other creature, or object suffer 1d6 bludgeoning damage. This damage is increased by 1d6 for every 5 feet the creature would have traveled beyond the wall, other creature, or object.

Muscular Surge

As a bonus action, you can psych yourself up to greater and greater heights of strength. For 1 minute, you may add your proficiency bonus to your Strength score when determining your carrying capacity, as well as to the number of feet you can leap when performing a running long jump. You may treat yourself as being one size larger when determining who you can shove and grapple.

You may end this effect early to gain advantage on one Strength check made to climb, swim, jump, or perform feats of strength such as breaking open a door, breaking bonds, or shoving over a statue. This cannot not apply to attack rolls nor contested rolls, such as checks made to shove.

You gain 1 level of exhaustion for 10 minutes after this effect ends. You cannot use this ability if you have any levels of exhaustion.

Shift Weight

When a creature fails on an attack roll or contested Strength check against you, you may expend your martial focus to shove that creature as a reaction.

Brute Legendary Talents

Soul Sunder (manhandle)

Prerequisites: Brute sphere, 15th level or higher.

The target must succeed on a Charisma saving throw or be hurled into the ethereal plane, becoming ethereal for a number of rounds equal to your proficiency bonus. They may attempt a new saving throw each round at the end of their turn to end this effect early. During this time, it can move in

any direction. If it moves up or down, every foot of movement costs an extra foot. It can see and hear the plane it originated from, but everything there looks gray, and it can't see anything more than 60 feet away.

While on the Ethereal Plane, it can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive it and can't interact with it unless a special ability or magic has given them the ability to do so. It ignores all objects and effects that aren't on the Ethereal Plane, allowing it to move through objects it perceives on the plane it originated from.

When the effect ends, it immediately returns to the plane it originated from in the spot it currently occupies. If it occupies the same spot as a solid object or creature when this happens, it is immediately shunted to the nearest unoccupied space that it can occupy and take force damage equal to twice the number of feet it is moved.

This ability has no effect if you use it while you are on the Ethereal Plane or a plane that doesn't border it, such as one of the Outer Planes.

Once a creature has become ethereal via this talent, you may not affect them with it again until you complete a long rest. This is a magical effect.

Earthquake Stomp

Prerequisites: Brute sphere

As an action, you can stomp the ground so furiously that nearby creatures fall prone.

All creatures within 5 feet of you must succeed on a Dexterity saving throw or fall prone.

The affected area increases its radius by an additional 5 feet at 5th level (10 feet), 11th level (15 feet), and 17th level (20 feet).

Terrain Trasher

Prerequisites: Brute sphere, 11th level or higher.

You may expend your martial focus as an action to grab a solid surface such as a wall, door, or floor within your reach and attempt to destroy it. Unsolid surfaces such as loose dirt cannot be broken in this fashion, nor surfaces made of iron or harder substances. If breaking a target thicker than 1 foot (such as trying to break through a castle's outer wall or a mountain), you only break through 1 foot per use of this talent.

Make a DC 10 Strength check. If successful, you rip out a section from the wall, door, or floor the same size as yourself (roughly 5-ft diameter hole for a Medium creature).

Thunderous Clap

Prerequisites: Brute sphere, 5th level or higher.

You may expend your martial focus as an action to slam your palms together, creating a thunderous shockwave that blows down anything in its path. Creatures within a 30-foot burst suffer 1d8+Strength modifier thunder damage (increasing by 1d8 at 5th level (2d8), 11th level (3d8), and 17th (4d8) level) and are deafened for 1d4+1 rounds. A successful Constitution saving throw halves this damage and negates the deafened effect. All nonmagical sources of fire within the affected area are instantly extinguished.



Dual Wielding Sphere

Dual wielders train in ambidextrous techniques that allow them to wield two weapons simultaneously.

Few warriors are as awesome to behold as practitioners of the Dual Wielding sphere.

Practitioners of the Dual Wielding sphere gain the following abilities:

Ambidexterity

When using Two-weapon fighting, you may expend your martial focus to make your off-hand attack without expending your bonus action (no action required).

Balanced Defense

You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand. This bonus AC is treated as a shield for the purpose of stacking with other sources of AC. You cannot count an unarmed strike or natural attack as a weapon for this purpose.

Dual Draw

Whenever you would be able to draw or stow a weapon, you may draw or stow two one-handed weapons.

Dual Wielding Basic Talents

Some talents are marked (dual-wield). You may only apply the effects of a single (dual-wield) talent to your off-hand attack when using two-weapon fighting.

Dual-Wield Talents

Combo Maneuvers (dual-wield)

When using two-weapon fighting, you may replace your off-hand attack with a grapple or shove.

Dancing Display (dual-wield)

When two-weapon fighting, if you strike a target with your off-hand attack, your movement does not provoke opportunity attacks from the damaged creature for the rest of your turn.

Defensive Whirl (dual-wield)

When two-weapon fighting, if you strike a target with your off-hand attack, you may expend your martial focus to give that creature disadvantage on attacks against you during its next turn.

Dizzying Combination (dual-wield)

If you strike the target with your off-hand attack, that creature must make a Dexterity saving throw or have all movement speeds they possessed reduced by half for 1 minute.

Following Strike (dual-wield)

You may make an additional attack with your off-hand weapon, but both of these attacks and at least one of your main weapon attacks must be against different creatures.

Perfect Set-Up (dual-wield)

When using two-weapon fighting, you may replace your off-hand attack with the Help action.

Other Talents

Asynchronous Swing

As long as you have martial focus, both weapons deal the same damage die whenever you use two-weapon fighting, and you may choose to have both weapons deal the same damage type. You may choose the damage die from either weapon and the damage type of either weapon.

Critical Follow Up

When two-weapon fighting, your off-hand attack scores a critical on a roll of 19 or 20.

Dual Opportunity

Once per round, you can make an attack with two qualifying weapons when you make an opportunity attack as if using two-weapon fighting.

Focusing Defense

When taking the Dodge action, your AC bonus from wielding two weapons increases from +1 to +3.

Greater Blades

You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

High-Low Combination

When you strike the same target at least once with both your main weapon and your off-hand attack, you may expend your martial focus to attempt to shove the creature. This does not cost any additional action but must be done immediately after resolving the off-hand attack.

Mixed Defense

Whenever you wield a melee weapon in one hand and a ranged or thrown weapon in the other, you do not make ranged attacks with disadvantage if a hostile creature is within 5 feet of you. You may treat the ranged or thrown weapon as if it were a melee weapon with the reach weapon property.

Synchronous Accuracy

When two-weapon fighting, if your attack with your main weapon misses, you may expend your martial focus to make two attacks as a bonus action instead of one with your second weapon. You may attach a (dual-wield) talent to each of these attacks so long as they are different talents.

Tandem Offensive

As long as you have martial focus, if you successfully use the attack action to strike a creature with your main weapon while two-weapon fighting, your off-hand attack gains any magical bonuses your mainhand weapon possesses until the beginning of your next turn, replacing any bonuses your off-hand may possess if it is higher.

Dual Wielding Legendary Talents

Cyclone Cut

Prerequisites: Dual Wielding sphere, 5th level or higher.

While wielding two weapons, you may expend your martial focus as an action to twirl the two weapons with enough force to create a damaging cyclone of air. Each creature within 15 feet of you takes bludgeoning damage equal to the combined weapon damage dice of your two weapons. A successful Dexterity saving throw reduces this damage by half.

Three-Sword Style

Prerequisites: Dual Wielding sphere, 5th level or higher.

You gain the ability to wield an additional weapon. If you do not have additional hands or some other method, you can wield the third weapon in your teeth, treating your mouth as an additional hand that can only be used to wield a one-handed or light weapon. While wielding a weapon in this manner, you cannot supply verbal spell components or make skill checks that require speaking or singing, though you may still communicate in a garbled fashion. When you use two-weapon fighting on your turn, you may make an additional off-hand attack with the third weapon. If you do so, you cannot make a reaction this turn.





Equipment Sphere

The Equipment sphere handles what equipment you are trained to use and how you use it. When you first gain the Equipment sphere, choose one

Equipment talent of your choice and gain it for free.

Some talents are marked (discipline). These talents grant groups of weapons with shared thematic roots that may be very different mechanically but are generally presented as being complementary somehow. Whenever a talent or ability refers to a weapon discipline, it affects all weapons included in any single (discipline) talent.

Some (discipline) talents list weapons specific to particular regions or cultures. Such weapons have their equivalent standard weapon listed in parentheses immediately after their names.

Equipment Basic Talents

Discipline Talents

Basic Training (discipline)

You become proficient with all simple weapons.

Bombardier Training (discipline)

You may treat alchemical items or similar items (such as an acid flask, alchemist fire, holy water, bombs, etc.) as a simple weapon with the light and thrown property (20/60), although they are still destroyed after use. If you throw such an object and you miss, you may redirect the attack against an adjacent creature, making a new attack against that creature instead. You may only do this once per throw.

Bounty Hunters Tools (discipline)

You gain proficiency with the bola, garrote, lasso, net, net crossbow, and whip.

Bruiser Training (discipline)

You gain proficiency with the battle axe, flail, greataxe, maul, morningstar, war pick, and warhammer.

Bushido Training (discipline)

You gain proficiency with the katana (longsword), longbow, naginata (glaive), nodachi (greatsword), tetsubo (maul), and wakizashi (shortsword).

Crossbow Expert (discipline)

You are proficient with all light crossbows, hand crossbows, heavy crossbows, and net crossbows. Your ranged weapons ignore half cover and three-quarters cover.

Custom Training (discipline)

Select 3 weapons; you gain proficiency with the selected weapons. You may take this talent multiple times, selecting new weapons each time.

Duelist Training (discipline)

You gain proficiency with the greatsword, hand crossbow, longsword, rapier, and shortsword.

Gallowglass Training (discipline)

You gain proficiency with the broadsword (shortsword), claymore (greatsword), dirk (dagger), longbow, and longsword.

Gladiator Training (discipline)

You gain proficiency with the battle axe, gladius (shortsword), net, trident, and whip.

Huntsman Training (discipline)

You gain proficiency with the blowgun, bola, lasso, longbow, net, and pike.

Knightly Training (discipline)

You gain proficiency with the flail, greatsword, lance, longsword, rapier, morningstar, shortsword.

Outrider Training (discipline)

You gain proficiency with the bola, lance, lasso, longbow, scimitar, and whip.

Pikeman Training (discipline)

You gain proficiency with the heavy crossbow, trident, lance, glaive, halberd, and pike.

Pirate Training (discipline)

You gain proficiency with the rapier, shortsword, scimitar, trident, net, hand crossbow, and war pick.

Rock Toss (discipline)

You are proficient with throwing rocks, boulders, people, and other enormous objects that other beings might find difficult. When throwing a creature or object, you treat it as a weapon you are proficient in that deals bludgeoning damage and have the thrown (20/60) weapon property. Anything that increases your effective size for grappling or shoving (such as the Muscular Surge talent from the Brute sphere) increases your size for Rock Toss.

Creatures and objects at least two sizes smaller than you are considered one-handed light weapons, while creatures and objects one size smaller than you are considered one-handed weapons. Creatures and objects your same size are two-handed weapons.

Table: Rock Toss

Object Size	Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	3d6

If you throw a creature at a wall or another creature, both the creature and the target suffer damage. You cannot throw an unwilling creature unless you have grappled that creature first.

Rogue Weapon Training (discipline)

You gain proficiency with the blowguns, garrote, hand crossbow, rapier, scimitar, short sword, and whip.

Staff Mastery (discipline)

You may treat the quarterstaff as if it had the reach weapon quality. When you take the Attack action and attack with only a glaive, halberd, quarterstaff, or spear, you can use a bonus action to make a melee attack with the opposite end of the weapon; this is considered two-weapon fighting. The opposite end of the weapon uses a d4 for its damage die and deals bludgeoning damage.

Toolkit Training (discipline)

You are so experienced with tools that a frying pan, a wrench, or a blacksmith's hammer might be as deadly in your hands as a blade. When wielding a tool you are proficient with as an improvised weapon, you are considered proficient with that weapon. The tool's damage dice is 1d4, but you may choose each round if you wish to deal bludgeoning, piercing, or slashing damage, and you may use your key ability score, Dexterity, or Strength for attack rolls and damage rolls with these tools.

Unarmed Training (discipline)

You can treat your unarmed strikes as if they were finesse weapons, and they deal 1d4 bludgeoning damage. You may choose to treat your unarmed strike as having the light or versatile (1d6) properties, but not both simultaneously. Making a kick counts as using an unarmed strike with two hands with the versatile property.

You may take this talent twice. If taken twice, you may treat your kick as a light weapon as outlined above, meaning you may make a kick to use two-weapon fighting even if your hands are full.

Other Talents

Armor Expert

You ignore disadvantage on Dexterity (Stealth) imposed by medium armors and may treat medium armor as light armor for the purpose of the time it takes to don or doff armor. If you take this talent a second time, you may apply these benefits to heavy armor.

Armor Training

You gain proficiency with light armor. If you are already proficient with light armor, you become proficient with medium armor and shields. If you are already proficient with light and medium armor, you instead gain proficiency in heavy armor and shields. You may take this talent multiple times.

Artificer

You have experience disassembling and assembling complex or foreign artifacts and mechanisms, whether they be arcane or technological. While you are not automatically proficient with alien technology, you gain advantage on all Intelligence checks made to figure out its use. The alien technology never permanently breaks from failing to figure it out.

Craftsman

You are skilled at crafting and repairing gear. You gain proficiency with one type of artisan's tools. When crafting a mundane item using a tool you are proficient with, you may do so in half the usual time.

Dagger Bravo

Your dagger weapon attacks score a critical hit on a roll of 19 or 20. At 11th level, when you score a critical hit with a dagger, you roll an additional d4 when determining the extra damage for a critical hit.

Einhandler

If an enemy misses with a melee attack against you while you are wielding a finesse melee weapon in one hand, and nothing else in any other hand, you may as a reaction make an opportunity attack.

Expert Reloading

When wielding a weapon with which you are proficient, you may ignore the loading property if it has it.

Garrote Grappler

When you successfully deal damage to a creature with an attack action using a garrote, you may attempt to grapple that creature as a bonus action. If you expend martial focus, you may instead do so as part of making an attack of opportunity. Any time a creature attempts to escape your grapple and fails, it takes damage as if you had attacked it with the garrote.

Hand Crossbow Mastery

When you make an Attack action with a one-handed weapon (including a hand crossbow), you can use a bonus action to attack with a hand crossbow you are holding.

Impossible Reload

You know how to use trick grips and nimble fingers to load ammunition into a one-handed ranged weapon, even when your other hand is full.

Mystic Fists

When you have martial focus, your unarmed strikes are treated as though they were magic for the purpose of damage resistance. You may choose to deal slashing or piercing damage with your unarmed strike instead of bludgeoning damage. The choice of damage type is made when the attack is declared. If you possess Unarmed Training, your unarmed strike damage increases to d6, or d8 through the versatile property.

Point-Blank Shooting

Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Polearm Guard

While you are wielding a glaive, halberd, pike, quarterstaff, or spear, other creatures provoke an opportunity attack from you when they enter your reach.

Poison Blowgun Specialist

While you are using a blowgun, you may increase the saving throw DC of any poison coating its ammunition by your proficiency bonus. If the DC of the poison is already calculated using a proficiency bonus (such as poisons created with the Alchemy sphere), you may expend martial focus to add your

proficiency bonus on top of the already existing proficiency bonus to determine its saving throw DC.

Sling Combatant

You may treat a loaded sling as if it were a club with the finesse weapon quality when making melee attacks with it. Any magical bonus to attack or damage also applies to your melee attack or damage roll.

You may also launch items such as alchemist's fire, acid, holy water, or formulae or poison from the Alchemy sphere as if they were ammunition, using the sling's range instead of the normal throwing range of the item. Any magical bonuses to attack rolls the sling grants apply to attack rolls made in this way.

Finally, you may throw items from your sling lightly enough that the target can catch the item, with no attack roll required.

Spear Dancer

You may treat any glaive, quarterstaff, halberd, spear, pike, or trident (or similar weapon with GM approval) you wield as though it had the finesse weapon property. You may treat the glaive, halberd, or pike's two-handed property as if it were the versatile property. Using these weapons in one hand reduces the damage die by one step (1d12 becomes 1d10, 1d10 becomes 1d8, 1d8 becomes 1d6).

Splitshot

Whenever you make an attack action with a bow, you can load two arrows and fire them as part of the first attack. When making an attack action in this fashion, your attack suffers disadvantage but can target two creatures within 10 feet of each other who are at least 20 feet away from you.

Throw Shield

You are proficient with the use of shields as an improvised weapon, and you may treat shields you wield as having the thrown (20/60 ft.) property.

If you have the Cover Ally talent of the shield sphere, you may treat any ally within your shield's normal range as being within your shield's reach by throwing it as part of the active defense. You may apply a (deflect) talent to this active defense as normal, performing any additional actions by ricocheting the shield off of the attack. If you have the Throwing Mastery talent, the shield returns after using Cover Ally as if you made an attack with it.

Throwing Mastery

When using a weapon with the thrown property to make a ranged attack, you may apply extra spin to the throw, causing the weapon to bounce back towards you after the attack resolves. As long as you have at least one hand free, you may automatically catch a weapon after it rebounds in this manner; otherwise, the weapon lands at your feet.

Unarmored Training

Your deft movements, physical conditioning, and expert use of your chosen weapons allow you to create a protective barrier around yourself as effective as any true suit of armor. While you are wearing no armor and are not wielding a shield, your AC equals 10 + Dexterity modifier + your key ability modifier.

Versatile Shield

You may use a shield as if it were a second hand when wielding a glaive, halberd, spear, pike, trident (or similar weapon with GM approval), or a two-handed crossbow or firearm by bracing the weapon against the shield.

If you are wielding a shield but not using it as listed above, you can use a bonus action after taking the Attack action to try to shove a creature within 5 feet of you with your shield.

Whip Fiend

You increase the base damage of whips you wield to 1d6. When you successfully deal damage with a whip, you may attempt to grapple the damaged creature as a bonus action. If successful, you may move up to half your speed to bring them adjacent to you as part of this bonus action.

You may also use your whip to grab objects within its reach as an Action.

Equipment Legendary Talents

Futuristic Voyager (discipline)

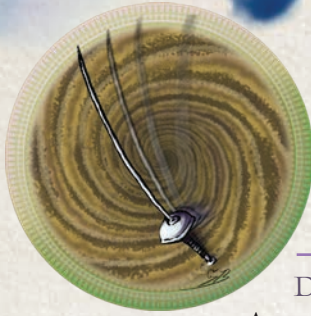
You gain proficiency with Futuristic era items and technology. Examples of Futuristic era weapons include antimatter rifles, laser pistols, and laser rifles.

Modern Voyager (discipline)

You gain proficiency with Modern era items and technology. Examples of Modern era weapons include automatic pistols, automatic rifles, dynamite, fragmentation grenades, grenade launchers, hunting rifles, revolvers, shotguns, and smoke grenades.

Renaissance Voyager (discipline)

You gain proficiency with Renaissance-era items and technology. Examples of Renaissance-era weapons include bombs, muskets, and pistols.



Fencing Sphere

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Help

When using the Help action, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's Attack more effective. If your ally attacks the target before your next turn, the first Attack roll is made with advantage.

Fencers are quick fighters who use nimble footwork and expert feints to open up their target before landing a fatal blow.

Fatal Thrust

When making a melee attack, including spell attacks, that has advantage, you may reroll one of the two attack roll dice once. This cannot stack with other, similar benefits from feats or abilities.

Feint

When you use the Help action to aid a friendly creature in attacking a creature within 5 feet of you, you can choose to aid yourself instead of an ally, in which case your next attack roll against that target is made with advantage before the end of your next turn.

Any use of Help to give someone advantage on an attack roll, be it an ally or yourself, is called a 'feint.'

Some talents are marked (exploit). Once per round when making a successful attack that had advantage, or that didn't have disadvantage and was against a target that was within 5 feet of an ally of yours that isn't incapacitated, you may apply an (exploit) talent to that attack.

Fencing Basic Talents

Exploit Talents

Ankle Strike (exploit)

The creature must pass a Dexterity saving throw or fall prone.

Arm Strike (exploit)

Your attack strikes one limb in a critical spot. The target suffers a -2 penalty on all attack rolls and ability checks made

with that limb for a number of rounds equal to your proficiency bonus.

Chest Strike (exploit)

Your attack strikes the target's chest. The target must pass a Constitution saving throw or become poisoned for 1 round.

Distracting Blades (exploit)

The target loses the ability to make opportunity attacks for 1 round.

Face Strike (exploit)

You may expend your martial focus to target the target's face, impeding their ability to see. The target must pass a Dexterity saving throw or be blinded for one minute. Wiping the blood away as an Action ends this effect early.

Leg Slash (exploit)

The target's movement speeds are halved for 1 round.

Repositioning Strike (exploit)

You cause the target to stumble, letting you slip past them. You may immediately move the target 5 feet to a different space within your reach.

To The Hilt (exploit)

You may expend your martial focus to create a large wound on the target that others can exploit. For a number of rounds equal to half your proficiency bonus, the target's resistance to bludgeoning, piercing, and slashing damage is suppressed.

Wide Open (exploit)

Choose an ally other than yourself. That ally's first attack against this target made before the beginning of your next turn has advantage.

Other Talents

Bind Weapon

When performing a disarm, instead of making the target drop the item, you can bind their weapon to yours. This can be done with a target's hand or natural attack as if it were a held weapon.

As long as the creature's item is bound, they cannot use it to make attacks and are considered grappled by you. They may let go of the item to break the grapple (if the item is not their hand or natural attack) but otherwise must break the grapple as normal to regain use of the item and be able to move.

Expert Feint

You may perform a feint as a bonus action.

Fatal Opening

Attacks you make with advantage gained from your use of feint score a critical hit on a roll of 19 or 20.

Fencing Focus

Whenever you successfully disarm or feint a target, you may regain your martial focus as a bonus action.

Footwork

You may expend martial focus to move up to 10 feet. You may do this even when it is not your turn, and you do not need to spend a reaction to do so, and this does not provoke attacks of opportunity. If done in response to an attack roll being declared against you, you impose disadvantage on that roll. If done in response to an effect that allows a Dexterity saving throw, you have advantage on that saving throw.

Greater Feint

When making a feint, you may expend your martial focus to force the target to make a Wisdom saving throw. On a failure, every creature's first attack against that target has advantage until the end of your next turn.

Group Cover

Your quick movements allow you to temporarily use one enemy as cover against another enemy. If a hostile creature attacks you, any other hostile creature adjacent to that creature takes disadvantage on attack rolls against you until the start of your next turn.

Lunge

As long as you have martial focus, you may increase the range at which you may make melee attacks by 5 feet until the end of your turn but suffer a -2 penalty to attack rolls made against adjacent targets until the start of your next turn.

Parry And Riposte

When a creature strikes you with a melee attack, you may expend your martial focus as a reaction to attempt to parry that attack.

Make a weapon or unarmed strike damage roll, and subtract the result from the damage of their attack. If this would reduce the damage of the attack to 0 or less, you may immediately make a single attack against the attacking creature; you may add an (exploit) talent to this attack as long as you don't have disadvantage on it.

Read Foe

You have learned to read the subtle cues of your enemy. You gain proficiency in Insight. If you already have proficiency in Insight, you may add twice your proficiency modifier to Insight. You may take this talent twice. If you already add twice your proficiency modifier to Insight, you may not take this talent.

Skewer

You may expend martial focus to apply two different (exploit) talents to an attack instead of one.

Traitorous Blade

Whenever you successfully use disarm, you may immediately catch the disarmed object as long as you have at least one free hand. If you so choose, you may immediately make a single attack with that item as a bonus action.

Fencing Legendary Talents

Bleed Air (exploit)

Prerequisites: Fencing sphere, 11th level or higher.

If you strike a creature at less than its maximum hit points, you may expend your martial focus to twist your blade to puncture a lung or similar organ, causing the target to begin suffocating 1d4 rounds later unless they succeed on a Constitution saving throw. Once the suffocation begins, the target drops to 0 hit points and begins making death saving throws. Creatures who do not need to breathe are immune to this effect. If the target is healed to full before suffocation begins, it is avoided.

Parry Anything

Prerequisites: Fencing sphere (Parry And Riposte), 5th level or higher.

You may use your Parry And Riposte talent against ranged spell and weapon attacks as well as melee attacks. You still cannot make a retaliatory attack against the target unless it is within your reach (for a melee weapon) or within the normal range (for a ranged weapon or a weapon with the throwing property).

Shadow Strike (exploit)

Prerequisites: Fencing sphere.

Your attack cuts through essence. A creature damaged by your attack must succeed on a Constitution saving throw or have its exhaustion level increased by 1 for a number of rounds equal to your proficiency bonus. This is a magical ability and can stack with itself.

Soul Strike (exploit)

Prerequisites: Fencing sphere.

You target the enemy's psyche. The target suffers a -2 penalty to all saving throws for a number of rounds equal to your proficiency bonus. This is a magical ability.

Vacuum Cut

Prerequisites: Fencing sphere.

Whenever you use the attack action to make a melee attack in the same round you draw a sheathed weapon, you may expend your martial focus to increase the reach of your attack to 30 feet.

Vacuum Slice

Prerequisites: Fencing sphere (Vacuum Cut), 11th level or higher.

Whenever you use the Vacuum Cut talent, you may spend a bonus action to increase the effect, targeting all creatures within a 30-foot line. Make a single attack roll and compare the result to each creature within the affected area; all creatures hit by the attack take damage as though you had hit them directly with the melee attack. Only damage is dealt; no other effects granted by the attack are applied.

Variants

Imprecise Blade

You do not gain the fatal thrust ability. You gain one (exploit) talent as a bonus talent.



Gladiator Sphere

Practitioners of the Gladiator sphere are experts at fighting with flair and style in order to manipulate the emotions and actions of their enemies, their allies, or the crowd. The gladiator understands that winning is a mental game; if you can convince your enemy that you should be feared, the battle is half-finished already.

When you gain the Gladiator sphere, you gain the following abilities:

Boast

As long as you have martial focus, after damaging a creature with a critical hit, reducing a hostile creature to 0 hit points, or succeeding on a grapple or shove against a hostile creature, you may perform a boast as a reaction. If a boast affects another creature, that creature must be within 30 feet and must be able to see and hear you.

When you gain the Gladiator sphere, you gain the following boast.

Prowess (boast)

Target: self

Duration: end of your next turn or until used.

You have advantage on the next weapon attack or contested ability check you make before the end of your next turn.

Talents with the (boast) descriptor grant additional boasts you may make.

Demoralize

As an action, you may force one creature within 30 feet that can see or hear you to make a Charisma saving throw; if they fail, they are frightened of you until the end of your next turn. You may expend your martial focus to use demoralize as a bonus action.

Talents with the (demoralize) descriptor modify when and how you can use demoralize, while (fear) talents grant you additional benefits against those who are frightened.

Gladiator Basic Talents

Boast Talents

Bloodthirst (boast)

Target: self

Duration: instantaneous

Success spurs you to keep up the assault. You may make an attack against an enemy within the area of your boast using a wielded weapon. The enemy must be within your weapon's reach or range.

Caper (boast)

Target: all creatures within range that target you with an attack roll

Duration: end of your next turn

Saving Throw: Wisdom

Your extravagant and unusual display confounds your foes. Until the start of your next turn, any creature within range of this boast that attempts to target you with an attack roll must make a Wisdom saving throw or lose their attack and be unable to attack you with any subsequent attacks during the duration of this ability, though may still direct any remaining attacks toward other targets. If they targeted you with a spell, the spell or the portion of the spell targeting you is lost. Once a creature succeeds on a saving throw against this ability, it is immune to your use of it until you complete a long rest.

Distracting Display (boast)

Target: all allies within range

Duration: end of your next turn

Saving Throw: none

By calling attention to yourself, you allow your allies to slip from view. Until the end of your next turn, allies other than yourself within range of this boast may hide even if they are observed. You may perform this boast as a standard action, ignoring the required trigger.

Exemplar (boast)

Target: all allies within range

Duration: end of your next turn or until used.

Saving Throw: none

Your allies within range have advantage on their next attack roll, grapple, or shove before the start of your next turn. You do not benefit from this advantage.

Inspiring Pose (boast)

Target: see text

Duration: end of your next turn or until used.

Saving Throw: none

A number of allied creatures within range equal to your proficiency bonus may make a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw, even if they have already failed the initial save and would not normally be granted another. Failing this additional save does not progress any effects that are normally incurred on a failed save. You may only affect a creature once but may do so again after a short or long rest.

Menace (boast)

Target: hostile creatures within range

Duration: start of your next turn

Saving Throw: Wisdom

Hostile creatures within range of your boast cannot voluntarily move closer to you unless they succeed on a Wisdom saving throw. This lasts until the start of your next turn. Creatures immune to the frightened condition are immune to this effect.

Steel Braggart (boast)

Target: self

Duration: start of your next turn

You gain resistance to bludgeoning, slashing, and piercing damage.

Demoralize Talents

Cow Enemy (demoralize)

When you deal damage or succeed on a grapple or shove against a creature while using the attack action, you may demoralize that creature as a bonus action.

Master of Fear (demoralize)

When using demoralize, you may target a number of creatures equal to your proficiency bonus. You may expend your martial focus to target all enemies within 20 feet who can see and hear you.

Spectacle (demoralize)

Any time you deal damage to a hostile creature with a critical hit or reduce a hostile creature to 0 or fewer hit points, you may use demoralize on any creature within range as a reaction.

Uncowed (demoralize)

You are proficient in any saving throw to prevent the frightened condition, and creatures have disadvantage on Intimidate checks against you.

When a creature attempts an Intimidate check against you and fails, or when you succeed on a saving throw against an effect that imposes the frightened condition, you may expend martial focus to demoralize the creature who initiated the effect as a reaction.

Fear Talents

Cowards Bane (fear)

You have advantage on attack rolls against creatures that are frightened of you.



Daunting (fear)

When a creature that is frightened of you misses you with an attack or fails on a grapple or shove targeting you, they provoke an opportunity attack from you.

Other Talents

Derision

When a creature misses when targeting you with an attack roll or fails on a grapple or shove against you, you may perform a boast as a reaction.

Fan Favorite

You may perform a boast as a reaction whenever you succeed on a saving throw against an effect originating from a hostile creature.

Intimidating

You gain proficiency in Intimidate. If you already have proficiency in Intimidate, you may add twice your proficiency modifier to Intimidate. You may take this talent twice. If you already add twice your proficiency modifier to Intimidate, you may not take this talent.

Self Confidence

You may perform a boast as an action instead of a reaction, ignoring the required trigger. If you do, you may regain your martial focus as a bonus action.

Theatrical Boast

Double the range of your boasts and demoralizations.

Trash Talker

When making a boast, you may expend your martial focus to make two boasts instead of one.

Gladiator Legendary Talents

Aura of Fear

Prerequisites: Gladiator sphere, 9th level or higher.

When a creature that is aware of you moves or starts its turn within 30 feet of you, it must succeed on a Wisdom saving throw or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to your aura until you complete a long rest.

Burn the Chaff (fear)

Prerequisites: Gladiator sphere, 9th level or higher.

Whenever you successfully make a melee attack against a target with a CR less than your proficiency bonus that is suffering from the frightened condition, your attack is an automatic critical hit.

Deafening Clangor (demoralize)

Prerequisites: Gladiator sphere, Shield sphere, 5th level or higher.

Whenever you demoralize, you may choose to strike a shield you are wielding with a weapon or limb to produce a deafening clangor. In addition to any results of your demoralize, all targets (excluding yourself) within your demoralize range must pass a Constitution saving throw or become deafened for 1d4+1 rounds. As part of using this ability, you may warn your allies to cover their ears and protect them from the effects of the deafening clangor (rendering them immune to that instance of it), but doing so gives enemies advantage on their saving throw against this effect.

Nightmare Fuel (demoralize, fear)

Prerequisites: Gladiator sphere, 11th level or higher.

Whenever a hostile creature fails its saving throw against your demoralize, you may expend your martial focus to force the target to pass a Wisdom saving throw or become permanently afraid of you. The creature has disadvantage on all saving throws against your demoralize, and you have advantage on all Intimidate checks against it. This effect is permanent until removed by a break enchantment, heal, miracle, or wish spell, or similar effects.

Piercing Fear (demoralize)

Prerequisites: Gladiator sphere

You may expend martial focus when using demoralize to ignore the target's immunity to the frightened condition. The target instead has advantage on its saving throw.

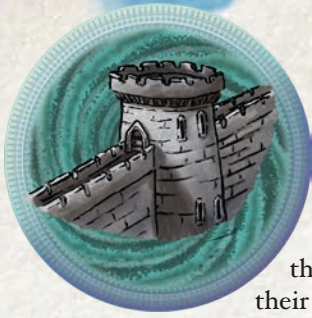
Variants

Braggart

You do not gain the demoralize ability. You gain Self Confidence as a bonus talent. You may not possess this variant and Humble Combatant.

Humble Combatant

You do not gain the boast ability and cannot select (boast) talents. You gain Uncowed as a bonus talent. You may not possess this variant and Braggart.



Guardian Sphere

Guardians specialize in protecting their allies and drawing the ire of their enemies.

Delayed Damage Pool

You gain a delayed damage pool equal to three times your level. Whenever you receive damage, you can redirect all or part of it to your delayed damage pool. Apply resistance before redirecting the damage, and you cannot redirect damage that would exceed the pool's maximum. Your delayed damage pool empties at the end of your turn each round, inflicting any damage stored in the pool on you, bypassing any damage resistance, immunity, or berserking you possess, and resetting to 0. Any additional effects of the attack, such as poison, are still incurred immediately even if the attack's entire damage is redirected to the delayed damage pool. Any healing you receive in excess of your maximum hit points automatically reduces the amount of damage in your delayed damage pool.

Should you lose access to the Guardian sphere, any damage (or other effects if you possess certain talents) is incurred at the end of your turn.

Talents with the (resilience) descriptor modify or grant additional effects to your delayed damage pool.

In addition, choose one of the following packages, gaining the corresponding ability:

Challenge Package

Challenge

As a bonus action, you can issue a challenge to a creature you can see. The challenge can be auditory or visual, so long as the target can perceive the challenge (though other means of communication that you possess, such as telepathy, can also be used). Unwilling creatures can attempt a Charisma saving throw to resist, and mindless creatures cannot be challenged.

A creature affected by your challenge takes disadvantage on attack rolls that do not include you as a target and gains advantage on attack rolls targeting only you. If the creature can't possibly attack you (for example, if you are hidden), they do not suffer disadvantage when attacking something else.

The challenge lasts for 1 minute. When you issue a new challenge, any previous challenge you have active ends. A creature can be affected by multiple challenges but gains advantage so long as they are attacking at least one target who has challenged them.

Talents with the (challenge) descriptor grant additional effects to targets you have challenged.

Patrol Package

Patrol

As an action, you can set up a patrol until the beginning of your turn. A patrol is an area around you equal to your melee weapon reach +10 feet. Whenever a creature moves into, out of, or through this area, you can spend a reaction to move up

to your speed to bring that target into your reach and make an opportunity attack against them, known as a patrol attack. Any movement you make provokes opportunity attacks as normal, and your total movement before the start of your next turn cannot exceed your speed.

You can make 1 additional opportunity attack at 5th level (2 opportunity attacks), 11th level (3 opportunity attacks), and 17th level (4 opportunity attacks). These additional opportunity attacks do not require spending your reaction - though it still counts as a reaction for all other purposes.

Patrol attacks never deal sneak attack damage, and you are limited to only one opportunity attack per turn, which means you cannot attack the same target with multiple opportunity attacks during their movement, no matter how much or how often they move through your patrol area or out of your reach.

Talents with the (zone) tag grant additional effects to this ability. Each patrol can only benefit from one (zone) talent.

Guardian Basic Talents

Challenge Talents

Cold Iron Call (challenge, resilience)

When targeted by a spell or other magical effect, you can delay the onset of its effects until the end of your next turn as if it were damage. Each effect is treated as if it were an amount of hit point damage equal to the level of the caster for the purpose of your delayed damage pool. If you do not have enough space remaining in the delayed damage pool, you cannot delay the effect. However you can choose to empty some or all of the pool's delayed damage to make room, incurring the damage (or delayed effect) immediately. Any effect on you that would remove the delayed effect from you will remove the delayed effect from your delayed damage pool as if removing the effect from you normally.

If you possess the (patrol) package and the Defend Other talent, you can use that talent to redirect the spell as if it were an attack.

If you possess the (challenge) package, any time a creature under the effects of your challenge casts a spell, sphere effect, or other magical effect that does not include you in its effect, it suffers a -2 penalty to the spell, sphere effect, or magical effect's save DC.

Durable (challenge, resilience)

You can delay the onset of certain effects until the end of your next turn, including diseases, exhaustion levels, poison, or any of the following conditions: blinded, charmed, deafened, exhausted, frightened, paralyzed, petrified, poisoned, stunned, restrained, or unconscious. Each effect is treated as if it were 10 hit points when determining your delayed damage pool's capacity. If you do not have enough space remaining in the delayed damage pool, you cannot delay the effect unless you empty some or all of your delayed damage pool into your

self to make room. Anything that would remove the effect you delayed can remove it from your delayed damage pool instead.

If you possess the (patrol) package and the Defend Other talent, you can use it to redirect an effect targeting one of your allies to yourself as if it were an attack.

If you possess the (challenge) package, any time a creature under the effects of your challenge uses an ability that would cause one of these conditions that does not include you in its effect, they suffer a -2 penalty to the ability's save DC.

Flush of Victory (challenge)

When a creature affected by your challenge is reduced to 0 hit points, you gain temporary hit points equal to your level. The creature must have a CR of at least half your character level (rounded down, minimum 0).

Mageguard (challenge)

If a creature is under the effects of your challenge, it takes disadvantage on saving throws to maintain concentration while within your reach.

Steel Hide (challenge)

If a creature under the effects of your challenge makes a critical hit against you, you can end the challenge on that creature only to have the attack instead deal normal damage.

Resilience Talents

Cold Iron Call (challenge, resilience)

(see Challenge Talents)

Durable (challenge, resilience)

(see Challenge Talents)

Greater Delayed Damage (resilience)

The size of your delayed damage pool increases by +1 per level you possess. You can take this talent twice; the effects stack.

Zone Talents

Assist (zone)

Allies within your patrol gain a +1 bonus to their Armor Class.

Clear Path (zone)

Allies (other than you) do not provoke opportunity attacks from hostile creatures for moving through the area of your patrol.

Disruptive (zone)

When a hostile creature within the area of your patrol attempts to cast a spell or sphere effect, you can make a patrol attack against that creature. This attack is resolved before the completion of the spell; any damage dealt forces a Constitution saving throw as if attempting to maintain concentration, causing the caster to lose the spell or sphere effect on a failure.

Punishing Rebuke (zone)

When a creature attacks an ally within your patrol area, not including yourself, they provoke a patrol attack from you.

Stand Still (zone)

While you have a patrol in place, any hostile creature that you damage with a patrol attack has its speed reduced to 0 until the start of its next turn.

Steel Hedge (zone)

All hostile creatures treat the area of your patrol as difficult terrain.

Other Talents

Complex Patrol

You can expend your martial focus when using patrol to apply two (zone) talents instead of only one.

Defend Other

When an adjacent ally is attacked, you can use your reaction to redirect the attack towards yourself. When an ally within your patrol is attacked, if you have set up a patrol you can use one of your patrol attacks to move up to them and redirect the attack towards yourself.

Expanded Guardian

You gain one Guardian package, including the corresponding ability, that you do not possess.

Guardians Focus

As a bonus action during your next turn, you can regain your martial focus when you fulfill one of the following criteria; Although, you must have a focus expended at the time this ability is triggered to benefit from it:

- When a creature affected by your challenge is reduced to 0 hit points.
- You succeed on a grapple or shove while you have a patrol set up.
- You succeed on an attack made as part of a patrol attack while you have a patrol set up.
- You successfully use the Defend Other talent.

Mass Challenge

You can use your challenge ability as an action, targeting a number of creatures equal to your proficiency bonus.

Swift Guardian

If you possess the (challenge) package, you can expend martial focus to use challenge on your turn without any action. If you have Mass Challenge, you can expend martial focus to use that ability as a bonus action.

If you possess the (patrol) package, you can instead expend your martial focus to use patrol as a bonus action.

Guardian Legendary Talents

I Will Come

Prerequisites: Guardian sphere (Defend Other, I Will Hear), 11th level or higher.

When a creature calls you with the I Will Hear talent, you can spend an action to teleport to their location. You can bring along objects as long as their weight doesn't exceed your maximum load. You can also bring a number of additional willing Medium or smaller creatures (carrying gear or objects up to its maximum load) equal to your proficiency bonus. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be teleported must be in contact with one another and must be in contact with either you or a creature in contact with you.

Contact can be established without any action during your turn or as a reaction when not your turn. You can only travel to a particular creature using this ability once. You regain use of this ability for each relevant creature when you complete a long rest. This is a magical teleportation effect.

I Will Hear

Prerequisites: Guardian sphere (Defend Other).

You can form a bond with a creature as an action. There is no range limit on who you can bond with, nor do you need line of sight or line of effect to form a bond with a creature; you must, however, personally know the creature you are bonding with, even if it was a casual introduction. A bonded creature does not automatically become aware of this bond, your name, or how to call your name; it must be informed. A bonded creature can call your name as a reaction; if you are within 1 mile per level, you become immediately aware of the call and the direction to that creature. At 5th level, this range increases to 10 miles per level. At 11th level, the range becomes unlimited as long as you are both on the same plane. At 17th level, you can hear the call across the planes and gain knowledge of what plane the calling creature is on. You can maintain a number of these bonds equal to your proficiency bonus. This is a magical effect.

Indomitable

Prerequisites: Guardian sphere (delayed damage pool), 5th level or higher.

When reduced to 0 hit points, you can expend your martial focus (no action required) to act normally until the end of your next turn. You do not fall unconscious from hit point loss and are not subject to death saves during this time. You can receive healing during that turn to bring you above 0 hit points.

Inescapable Challenge (challenge)

Prerequisites: Guardian sphere, 7th level or higher.

A creature affected by your challenge must make a Wisdom saving throw each time it attempts to move away from you (including via teleportation or other magical effects) or lose the attempted action or movement. The creature does not lose any spell, spell points, or magic item uses on a failed saving throw if this prevents a spell or sphere effect. The creature can be moved normally by other creatures.

Punishing Challenge (challenge)

Prerequisites: Guardian sphere, 5th level or higher.

Whenever a creature affected by your challenge gets disadvantage on an attack because it doesn't affect you, that creature takes radiant or necrotic damage (chosen when you gain this talent) equal to your level. This is a magical effect.

Punishment (resilience)

Prerequisites: Guardian sphere, 5th level or higher.

When you deal damage with an attack to a creature while you have damage in your delayed damage pool, you can expend your martial focus to deal damage equal to your delayed damage pool to the target creature. This damage is of the same type as your triggering attack. If you possess the Cold Iron Call or Durable talents, you can also inflict any effects you are postponing with those abilities. If the effect allowed a saving throw, the target can make a saving throw immediately at the original DC.

A successful Constitution saving throw reduces the amount of additional damage by half and negates any additional effects.

Singularity (zone)

Prerequisites: Guardian sphere, 5th level or higher.

At the start of their turns, hostile creatures within the area of your patrol must succeed on a Strength saving throw or be moved 5 feet closer to you, though stop when they become adjacent. This movement does not provoke opportunity attacks. Hostile creatures within the area of your patrol count every 5 feet of movement directed away from you as 10 feet when determining their movement for the round. This stacks with the effects of difficult terrain. At 11th level, both the distance moved toward you and the additional cost of movement away from you increases by 5 feet. This is a magical effect.

Variants

Resilient

You do not get to select a Guardian package. You gain Greater Delayed Damage talent as a bonus talent. You cannot possess both this and the Without Delay variant.

Without Delay

You do not gain a delayed damage pool and cannot select any (resilience) talent. You gain the Swift Guardian talent as a bonus talent. You cannot possess both this and the Resilient drawback.



Leadership Sphere

Leadership Sphere

The Leadership sphere is different from other Martial spheres because it doesn't deal with an individual's abilities, but rather the people they surround themselves with.

It is always possible for a Game Master to create an NPC to round out a party or for a team of adventurers to hire some henchmen to assist them, and such things are for the Game Master to decide.

The Leadership sphere, however, reflects characters for whom having followers and sidekicks are not just a passing thing but are instead as integral to their character as their skill with a sword or their knowledge of magic. Maybe you are a noble and keep retainers along as you adventure. Perhaps you are a teacher and are always surrounded by students. Or, maybe you simply have a favorite NPC that, when it comes time for them to part ways with you, you decide to add them to the party as a sidekick rather than see them leave.

As such, the Leadership sphere has some special restrictions that are different from other spheres:

- While a Game Master always has the ability to alter the rules to fit a game or a campaign, the Leadership sphere is always only usable with GM permission; some games might just not lend themselves to sidekicks and com-

panions, while some DMs might simply not wish to take upon them the burden of having so many NPCs following the player characters around all the time. Even if the Game Master allows for the Leadership sphere, it is within their right to say that the Leadership sphere cannot be taken until 5th character level; while some characters might begin play with a trusted ally, most adventurers must at least have a reputation before they can begin to attract sidekicks and followers to their cause.

- The Leadership sphere and its talents cannot be taken as temporary talents or switchable talents; they cannot be placed inside an armiger's customized weapon or changed through the Intuitive Combatant feat, etc.. Likewise, players cannot have their conjured companions, animal companions, sidekicks, or anyone other than their actual player characters take the Leadership sphere or talents.

Sidekicks

Sidekicks are not exclusive to the Leadership sphere; they appear in several official publications as well. Sidekicks from other publications can be gained through the Leadership sphere, and a GM can always add a sidekick to a party whenever they wish, whether or not a player has gained the Leadership sphere.



When, where, and how a sidekick is gained is up to the Game Master, but they should work with the player to determine the most appropriate choice for the game.

Experience

Sidekicks and followers are not considered player characters, and so do not get a share of experience points.

Companion Costs

Because sidekicks and followers gained from the Leadership sphere are 'purchased' with talents, they do not cost money to hire, but likewise, they cannot produce money for the players by working jobs on the side unless a specific talent in the Leadership sphere says otherwise. Instead, the cost of hiring, feeding, and equipping these companions, as well as the money they would make from downtime activities, is abstracted; sidekicks are paid in the experience they gain, in the miscellaneous items that they recover and sell that the PCs don't bother with, and followers make money for the PC on unimportant side jobs, which then goes to cover their payment and upkeep. A player may always give their sidekicks and companions better gear and magic items on their own, but these costs do need to come out of their own pockets.

Loyalty

Sidekicks and followers are loyal to the player, but no intelligent being will stand being treated poorly. Especially disgruntled sidekicks may work in secret to bring about your downfall.

Also, if a player gets their sidekicks and followers killed, they will begin to have trouble finding others willing to take their place.

Whether or not a sidekick or group of followers is feeling particularly loyal or how they react to rough treatment is determined by the Dungeon Master, but as an optional rule, loyalty can be measured on a scale of 0-20. Sidekicks and followers have a maximum loyalty equal to your Charisma score and a starting loyalty of half that number. If party members act in a manner that runs counter to the sidekick's alignment or bond, roll 1d4 and subtract that number from their loyalty. This is increased to 2d4 if they are abused, misled, or endangered by the party for purely selfish reasons. Likewise, if the PC treats them especially well, helps them achieve goals tied to their bond, spends their own money on presents and rewards for them, or accomplishes an inspiring deed that makes them feel good about their employment, roll 1d4 and add that number to their loyalty. If loyalty reaches 0, the character is no longer loyal and will either leave or work to undermine the party.

Replacing Sidekicks

The Leadership sphere assumes that your sidekicks and followers are not temporary hires, but are instead dedicated companions: a knight and his squire, a thieves guild master and his crime family, a scholar and his students, a mercenary captain and his troops, etc.. However, it is possible that either the player wishes to change their sidekick, or that for story reasons the GM has decided to remove them; the squire or intern might graduate or return home to care for their family, etc.. When this happens, the DM and the player should work

together to determine where, when, and how a new sidekick is gained in their place. This also can happen if the old sidekick needs to be replaced because they died or left due to low loyalty, but the player might find it difficult to find a new sidekick or group of followers if they have a reputation for poor treatment or of getting sidekicks and followers killed.

Roleplaying Sidekicks and Followers

Sidekicks and followers are under the control of the player (especially in combat), but this does not mean they are mindless creatures. The Dungeon Master may wish to control the sidekick or even a few key followers (the caravan boss, the head intern, etc.) for roleplay purposes, as they would other important NPCs. If the GM doesn't wish to voice so many NPCs, an alternative to having one player simply control all of his followers and sidekicks (which can rob the game of fun interactions between characters) is to leave the roleplaying of a player's sidekicks and followers to the other players around the table, who each might take one important sidekick or follower and play them whenever necessary.

Variant: Party Followers

In some games, especially those focused on a traveling group larger than a normal adventuring party (such as a caravan, mercenary army, etc.), rather than have one player shoulder the burden of spending character resources to have a group of followers and sidekicks, the party as a whole could be allowed to gain talents. This could be done in various ways, such as allowing each PC to contribute talents into a group pool. One 'leader' would take the base sphere while others could add additional talents, reflecting the sidekicks and followers they attract with their skills. Anyone who possesses a (sidekick) talent would be able to use it with any of the shared party sidekicks.

Alternatively, the base sphere could simply be granted to the group, with Persuasion proficiency removed, then additional talents granted at appropriate intervals based on level, achievement, or wealth (either accumulated or spent) to reflect the group's prestige and influence has achieved through its actions.

Practitioners of the Leadership sphere learn how to gather, organize, and command others. When you gain the Leadership sphere, you gain proficiency in Persuasion. If you already have proficiency in Persuasion, you instead gain a bonus talent from this sphere. Additionally, you gain either the Follower or Sidekick Leadership package

Leadership Packages

Follower Package

You gain a group of followers, loyal to you and your cause. These followers will not accompany you into dangerous locations; if attacked, followers will attempt to flee to a safe place to the best of their ability. However, they can lend assistance in various ways, such as supplying unskilled labor for simple tasks (such as clearing a road obstructed by falling rocks), carting goods, driving and overseeing your wagons and transport, or other things.

If statistics are needed for a particular follower, utilize the commoner stat block or the troop of commoners stat block for the followers as a group in combat. You can have a maximum of 20 followers, which equals 1 troop. This increases by 20 more followers at 5th (40 followers, or 2 troops), 11th (60 followers, or 3 troops), and 17th levels (80 followers, or 4 troops).

Troops are considered a single creature for combat purposes; a troop can be injured, but its individual members are usually not regarded as dead unless the troop is reduced to 0 hit points. If it is, it can be healed but has its maximum hit point halved, as half of its members are dead and will need to be replaced with new followers before it can return to full strength. If a troop dies completely, all of its members are dead, except perhaps one or two.

Followers are meant to work in groups of about 20; they cannot be split into multiple groups (within reason; a player could always send a few on a specific errand), and if reduced to half their number or less, are reduced to half their total hit points until regrouped.

Your initial followers are drawn from settlements you have visited in the past and made contacts in. If you must recruit new followers to replace some that have died or been disbanded, you can attract one new follower per day spent in a settlement. If you spend 1 gp per day on drinks and socializing, or 8 hours actively recruiting, this number is doubled. These multipliers stack if you spend both money and time.

Some (followers) talents require you to disperse your followers throughout a settlement. When this happens, the troop is essentially dissolved as its members perform various actions to achieve a specific purpose. Reassembling the troop requires at least an hour.

Sidekick Package

You gain a sidekick. A sidekick can be any type of creature with a stat block, but its challenge rating must be 1/2 or lower. As explained in the “Advancing A Sidekick” section, a sidekick starts with this stat block and adds to it as it progresses as a sidekick. Some sidekick classes may have additional prerequisites.

When you create a sidekick, you choose the class it will have for the rest of its career, each of which is detailed below: Explorer, Student, or Veteran. Work with the Game Master to determine what options are available, as depending on the location some things simply might not make sense. In addition to the Explorer, Student, and Veteran sidekick classes, a GM can approve of other sidekick classes that have been published in other approved sources.

Sidekicks that you gain through the Leadership sphere always have a level equal to half your own (minimum level 1); when you gain an even level after 2, your sidekick goes up 1 level. You cannot possess more than 1 sidekick from the Leadership sphere unless your talents say otherwise.

The sidekicks below begin play with the equipment granted by their martial tradition. A sidekick’s starting gear may not be used to increase PC wealth; sidekicks will rarely consent to having the gear upon which they rely to survive sold out from under them.

For player convenience, here are three stat blocks that can be used to apply sidekick class levels to:

DISCHARGED SOLDIER

Medium or Small humanoid (any race), any alignment

Armor Class 11

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

REACTIONS

Parry. The discharged soldier adds 2 to its AC against one melee attack that would hit it. To do so, the discharged soldier must see the attacker and be wielding a melee weapon.

ROVING SCHOLAR

Medium or Small humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+2)	14 (+2)	12 (+1)

Skills Arcana +4, Religion +4

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.

WANDERLUST TRAVELLER

Medium or Small humanoid (any race), any alignment

Armor Class 12

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Cunning Action. On each of its turns, the wanderlust traveler can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Some abilities call out joint actions. These actions require both you and your sidekick to pay the requisite action cost.

Leadership Basic Talents

Talents marked (followers) grant additional options for your followers. If you have multiple groups of followers, each (followers) talent applies to each of them. Talents marked (sidekick) grant additional options for your sidekick.

Follower Talents

Alchemists (followers)

Your followers possess alchemist's supplies and are proficient with their use, and can use the Help action to aid in the use of those tools, giving someone advantage. When crafting alchemical items (such as alchemist's fires), a troop can produce items ten times as fast. If a PC in your party can craft formulae from the Alchemy sphere, they can produce one more formulae than their usual limit, provided these followers are there to assist them. If you possess the Merchants talent, you can purchase alchemical items at a 25% discount.

Artificers (followers)

Your followers possess tinker's tools and are proficient with their use, and can use the Help action to give someone advantage on using tinker's tools. When crafting mechanical items such as a block and tackle, a troop can produce items ten times as fast. If a PC in your party can craft gadgets from the Tinker sphere, they can produce one more gadget, provided the followers are there to assist them. If you possess the Merchants talent, mechanical items purchased from the followers have their cost reduced by 25%.

Craftsmen (followers)

Your followers possess smith's tools and are proficient with their use, and can use the Help action to give someone advantage on using smith's tools. They can spend an hour working to repair objects as if using the mending cantrip. When crafting weapons, armor, or other metal items, a troop can produce items ten times as fast. If you possess the Merchants talent, you can purchase non-magical weapons, armor, and ammunition at a 25% discount.

Detectives (followers)

Some of your followers are inquisitors or investigators. They are proficient in Investigation and Perception and can use the Help action to give someone advantage with checks involving either skill. Your followers know how to perform research for you. During downtime, your followers may perform research in your place; you are still required to pay for any research expenses.

Entertainers (followers)

Your followers include actors, musicians, and other performers, and they possess props, backdrops, and the other accoutrements required for a dazzling performance.

Your followers are proficient in the Acrobatics and Performance skills and can use the Help action to aid you with those skills. While in a settlement, your followers can get you access to a theater, stage, or hall if one is present, or can establish an outdoor performance area for you wherever one is needed.

Additionally, your Performers are particularly adept at gaining money through their performing skills, even as you travel; each troop of followers gain 1 gp per day spent in a settlement, which is applied to covering your lifestyle expenses (or with GM permission can go into your pocket, if you are not using lifestyle rules).

Friends In Low Places (followers)

Some of your followers are brutish and sly. Your followers are proficient with Intimidate and Sleight of Hand, and so long as you are in a large enough place, they can provide distractions or an intimidating presence for you to use the Help action to aid you with those skills.

While your followers are dispersed through a settlement, you gain the following benefits:

You can always find a fence willing to buy stolen goods from you.

If you're imprisoned or fined for crimes committed in the settlement's jurisdiction, you know how to find corrupt officials willing to take bribes to ensure your freedom (although the amount of the bribe is dependent on the GM and the nature of your crimes).

If an object is available in the settlement and has a maximum value of 100 gp multiplied by your proficiency bonus, you can 'buy' it for half price with 2d6 hours of work. If given 2d6 days, this value increases to 1,000 gp multiplied by your proficiency bonus. This item is gained through less than reputable means (bribes, break-ins, etc.), and you cannot obtain more than one object in this way at a time and never more than once per day. Note that while it might be possible to obtain unique items in this fashion (the key to a specific jail cell, the jewels of a particular noble lady, etc.), stealing such items can carry grand consequences, or might be so well guarded that only direct action by the PCs themselves might allow for a successful theft.

Ground Team (followers)

Your followers are proficient with Deception and Persuasion and can use the Help action to aid you with either skill. Additionally, they can disperse into a settlement, talking, listening, and influencing. While dispersed, your followers can perform the following actions:

Gather Crowd. Your followers can spend 1d4 hours gathering a crowd for you. Make a Charisma (Persuasion) check against one of the DCs listed in the table below to determine the crowd's size; the crowd's size never exceeds the population of the settlement. After the crowd is gathered, it will naturally disperse after another 1d4 hours if they are not incentivized to stay, be it through entertaining the crowd or intimidating them.

Persuasion Result	Crowd Size	Minimum Settlement Size
15	1 - 500	Village
20	500 - 1,000	Village
25	1,000 - 3,000	Town
30	3,000 - 6,000	Town
35	6,000 - 12,000	City
40	12,000 - 25,000	City

Gather Information. Your followers know how to ask around or eavesdrop into conversations to gain information on the town's current events on your behalf. With 1d4 hours of work, they can discover specific details about a specific person or event for you, track down rumors on your behalf, etc.

Whispers. You may have your followers participate in spreading a rumor throughout the settlement. They can spread rumors on your behalf even if you are not present (although you must provide them with money for drinks, social appearances, etc.), or reduce the amount of time it takes to spread the rumor by half if you are present, as well as Help you with the required checks to give you advantage.

Healers (followers)

Your followers are skilled healers. They are proficient with the Medicine skill and can use the Help action to provide someone advantage when making checks with that skill.

Your followers can supply you with one complete healer's kit each day. These healers kits cannot be sold or stockpiled. When anyone spends hit dice during a short rest to heal in the presence of these followers, increase the size of their hit die by one size to a maximum of 1d12.

Hunters (followers)

Some of your followers are well trained in stalking and hunting beasts. They are proficient in Handle Animal and Stealth and can use the Help action to aid someone with checks involving either skill. While traveling or camping in the wilderness with your followers, your followers can forage for you, providing food for you and your party.

Laborers (followers)

Your followers include experts at construction and physical tasks. Your followers are proficient in the Athletics skill and work twice as fast when shifting rocks, digging ditches, or otherwise performing manual labor.

During a short rest, you can direct your followers to fortify a campsite. Your followers grant advantage on Wisdom (Perception) checks made while inside a fortified campsite, and any intruders must contend with a 5-foot tall fence surrounding the camp.

Linguists (followers)

Some of your followers are multilingual. They are proficient in a number of additional languages equal to your proficiency bonus and can use the Help action to aid someone with

checks involving encrypting, decrypting, or translating messages.

Managers (followers)

Your followers know how to operate one business you own. A troop can run a business you own in your absence and make checks for it on your behalf. They can also Help you on checks to run a business, allowing you to make any such checks with advantage.

Merchants (followers)

Your followers include merchants that can trade with you. Your followers can purchase from and sell items to you whose individual worth does not exceed 25 gp but increases at 5th level (100 gp), 11th level (400 gp), and 17th level (1,700 gp). You may not utilize the merchants to purchase or sell more individual items per day than your proficiency bonus.

Any checks made to determine the worth of an item while with the followers gain advantage from the merchants' aid.

Messengers (followers)

Your followers can quickly deliver messages via rider, messenger bird, and other means as appropriate to the setting. While with your followers, you may send written messages and items not exceeding 10 lbs. per character level to any place reachable by normal travel (not requiring the casting of magical effects) at a base overland speed of 60 miles per day, increasing by 10 miles at 5th level (70 miles per day), 11th level (80 miles per day, and 17th level (90 miles per day).

Messengers can also be used to deliver items to and retrieve them from your followers while adventuring, though, as normal for followers, they won't go anywhere apparently dangerous. A messenger may be summoned by messenger bird, whistle, or magical means if you possess any.

If you possess the Linguists talent, you may have any message delivered by your messengers to be encrypted, requiring individuals other than the desired target to succeed on an Intelligence (Investigation) check to decipher.

If you possess the Merchants talent, you can purchase from or sell to your merchant followers an additional number of times per day equal to your key ability modifier (minimum +1).

Priests (followers)

Some of your followers are well-versed in religious studies and understanding the spiritual needs of others. Your followers can cast 1st level rituals from the cleric spell list and gain ritual books that contain the ceremony spell. These ritual books cannot be sold or stockpiled. They are also proficient in Insight and Religion and can use the Help action to aid someone with checks involving either skill.

Ceremony

ABJURATION

Level: 1

Casting time: 1 Hour

Range: Touch

Components: V, S, M (25 gp worth of powdered silver, which the spell consumes)

Duration: Instantaneous

You perform a special religious ceremony that is infused with magic. When you cast the spell, choose one of the following rites, the target of which must be within 10 feet of you throughout the casting.

Atonement. You touch one willing creature whose alignment has changed, and you make a DC 20 Wisdom (Insight) check. On a successful check, you restore the target to its original alignment.

Bless Water. You touch one vial of water and cause it to become holy water.

Coming of Age. You touch one humanoid who is a young adult. For the next 24 hours, whenever the target makes an ability check, it can roll a d4 and add the number rolled to the ability check. A creature can benefit from this rite only once.

Dedication. You touch one humanoid who wishes to be dedicated to your god's service. For the next 24 hours, whenever the target makes a saving throw, it can roll a d4 and add the number rolled to the save. A creature can benefit from this rite only once.

Funeral Rite. You touch one corpse, and for the next 7 days, the target can't become undead by any means short of a wish spell.

Wedding. You touch adult humanoids willing to be bonded together in marriage. For the next 7 days, each target gains a +2 bonus to AC while they are within 30 feet of each other. A creature can benefit from this rite again only if widowed.

Rangers (followers)

Some of your followers are experts at traversing wilderness. Your followers are proficient with the Nature and Survival skills and can use the Help action to aid someone with checks involving either skill. While traveling with your followers for more than 1 hour, difficult terrain does not slow your group's travel.

Your followers know how to find and capture animals for you. While traveling or camping in the wilderness, your followers can supply half your character level in CR of beasts each day (such as for taming with the Beastmastery sphere), though are limited to beasts present in their surroundings, and the number of individual beasts cannot exceed your proficiency bonus.

Scholars (followers)

Some of your followers are well-versed in scholarship and arcane lore. Your followers can cast 1st level rituals from the wizard spell list and gain ritual books that contain the identify spell. These ritual books cannot be sold or stockpiled. They are proficient in Arcana and History and can use the Help action to aid someone with checks involving either skill.

Soldiers (followers)

Your followers are willing to follow you into combat, although they still will not perform obviously suicidal actions. They are proficient with simple weapons and light armor. Your followers can use the Attack action and gain clubs as a starting weapon:

Clubs. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d8) bludgeoning damage, or 5 (1d8) bludgeoning damage if the troop has half of its hit points or fewer.

You may take this talent multiple times. Each time this is gained after the first, your followers gain a bonus martial talent. Each troop gains the same martial talent.

Sidekick Talents

Allied Cover (sidekick)

You and your sidekicks gain a +1 bonus to AC while within 5 feet of you or another sidekick. The benefits from multiple sidekicks do not stack.

When you are targeted by an attack or single-target effect and are within 5 feet of a sidekick, you may expend martial focus to redirect the attack or effect to the sidekick as a reaction.

Sidekick Attack (sidekick)

When you make a weapon attack roll against a hostile enemy, one of your sidekicks may also attack your target with a single weapon it possesses as a reaction. If both you and the sidekick successfully deal damage with these attacks, the sidekick may immediately move 5 feet without spending an action. This movement does not provoke opportunity attacks.

Opening Maneuver (sidekick)

Once per round, when one of your sidekicks succeeds on a disarm, grapple, or shove, the target provokes an opportunity attack from you.

Opportunistic Teamwork (sidekick)

While within 5 feet of a sidekick, when you or the sidekick performs a disarm, grapple, or shove, the other may expend their martial focus as a reaction to grant advantage on the roll.

Pack Tactics (sidekick)

You and your sidekicks gain a +1 bonus to weapon attack rolls while within 5 feet of you or another sidekick. The benefits from multiple sidekicks do not stack.

Team Lookout (sidekick)

When making a Wisdom (Perception) check while within 30 feet of any sidekick, you and those sidekicks may share the result of whoever had the highest result.

Other Talents

Base Of Operations

You gain one new group of followers. However, these additional followers are permanent residents in a settlement you are familiar with; they have homes and personal lives and will not leave the settlement under normal circumstances. They can move to a new settlement under extraneous circumstances, but doing so usually requires 1d4 months of selling, buying, traveling, and forming new contacts. These followers cannot benefit from the Soldiers talent.

You may take this talent multiple times. The effects stack.

Expanded Leadership

Choose a Leadership package you do not possess. You gain that package.

Greater Recruitment

Your sidekick's level becomes equal to 3/4ths your level rounded down instead of 1/2 your level rounded down. You

may take this talent twice, in which case your sidekick's maximum level becomes equal to your own.

Improved Leadership

You add twice your proficiency bonus to Persuasion checks.

Leadership Legendary Talents

Additional Sidekick

Prerequisites: Leadership sphere (sidekick package), 5th level.

Gain an additional sidekick. You must divide your sidekick levels between both sidekicks and can do so as you see fit (thus, if you could normally have a sidekick with a maximum level of 6, with this talent you could have two sidekicks of 3rd level, one of 4th level and another of 2nd level, etc.).

You may take this talent multiple times. Each time you gain this talent, increase the number of sidekicks you can possess by 1. This doesn't increase the total combined number of levels your sidekicks can have.

Air Travel (followers)

Prerequisites: Leadership sphere (followers package), 11th level.

Your followers are equipped with flying beasts, airships, arcane levitation, or other means of reliable overland flight. They possess a 50-foot fly speed.

Special: The level prerequisite may be reduced based on how common flight is in the setting. For example, in the Skybourne setting flight is common and airships are ubiquitous, so the level prerequisite could be ignored entirely.

Draft

Prerequisites: Leadership sphere, 5th level.

You may expend martial focus as an Action to force a non-hostile creature within 30 feet to make a Charisma saving throw or be charmed by you for 1 hour. While charmed, the creature will serve you as if it were a sidekick. Creatures not of the humanoid type gain advantage on their saving throw. Once a creature saves successfully against your use of this ability, it is immune to further uses of this ability by you for 24 hours. When the duration of the draft effect ends, the creature returns to its previous disposition, modified by any other effects that would have altered it in the meantime.

Should the charmed creature take damage, or should you attempt to make the creature perform an obviously suicidal action, the creature is automatically released from the effects of the charm.

Master Of The Dead (sidekick)

Prerequisites: Leadership sphere (sidekick package).

You may recruit sidekicks with the undead type, finding and reanimating dead bodies with arcane rituals. Such sidekicks are built normally but have the undead type and gain the following modifiers and abilities based on whether they are a Skeleton or a Zombie:

Skeleton

- +2 Dex, -4 Int, -4 Cha
- **Vulnerable:** bludgeoning

- **Immune:** poison damage
- **Condition Immunity:** exhaustion and poison
- **Senses:** darkvision 60 ft.
- **Languages:** Cannot speak, but still understands the languages it knows

Zombie

- +1 Str, +2 Con, -6 Int, -4 Wis, -4 Cha
- **Undead Fortitude** (If damage reduces the creature to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the creature drops to 1 hit point instead.)
- **Immune:** poison damage
- **Condition Immunity:** poison
- **Senses:** darkvision 60 ft.
- **Languages:** Cannot speak, but still understands the languages it knows.

Mystic Craftsman (followers)

Prerequisites: Leadership sphere (Craftsman, Scholars)

Your followers may craft magic items, even in your absence, utilizing the magic item creation rules used in your game. They cannot produce spells and prerequisites on their own, but they can work on any magic item that you are high enough level to craft if you can provide the prerequisites. A troop can craft at the same pace as a single person of your level, and if you work with them, any check you make to craft the magic item is made with advantage.

Planisphere

Prerequisites: Leadership sphere (follower package, Air Travel, Teleportation), 15th level.

Your followers are equipped for planar travel. Your followers ignore negative planar traits, and if you are with them, you and a number of allies equal to your proficiency bonus do as well.

Your followers can meet you in any location on any plane within 1d4 days. Once per day, you and your allies can be carried to another plane by your followers, arriving between 5 and 500 miles from a chosen destination. This requires 1d4 hours.

If you possess the Messengers talent, your messengers can reach any location on any plane and return within 1d4 days. If you possess both Messengers and Merchants, your messengers can be sent to obtain items from anywhere in the planes. You do not need to roll for availability; if it is available for purchase anywhere in the planes it will be bought and brought to you.

Squad

Prerequisites: Leadership sphere (follower and sidekick packages, Soldiers), 5th character level.

You may recruit your follower troops to be sidekicks.

Choose one troop to become a sidekick. This troop becomes either a troop of students, a troop of explorers, or a troop of veterans, and advances as if it were a sidekick, except each level a squad has counts as two levels when determining the maximum level of your sidekick or sidekicks. For each level that the squad has beyond 1st, it gains three Hit Dice and its hit point maximum increases. To determine the amount

of the increase, roll the Hit Die (the type of die appears in the sidekick's stat block) three times, and add three times its Constitution modifier. It gains a minimum of 3 hit points per level. This troop will follow you into dangerous situations like any other sidekick.

Teleportation

Prerequisites: Leadership sphere, (followers) package, 13th level.

Your followers are capable of performing rituals, borrowing spell-casting services, walking fairy-roads, and other methods of rapid, long-distance travel. Your followers can meet you anywhere on the same plane within 1d4 days, regardless of distance. Once per day, you and your allies can be carried to another location on your current plane by your followers, arriving 2d20 miles from a chosen destination. This requires 1d4 hours.

If you possess the Messengers talent, your messengers can reach any location on the same plane and return within 1d4 days. If you possess both Messengers and Merchants, your messengers can be sent to obtain items from anywhere on the plane. You do not need to roll for availability; if it is available for purchase anywhere on the plane it will be bought and brought to you.

Additional Rules

Advancing A Sidekick

Your sidekick starts as a 1st level character. Consult the table below to determine your sidekick's proficiency bonus and new features that they gain as they gain levels.

Hit Points

Whenever the sidekick gains a level, it gains one Hit Die, and its hit point maximum increases. To determine the amount of the increase, roll the Hit Die (the type of die appears in the sidekick's stat block), and add its Constitution modifier. It gains a minimum of 1 hit point per level.

If the sidekick drops to 0 hit points and isn't killed outright, it falls unconscious and subsequently makes death saving throws, just like a player character.

Proficiency Bonus

The sidekick's proficiency bonus is determined by its class level, as shown in the class's table. Whenever the sidekick's proficiency bonus increases by 1, add 1 to the to-hit modifier of all the attacks in its stat block and increase the DCs in its stat block by 1.

Ability Score Increases

Whenever the sidekick gains the Ability Score Improvement feature, adjust anything in its stat block that relies on an ability modifier that you increase. For example, if the sidekick has an attack that uses its Strength modifier, increase the attack's modifiers to hit and damage if the Strength modifier increases. If it's unclear whether a melee attack in the stat block uses Strength or Dexterity, the attack can use either.

Sidekick Classes

Explorer

The Explorer is a fearless, mobile, and vigorous individual. It might be a ranger, a scout, a traveler, or a vagabond. To gain the Explorer class, a creature must have at least one language in its stat block that it can speak. A sidekick gains the following class features as it gains levels, as summarized on the Explorer table.

Bonus Proficiencies

1st-level Explorer feature

The sidekick gains proficiency in one saving throw of your choice: Dexterity, Intelligence, or Charisma. In addition, the sidekick gains proficiency in Athletics, Perception, Survival, and one additional skill and language of your choice.

Martial Tradition

1st-level Explorer feature

The sidekick gains a martial tradition of your choice, provided it has Charisma or Intelligence as its key ability modifier.

Martial Training

1st-level Explorer feature

The sidekick gains a martial talent at every even level, according to **Table: Explorer**.

Fast Movement

3rd-level Explorer feature

The sidekick's movement speed increases by 10 feet while wearing light armor or no armor. The explorer's movement speed increases by 5 feet while wearing medium or heavy armor. The movement speed increases again at 7th level (20 ft. in light or no armor; 10 ft. in medium or heavy armor) and 11th level (30 ft. in light or no armor; 15 ft. in medium or heavy armor).

Ability Score Improvement

4th-level Explorer feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Explorer feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Tireless

10th-level Explorer feature

As an action, the sidekick can give themselves a number of temporary hit points equal to 1d8 + their key ability modifier (minimum of 1 temporary hit point). They can use this action a number of times equal to their proficiency bonus, and they regain all expended uses when they finish a long rest. In addition, whenever the sidekick finishes a short rest, their exhaustion level, if any, is decreased by 1.

Pass Without Trace

15th-level Explorer feature

The sidekick can't become lost or tracked except by magical means. In addition, after a long rest, the sidekick can designate up to a number of its allies it can see equal to its proficiency bonus to gain a +10 bonus on Dexterity (Stealth) checks; these bonuses do not stack with those granted by the pass without trace spell or similar effects. Creatures that receive this bonus can't be tracked except by magical means. These bonuses last for 24 hours or until the sidekick takes another long rest, whichever comes first.

Toned Body

18th-level Explorer feature

The sidekick gains proficiency in one of the following saving throws of your choice: Strength, Dexterity, or Constitution.

Table: Explorer

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Fast Movement	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Fast Movement	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	Tireless	5
11	+4	Fast Movement	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Pass Without Trace	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Toned Body	9
19	+6	Ability Score Improvement	9
20	+6	—	10

Student

The Student is an intelligent or wise individual who seeks to expand their knowledge. It might be a monk, a priest, or a sage. To gain the Student class, a creature must have at least one language in its stat block that it can speak. A sidekick gains the following class features as it gains levels, as summarized on the Student table.

Bonus Proficiencies

1st-level Student feature

The sidekick gains proficiency in one saving throw of your choice: Intelligence, Wisdom, or Charisma. In addition, the sidekick gains proficiency in History, Investigation, and one additional skill and language of your choice.

Martial Tradition

1st-level Student feature

The sidekick gains a martial tradition of your choice, provided it has Intelligence or Wisdom as its key ability modifier.

Martial Training

1st-level Student feature

The sidekick gains a martial talent at every even level, according to Table: Student.

Jack Of All Trades

3rd-level Student feature

The sidekick adds half their proficiency bonus, rounded down, to any ability check they make that doesn't already include their proficiency bonus.

Ability Score Improvement

4th-level Student feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Student feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Evasion

7th-level Student feature

Because of extraordinary good luck, the sidekick is skilled at avoiding danger. When the sidekick is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it failed. The sidekick doesn't benefit from this feature while incapacitated.

Expertise

11th-level Student feature

Choose two of the sidekick's skill proficiencies. The sidekick's proficiency bonus is doubled for any ability check it makes that uses any of the chosen proficiencies.

Reliable Talent

15th-level Student feature

The sidekick has refined its skills to an exceptional degree. Whenever the sidekick makes an ability check that includes its whole proficiency bonus, it can treat a d20 roll of 9 or lower as a 10.

Sharp Mind

18th-level Student feature

The sidekick gains proficiency in one of the following saving throws of your choice: Intelligence, Wisdom, or Charisma.

Table: Student

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Jack Of All Trades	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Evasion	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	—	5
11	+4	Expertise	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Reliable Talent	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Sharp Mind	9
19	+6	Ability Score Improvement	9
20	+6	—	10

Veteran

The Veteran is an individual who has some experience when it comes to combat, such as a bodyguard, a militiaman, or a soldier. Unlike the other two sidekick classes presented, a creature does not have a language requirement to gain Veteran class levels. A sidekick gains the following class features as it gains levels, as summarized on the Veteran table.

Bonus Proficiencies

1st-level Veteran feature

The sidekick gains proficiency in one saving throw of your choice: Strength, Dexterity, or Constitution. In addition, the sidekick gains proficiency in Acrobatics, Athletics, Insight, and one additional skill of your choice.

Martial Tradition

1st-level Veteran feature

The sidekick gains a martial tradition of your choice, provided it has Charisma or Wisdom as its key ability modifier.

Martial Training

1st-level Veteran feature

The sidekick gains a martial talent at every even level, according to **Table: Veteran**.

Danger Sense

3rd-level Veteran feature

The sidekick has advantage on Dexterity saving throws against effects that they can see, such as traps and spells. To gain this benefit, the sidekick can't be blinded, deafened, or incapacitated.

Ability Score Improvement

4th-level Veteran feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Veteran feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. The number of attacks increases to three when the sidekick reaches 15th level. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Battle Instinct

7th-level Veteran feature

The sidekick has advantage on initiative rolls. Additionally, if the sidekick is surprised at the beginning of combat and isn't incapacitated, they can act normally by expending their martial focus.

Retaliation

11th-level Veteran feature

When the sidekick takes damage from a creature within 5 feet of them, they can use their reaction to make a melee weapon attack against that creature.

Indomitable

18th-level Veteran feature

The sidekick can reroll a saving throw that it fails, but it must use the new roll. When it uses this feature, it can't use the feature again until it finishes a long rest.

Table: Veterans

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Danger Sense	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Battle Instinct	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	—	5
11	+4	Retaliation	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Extra Attack (2 extra)	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Indomitable	9
19	+6	Ability Score Improvement	9
20	+6	—	10

Statblocks

Equipping A Troop

A troop can ride a mount, wear armor if it is proficient, or use a different type of weapon if it is proficient, so long as 20 copies of the mount or item have been supplied to outfit the troop. To determine the damage a troop deals with a weapon, increase a weapon's damage die by two sizes and multiply the number of rolled dice by x2, or x1 if the troop has half its hit points or fewer.

Spell attacks (melee or ranged, do not have their damage increased in a troop, nor do they have their damage reduced in a troop if they are at half hit points or fewer.

TROOP OF COMMONERS

Huge troop of Medium or Small humanoids, any alignment

Armor Class 10
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

A troop of commoners cannot use the Attack action unless you possess the Soldiers talent.

TROOP OF EXPLORERS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 12
Hit Points 33 (6d8+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Cha +4

Skills Athletics +5, Perception +3, Survival +3, plus one of your choice

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of explorers has a martial tradition that has Charisma or Intelligence as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.

TROOP OF STUDENTS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 11

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+2)	14 (+2)	12 (+1)

Saving Throws Int +5

Skills History +5, Investigation +5, plus one of your choice

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of students has a martial tradition that has Intelligence or Wisdom as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d10) piercing damage, or 6 (1d10) piercing damage if the troop has half of its hit points or fewer.

TROOP OF VETERANS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 11

Hit Points 45 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +5

Skills Athletics +4, Insight +3, plus one of your choice

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of veterans has a martial tradition that has Charisma or Wisdom as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.





Retribution Sphere

Analytical warriors who wait for the precise moment to strike, practitioners skilled in the Retribution sphere are able to defend themselves with carefully prepared attacks.

All practitioners of the Retribution sphere gain the following ability:

Counterstrike

When you ready an action to perform a melee attack, the attack deals additional damage equal to your proficiency bonus. If you possess Extra Attack or Multiattack, then readying an attack is considered a special attack; only one attack is readied, and the rest can be made normally. Your attack resolves before the triggering action instead of after, and if this attack is successful, you regain the use of your reaction.

When readying an attack, you must choose a trigger for that attack. Commonly acceptable triggers are:

- A hostile creature making an attack roll
- A hostile creature attempting a contested ability check
- A hostile creature moving from their space
- A hostile creature casting a spell or sphere effect
- A hostile creature drawing a weapon
- A hostile creature speaking

Other triggers may be permissible with GM permission. You may select an additional trigger from this list at 5th level (2 triggers), 11th level (3 triggers), and 17th level (4 triggers). You may only make one counterstrike per round regardless of the number of triggers chosen.

You can apply a single talent with the (counter) tag to a counterstrike.

Retribution Basic Talents

Counter Talents

Clinch (counter)

You may attempt to grapple a creature damaged by this counterstrike as a reaction.

Haymaker (counter)

You aim for the target's mouth or equivalent orifice, impeding their ability to speak. The target must pass a Dexterity saving throw or have their mouth damaged. If their mouth is damaged, they must succeed on a Constitution saving throw every time they wish to speak, bite, use a breath weapon, or cast any spell or sphere effect with a verbal component, or find themselves unable to do so. This effect ends if the target receives at least 1 point of magical healing or after a short or long rest.

Launching Uppercut (counter)

You may expend your martial focus to cause creatures up to one size larger than you who are damaged by this counterstrike to be launched 10 feet into the air. Their movement for the round stops and the creature falls, suffering falling damage and landing prone as normal.

You may use this talent on a willing ally other than yourself without expending your martial focus, automatically hitting them and dealing no damage. In this case, the target's movement does not end and they can move through the air horizontally as if they had a fly speed, although they still fall at the end of their movement. If the ally attacks a target as they land on the ground, they do not suffer falling damage or fall prone.

Liver Shot (counter)

Creatures damaged by this counterstrike have all of their movement speeds reduced to 5 ft until the end of its next turn.

Terrifying Hook (counter)

Creatures damaged by this counterstrike must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.

Other Talents

Counter Focus

Whenever you successfully deal damage to a creature with your counterstrike, you may spend a reaction to regain your martial focus. The creature must have a CR of at least half your character level (rounded down, minimum 1/2).

Cross Counter

Whenever a creature within your reach makes an opportunity attack against you, you can expend your martial focus as a reaction to make a single attack against them, dealing damage as normal. Resolve this reaction prior to the creature's opportunity attack. If your attack is successful, the creature suffers disadvantage on their attack.

Dug In Blow

Whenever you successfully make an attack with your counterstrike, you gain resistance to bludgeoning, piercing, and slashing damage from one attack made by the counterstrike's target before the start of your next turn.

Headfake

As long as you have martial focus, whenever a creature attempts to make an opportunity attack against you, their attack roll suffers disadvantage.

Intercepting Strike

As a trigger, you may set a counterstrike not against a target but against an attack that is made within your reach or that passes through your reach. You cannot intercept spell attacks or massive ranged weapons such as boulders or ballista bolts unless you are using such a massive weapon yourself somehow. Make an attack as normal. If your attack roll is higher than the attack roll of the attack you are intercepting, their attack is negated. You may expend martial focus to use this ability as a reaction.

Powerful Counter

If you possess Extra Attack or Multiattack, you may trade your extra attacks to instead make your counterstrike even more powerful, dealing +1d8 damage for each forgone additional attack. In addition, when you make a counterstrike, you may also expend your martial focus to grant yourself advantage on the attack roll.

Raging Bull

Whenever your counterstrike is triggered, you may move up to half your speed in a straight line before making the attack.

Set Up

As a part of readying an action to perform a counterstrike, you can make a melee attack roll against one creature within your reach. If this attack hits, it deals no damage, but until the start of your next turn, the target of this attack can move only in such a way that the space it occupies is adjacent to you after their movement. If the target wishes to break free of this limitation, they can attempt a contested Strength (Athletics) or Dexterity (Acrobatics) check opposed by your Strength (Athletics) or Dexterity (Acrobatics) as a bonus action.

Spell Breaker

When you deal damage with a counterstrike against a creature casting a spell or sphere effect, the damaged creature must succeed on a Constitution saving throw as if taking damage while concentrating on a spell. Failure means the casting fails, wasting the action as well as any spell slot or spell points. This counts as concentrating for bonuses and penalties that apply to saving throws made to maintain concentration.

Sucker Punch

When you make an opportunity attack, you may expend your martial focus to treat that opportunity attack as though it was a counterstrike. If you do, you can only take the Dodge or Disengage action on your next turn.

Tight Guard

Whenever you use the Dodge or Ready actions, you gain a +1 bonus to your AC until the start of your next turn. This bonus acts as the AC bonus from a shield, and so does not stack with the AC bonus from using a shield. This bonus increases to +2 at 11th level.

Violent Pressure

Whenever you ready a counterstrike, you may spend a bonus action to force one hostile creature within 30 feet to make a Wisdom saving throw or be frightened of you until the end of its next turn. You may only target an individual creature once per day with this talent.

Retribution Legendary Talents

Chasing Assault

Prerequisites: Retribution sphere (Launching Uppercut).

Whenever you launch a hostile creature into the air with your Launching Uppercut talent, you may jump into the air next to them (this movement does not provoke opportunity attacks). You may make a single attack against that creature, knocking them to the ground if you hit and doubling their falling damage. You descend back to the ground at the end of the target's turn and do not suffer falling damage for the distance you jumped.

Intense Conditioning (counter)

Prerequisites: Retribution sphere (counterstrike ability), 5th level or higher.

Whenever you land a successful counterstrike, you may expend your martial focus to make the creature damaged by your counterstrike make a Charisma saving throw; if this save is unsuccessful, for 1 minute, whenever the creature attempts the action which triggered your counterstrike, they must make a successful Charisma saving throw or be unable to take that action, though they may still choose to take another action in its place. Creatures immune to the frightened condition are immune to this effect.

Variants

Pugilist

You may only counterstrike using unarmed strikes. You gain one (counter) talent as a bonus talent.



Scoundrel Sphere

Dirty Trick

As an action, you may attempt to gouge a creature's eyes, kick dirt in its face, box its ears, tangle its limbs together, tie their clothing in a knot, or any other, similarly underhanded maneuver. You must make a Dexterity ability (Sleight of Hand) check contested by that creature's Strength (Athletics) or Dexterity (Acrobatics) check. The GM determines the exact dirty tricks available depending on what the target is wearing, what is nearby, or how you plan to inhibit it. Depending on the exact dirty trick performed, if you succeed, you could make the creature deafened for 1 minute, knock the target prone, the target's movement speed is reduced by half for 1 minute, the target is grappled for 1 round, or blind the target for 1 round, or something else similar. Usually, a target can spend an action to rub out their eyes, untie their clothing, or otherwise undo the dirty trick and end this effect early.

Steal

You may make a Dexterity (Sleight of Hand) check as an action to take something from a target. This is contested by their Wisdom (Perception) skill if they are not aware of you, or their Strength (Athletics) or Dexterity (Acrobatics) skill if they are aware of you. You have disadvantage on this check if the target object is securely fastened (such as a backpack they are wearing or a sword inside its scabbard at their belt). You may plant an item instead of taking an item with a similar check.

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature or disadvantage if it is smaller.

Sleight of Hand

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Masters of subtlety and guile, practitioners of the Scoundrel sphere know how to best manipulate opponents into drop-

ping their guard before taking them for everything they have. When you gain the Scoundrel sphere, you gain proficiency in Sleight of Hand. If you already have proficiency in Sleight of Hand, you instead gain a bonus talent from this sphere.

You may use Steal not only to take objects, but also to take objects from a target's hand, as if performing a disarm. You also gain one (trick) talent of your choice.

Some talents are marked (trick). You may apply the benefits of a single (trick) talent to a dirty trick or steal. You must meet the prerequisites of the talent before you may add its effects.

Scoundrel Basic Talents

Trick Talents

Cleaned Out (trick)

Whenever you successfully use steal, you may steal up to two items from the target of your maneuver instead of one.

Double Dip (trick)

Whenever you successfully use dirty trick, you may expend your martial focus to perform two dirty tricks on them instead of just one. This means you could both tie up their clothing and throw sand in their eyes, box their ears and trap them in their clothing, etc. The target suffers the effects of both dirty tricks, and removing both penalties usually requires separate actions.

Fancy Footwork (trick)

You force the target to move 5 feet in any direction of your choice.

Ranged Trickery (trick)

As long as you have martial focus, you may use dirty trick against a creature within 10 feet.

Switcheroo (trick)

Whenever you successfully steal from a target, you may replace what you stole with a different item with no additional checks or actions, placing it in either an empty hand or pocket of the creature. If the item you placed on their person is somehow volatile (such as a vial of alchemist's fire or an Alchemy sphere formula), you can rig that item to explode at the end of your turn, as if you had made a successful attack with it.

Twist the Knife (trick)

You can make a single attack against that target.

Other Talents

Bob and Weave

As long as you have an ally adjacent to you, you can spend a bonus action to have that ally provide you with partial cover (granting a +2 bonus to AC and Dexterity saving throws) until the beginning of your next turn, or until that ally is no longer adjacent, whichever comes first.

Counter Theft

Whenever a creature within your natural reach makes an attack against you with a manufactured melee weapon, you can expend your martial focus as a reaction to make a steal attempt against that creature to disarm them of the weapon before their attack can be resolved. If successful, they lose the attack as well as the weapon.

Cut and Run

As long as you have martial focus, whenever you use an action to successfully steal from a target or use a dirty trick on them, you may move up to half your speed. This movement does not provoke an opportunity attack from the target of your ability.

Distracting Trickery

Whenever you successfully perform a dirty trick or steal against a creature, the target cannot make opportunity attacks against anyone except you for 1 round.

Filthy Distraction

Whenever you successfully perform a dirty trick against an unaware creature, the target takes disadvantage on Perception checks for 1 minute in addition to the other effects of the dirty trick.

Focusing Thievery

Whenever you successfully perform a dirty trick or steal, you may spend a bonus action to regain your martial focus.

Improved Gifting

You add twice your proficiency bonus to Sleight of Hand checks.

Master Thief

You may expend your martial focus as part of stealing from a target to no longer suffer disadvantage if they are holding the object in two hands or if the object is securely fastened. If you successfully disarm the target, you may immediately catch the disarmed object before it can be dropped.

Misdirected Attack

Whenever you provoke an opportunity attack for moving, you may make a dirty trick attempt against the attacking creature as a reaction. If successful, instead of inflicting a penalty you may instead redirect the attack to a creature within the attacker's reach, using the attack roll's original result to determine the result. You take no damage, nor any additional effects, from the attack.

Quick Thievery

You may expend your martial focus to perform a dirty trick or steal as a bonus action.

Scoundrel Legendary Talents

Steal Charm

Prerequisites: Scoundrel sphere.

When using steal, you may expend your martial focus to steal their Charisma rather than steal an item. If successful, the creature suffers disadvantage on all Charisma checks for 10 minutes. They are unaware of this penalty. At 11th level, this penalty lasts for one hour. This is a magical effect.

Steal Equipment

Prerequisites: Scoundrel sphere (Master Thief)

When expending your martial focus with the Master Thief talent, you may attempt to steal the target's armor or worn clothing. You have disadvantage on this roll, which is not mitigated through the Master Thief talent.

Steal Heart

Prerequisites: Scoundrel sphere, 7th level or higher.

If you expend your martial focus when using steal, rather than steal an object, you may force the target to make a successful Wisdom saving throw. If they fail, they are charmed by you for 1 minute. Once a creature has been affected by or made a saving throw against this talent, they cannot be affected by it again until after you complete a long rest.

Steal Identity

Prerequisites: Scoundrel sphere, 5th level or higher.

When using steal, rather than steal an item, you may expend your martial focus to harness an understanding of the creature's appearance and behavior. You gain advantage on Disguise checks to disguise yourself as that creature for 1 hour. This is a magical effect.

Steal Spells

Prerequisites: Scoundrel sphere, 11th level or higher.

When using steal, rather than steal an item, you may attempt to transfer an ongoing spell effect from that target to yourself for 1 minute. If the magic is being maintained through concentration, you take over concentrating on the effect. At the end of this duration, the effect ends on you and returns to the creature it was stolen from. Time spent stolen still counts against the effect's duration, and if the effect's duration expires while it is stolen, it ends as normal.

This functions with spell effects with a target of 'self' but does not otherwise function with spell effects that would consider you an invalid target (for example, if the effect only targets specific creature types). This is a magical effect.

Steal Skill

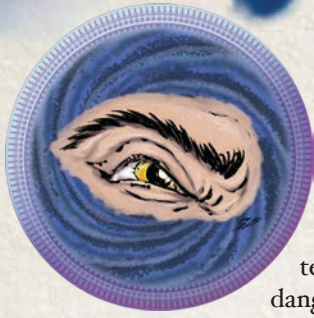
Prerequisites: Scoundrel sphere, 5th level or higher.

When using steal, rather than steal an item, you may expend your martial focus to attempt to steal one skill proficiency the target possesses. This does not grant you knowledge of what proficiencies the target possesses; you must either know or guess them in order to steal them. If successful, the target loses their proficiency, and you gain it for 1 minute. If the creature receives twice its proficiency bonus to the chosen skill, you gain this benefit as well. This is a magical effect.

Steal Talent

Prerequisites: Scoundrel sphere (Steal Skill), 7th level or higher.

Whenever you use Steal Skill, you may choose to steal a talent (magic or martial) instead of a skill proficiency. If you attempt to steal a base sphere for which the target possesses additional talents beyond the base, you take disadvantage on your check. Affected creatures cannot use abilities for which the prerequisite talent has been stolen, and if you steal talents which have prerequisites that you do not meet, you cannot use them. This is a magical effect.



Scout Sphere

Training in the Scout sphere teaches you how to hide from danger, identify potential threats and hazards, track opponents through almost any environment, and identify a creature's key weaknesses. When you gain the Scout sphere, you gain proficiency in Stealth. If you already have proficiency in Stealth, you instead gain a bonus talent from this sphere.

All practitioners of the Scout sphere gain the following ability:

Scout

As a bonus action, you may attempt to scout a target you can see within 120 feet. This requires you to make either an Intelligence (Investigation) check or a Wisdom (Perception) check (your choice) against a DC 20. If you fail to scout a target, you cannot try again against the same target until you take a long rest. On a successful check, you learn the creature's Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities, but not any additional information about the target. Once you have successfully scouted a target, you can apply any (research) talents you possess against the target for the next 24 hours or until you take a long rest, whichever comes first; after this period, you must successfully use the scout ability against the target again to continue benefiting from related effects.

Scout vs. Recall Lore

It is possible with GM permission to learn a creature's immunities, resistances, and vulnerabilities with an appropriate Intelligence check made to recall lore about the target (such as using Intelligence (Nature) to recall lore on a beast). Unlike the scout ability, the DC to recall lore about an individual creature is determined by the GM and could fluctuate based on how common or rare the creature is in the setting. For example, a rat might only be a DC 5 to use recall lore on, while a tarrasque could have a DC 30. Any individual creature that you have successfully recalled lore about to learn its immunities, resistances, and vulnerabilities may be treated as a scouted creature for the purpose of benefiting from (research) talents; if there are multiple creatures of the same type, such as a group of 5 rats, you must still recall lore on each of them individually to treat them as scouted.

Additionally, a number of features, spells, or abilities may exist that allow a character to learn a creature's immunities, resistances, and vulnerabilities. Successfully identifying a creature's immunities, resistances, and vulnerabilities with a feature, spell, or ability allow the character to treat the creature as scouted for the purpose of benefiting from (research) talents.

Scout Basic Talents

Some talents have the (research) tag, which allows you to apply what you have learned about a scouted target in offensive or defensive ways. Not all (research) talents require you to scout a target successfully; However, those that don't will include an increased benefit if you have.

Research Talents

Deadly Strike (research)

If you are hiding and attacking a surprised creature, you deal additional damage to the target equal to 1/2 your level with your first attack. If you have successfully used the scout ability to identify the target's weaknesses, you instead deal additional damage equal to your level.

Discern Condition (research)

You know the general health condition of scouted creatures as described below:

- Normal: Has at least 90% of full normal hit points.
- Fair: 30% to 90% of full normal hit points remaining.
- Poor: Less than 30% of full normal hit points remaining or suffering from a debilitating injury.
- Weak: 0 hit points, crippled, or suffering from a severe, immediately life-threatening condition.

Discern Tells (research)

You gain advantage on the first Insight check you make against any creature after you have successfully scouted them.

Find Gap (research)

You score critical hits against scouted targets on a roll of 19 or 20.

Identify Rhythms (research)

As long as you have martial focus, you gain a +2 bonus to AC against all attacks of scouted creatures.

Stealth Surge (research)

Creatures you have successfully scouted take disadvantage on Wisdom (Perception) rolls made to perceive you when you are hiding.

Target Weakness (research)

You may use scavenged materials collected as you travel to improvise a weapon targeting one of the weaknesses of a scouted creature as a bonus action; you may instead expend your martial focus to use this ability without spending an action. The next attack you make against the target with a weapon attack, including traps, is treated as though half the total damage it deals (rounded down) were of a type the target has vulnerability to (for example, if you fire an arrow at a red dragon, who has vulnerability to cold damage, and would normally deal 14 points of piercing damage, you instead deal 7 points of piercing damage and 7 points of cold damage, increased to 14 by the vulnerability); if this attack is not made before the end of your next turn, this effect is wasted.

Additional damage dealt by the attack, such as from the Flame Tongue, is calculated separately from this effect.

Alternatively, your weapons are treated as having one type listed in the target's damage resistance (for example, if an enemy has resistance bludgeoning, piercing, and slashing damage overcome by silver, you may treat your attacks as silver for 1 round).

Other Talents

Analytical Gaze

You may expend martial focus as part of using scout to grant yourself advantage or a +5 bonus on the Intelligence (Investigation) or Wisdom (Perception) check.

Discern Illusions

As long as you have martial focus, you gain advantage on all Wisdom saving throws and Intelligence (investigation) checks against spells of the Illusion school or sphere effects of the Illusion sphere. As a bonus action, you can expend martial focus to grant this advantage to all allies within 30 feet for a number of rounds equal to your Wisdom modifier.

Fast Stealth

You may hide as a bonus action.

Great Senses

You gain proficiency in either Perception or Investigation. If you already have proficiency in either skill, you may instead add twice your proficiency modifier to that skill. You may take this talent multiple times.

Great Stealth

You may add twice your proficiency modifier to Stealth.

Heightened Awareness

When making an ability check using the Investigation skill, you may detect the presence of ongoing magical auras, such as those left by spells such as alarm or invisibility. If there is not another DC given (such as by a creature using Stealth), the DC is equal to the original spell DC, or DC 15 if the effect does not originate from a source that would make it possible to determine a spell DC. This does not give you any information about the exact nature of magical effects detected in this

manner, you are merely aware that a magical effect is active and the general area it is active in.

So long as you have martial focus, you may use passive Perception to notice the presence of ongoing magical effects (as described above) whenever you pass within 10 feet of them, whether or not you are actively looking.

Hidden Appearance

You gain proficiency with Disguise kits. If you already have proficiency with Disguise kits, you may add twice your proficiency modifier. You may take this talent twice.

Hidden Focus

Whenever you use the Stealth skill to successfully hide, you may regain your martial focus as a bonus action.

Part-Breaker

You automatically treat any creatures that you score a critical hit against as scouted; you do not learn the creature's immunities, resistances, and vulnerabilities but may apply (research) talents as if it were scouted.

Persistent Scout

You can attempt to scout an individual creature a number of times per long rest equal to your key ability modifier (minimum 2).

Piercing Senses

You do not suffer disadvantage when making an attack against a target that is invisible or otherwise heavily obscured, although you still need a way to locate what space the creature is in. This also applies to attacks made while you are blind. If the target is under a mirror image spell or a similar effect, this allows you to roll twice and choose the most favorable result when determining if the target was struck.

Reflexive Stealth

Whenever you succeed at a Dexterity saving throw against an area effect, you may make the Hide action as a reaction. This only lasts until the end of your next turn if you can't find cover or some other way to stay hidden.

Sense and Resist Scrying

You are able to detect and evade the scrying of others. You may use Perception or Investigation to detect sensors (such as from the clairvoyance spell) as if they were invisible creatures with a Stealth check of the caster's spell DC.



Scout Legendary Talents

Detect Surface Thoughts (research)

Prerequisites: Scout sphere, proficient with Insight, 5th level or higher.

You can spend an action to hear the surface thoughts of a scouted creature within 30 feet.

Empirical Tracker

Prerequisites: Scout sphere (Track The Scene)

You can scout a creature by targeting the set of tracks you are following with the Track The Scene talent instead of targeting a creature you can see.

Inimical Gaze

Prerequisites: Scout sphere, 5th level or higher.

You may expend your martial focus as an action to attempt to scout all creatures within 60 feet.

Magehunters Vision

Prerequisites: Scout sphere (Heighten Awareness), 3rd level or higher.

Your passive Perception from Heighten Awareness extends as far as you can see, rather than only 10 feet.

True Sight

Prerequisites: Scout sphere (Discern Illusions, Piercing Eye), 17th level or higher.

So long as you have martial focus, your razor-sharp senses can no longer be fooled by illusions and misdirections, granting you the ability to see all things as they actually are. This is a personal, non-magical effect that allows you to see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under blur or displacement effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things.

Further, you can focus your vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of this effect is 120 feet.

This ability does not penetrate solid objects. It in no way confers x-ray vision or its equivalent. It does not negate obscuring effects, including that caused by fog and the like. It does not help you see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. This effect cannot be further enhanced with magic, so one cannot use this ability through a crystal ball or in conjunction with the clairvoyance spell or similar effects.

Variants

Hidden Eyes

You do not gain the scout ability of the Scout sphere. You cannot take (research) talents. You gain Fast Stealth as a bonus talent.

As long as you have martial focus, you also immediately become aware of any attempt to scry on you, such as with scry spell or the Scrying advanced Divination sphere talent. If these spells and effects originate within 30 feet of you, you also know their location. As soon as you become aware of such an effect, you may force the caster to make a Spellcasting ability check contested by your Dexterity (Stealth) check. If you succeed, the effect becomes unable to detect any information about you or the area or creatures within 30 feet of you.

Sight Beyond Sight

You may spend a bonus action to grant yourself tremorsense out to 10 feet for one round. You may expend your martial focus when activating this ability to instead gain blindsight for the same duration.

Somnambulance

Your acute senses have been trained to their peak, making you difficult to catch unaware even while sleeping. You no longer suffer disadvantage on Perception checks made while you are sleeping and falling unconscious, and going to sleep no longer causes you to lose martial focus. In addition, you while unconscious you do not automatically fail Strength and Dexterity saving throws and creatures do not have advantage on attack rolls against you.

You may take this talent a second time; the second time you take this talent, you no longer suffer most negative limitations of being asleep; this is functionally similar to immunity to sleep, though rather than staying awake when targeted by a sleep affect your subconscious mind and instincts simply take over, allowing you to continue fighting unimpeded. However, you still cannot perform any Charisma, Dexterity, or Intelligence-based ability checks or any ability that requires patience or concentration.

Sudden Acuity

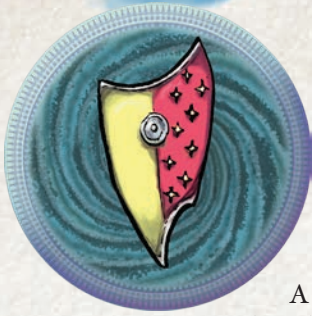
You may use the Search action as a bonus action.

Track The Scene

You gain advantage on ability checks made to find and follow tracks. When successfully following a set of tracks no older than 1 hour per level, you learn not only what direction they headed but what actions the tracked targets took before leaving the area and during their movement as long as you successfully continue to follow their trail; information gained in this manner is typically quite general, such as whether the targets paused and ate, split up, had an altercation, etc. Detailed information such as what spells they may have cast or items they may have used is typically unavailable unless the targets left some tangible indication of the act behind, such as an empty potion bottle.

Wind Reader

You can use your trained senses to read the movements of the wind and other factors in the environment to improve your accuracy with ranged attacks. As long as you have martial focus, you may ignore disadvantage on ranged weapon attacks inflicted by wind, rain, or other weather.



Shield Sphere

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature or disadvantage if it is smaller.

Practitioners of the Shield sphere master shields, leveraging more power and utility out of such equipment than most warriors ever dream of. All practitioners of the Shield sphere gain the following ability:

Active Defense

If you are using a shield and are attacked by a creature you are aware of, you may use your reaction to increase your shield bonus to AC against that attack by +2.

Talents with the (deflect) tag grant additional effects to this ability. Each use of active defense may only benefit from one (deflect) talent. You may expend your martial focus to use active defense without spending a reaction.

Shield Basic Talents

Deflect Talents

Catch Blade (deflect)

If the triggering attack misses and was made with a melee weapon, you may make a disarm attempt against that weapon with no additional action. Magic shields add their bonus to this check.

Smashing Counter (deflect)

If the triggering attack misses and was made by an adjacent creature, you may shove the attacking creature with no additional action.

Redirecting Shield (deflect)

Whenever a weapon attack (not including siege weapons or other massive weapons) misses a creature benefiting from your active defense, you may expend your martial focus to choose a new target for the attack within its original range (for ranged attacks) or reach (for melee attacks), comparing the original attack roll to the new target's AC.

Sacrificial Shield (deflect)

If the triggering attack hits and is a critical hit, you may break your shield to turn the critical hit into a normal hit. Broken shields can often be repaired during a long rest.

Other Talents

Blockade

You may use active defense against effects that allow you to make a Dexterity saving throw to take half damage. When used in this way, you add your shield's AC bonus to your Dexterity saving throw instead of gaining the usual benefits of active defense. If you succeed on the saving throw, you take no damage from the effect.

Cover Ally

You may grant your active defense to an ally within your natural reach when an attack targets that ally.

Extensive Defense

You may expend martial focus without an action, even when it's not your turn, to apply your active defense against all valid triggering attacks until the start of your next turn without spending a reaction. If you possess the Cover Ally talent, you may apply this benefit to yourself and all allies within reach.

Flexible Cover

As an action, you may use your shield to create cover. When using a shield in this way, you must choose one edge of your space to create this cover. This creates three-quarters cover (+5 to AC and Dexterity saving throws) until the beginning of your next turn for any attacks that pass through that edge. Cover granted this way is insufficient to enable you to make a Dexterity (Stealth) check to hide. You may expend your martial focus to use this talent as a bonus action. As a reaction, you may change the selected edge of your space.

Greater Deflect

When using active defense, you may expend martial focus to apply two (deflect) talents instead of one.

Guarded Stance

You may use active defense when not equipped with a shield. You may treat one weapon you are wielding as a shield for purposes of talents that reference your shield.

Interposing Shield

Creatures benefiting from your active defense bonus (including yourself) reduce the damage taken from attacks that hit despite active defense by your proficiency bonus. This is applied before resistance.

Punch Block

When you use your active defense, you may choose to make an attack roll with an unarmed strike and use the result of this attack in place of your AC for resolving the triggering attack, even if lower.

Reactive Defense

Whenever you take the Dodge action while wielding a shield, you may make an attack as a reaction against a creature that misses you.

Shield Skate

When moving down an incline or using the Dash action, you may spend a bonus action to throw your shield down in front of you and use it to skate across the ground. This increases your land speed by +20 feet for that round. You do not benefit from your shield's bonus to AC during your movement while using this ability. You may freely reclaim and re-equip your shield at the end of your movement.

Shield Legendary Talents

Perfect Redirection

Prerequisites: Shield sphere (Redirecting Shield), 7th level or higher.

You may use your Redirecting Shield talent against spell attacks.

Souls Shield

Prerequisites: Shield sphere, 11th level or higher.

You gain a bonus to all saving throws equal to your shield's bonus to AC. This does not stack with effects that allow you to add an ability modifier to saving throws, such as the paladin's aura of protection.

Variants

Passive Blocker

You do not gain the active defense ability and cannot take (deflect) talents or other talents that require the use of active defense. You gain Flexible Cover as a bonus talent. You cannot possess both this and either Unshielded or Fearless.

Unshielded

You cannot use active defense with a shield. You gain Guarded Stance as a bonus talent.

Fearless

Your active defense does not grant a bonus to ac. You gain a (deflect) talent as a bonus talent.





Sniper Sphere

Scout Shot

You can make a ranged attack roll against an AC of 10 to scout an unattended Tiny-sized object 10 feet away from you.

Snipers specialize in making accurate shots, even over great distances.

All practitioners of the Sniper sphere gain the following ability:

Deadly Aim

When making a ranged attack, including spell attacks, that has advantage, you may reroll one of the two attack roll dice once. This cannot stack with other similar benefits from feats or abilities.

Snipe Shot

Some talents are marked (snipe). As a special attack, you may add the effects of a single (snipe) talent you possess to an attack made with a ranged weapon.

Sniper Basic Talents

Snipe Talents

Bouncing Shot (snipe)

You may expend your martial focus to bounce your attack off of the ceiling, floor, or wall to attack a protected target. This allows your attack to turn once at whatever surface it is bouncing off of and strike a target. A bounced surface does not take damage, and you use the total distance traveled (including to and between bounced surfaces) when determining range.

Head Shot (snipe)

You take careful aim for a weak spot on the target and exploit it.

When making a head shot, you cannot make additional attacks from the Extra Attack class feature. Instead, increase the damage of this attack by +1d8 for each additional attack you otherwise would have been able to make through the Extra Attack class feature. Multiattack counts as Extra Attack for the purpose of head shot; only ranged attacks after the first are calculated when determining additional damage.

If this attack deals at least 50% of the creature's current hit points, you may expend your martial focus to force the target to make a successful Constitution saving throw or immediately drop to 0 hit points.

Hindering Projectiles (snipe)

Your successful ranged attack leaves the weapon or ammunition lodged in the wound, making it difficult for the target to move and react. The target must make a Dexterity saving

throw or have disadvantage on all attack rolls until it takes an action to remove the weapon or ammunition.

Piercing Shot (snipe)

Your attack pierces the target and can strike another creature in line behind it. You must be able to trace a line starting at your space and passing through both targets to make this additional attack. The secondary attack roll is made with disadvantage and cannot extend to long-range. If the secondary attack also successfully damages its target, the projectile can continue to hit a third target.

Pinning Shot (snipe)

On a successful attack, the target must pass a Dexterity saving throw or be grappled until it spends an action to remove the weapon or ammunition.

Push Shot (snipe)

On a successful attack, the target is pushed back 5 feet. If this movement would force a creature into a solid object, they instead fall prone.

Targeted Assault (snipe)

You may expend your martial focus to ignore the target's resistance to bludgeoning, piercing, and slashing damage.

Weapon Shot (snipe)

On a successful attack, the target must succeed on a Strength or Dexterity saving throw (its choice) or drop a held weapon or other held item of your choosing. The target has advantage on this saving throw if the object is held in two hands. The item lands up to 10 feet away in a direction of your choice.

If making a scout shot against an unattended object with this talent, you may move it 10 feet in any direction rather than only away from you, even catching it if you have a hand free and are close enough.

Other Talents

Deadly Shot

When making a snipe shot, you may choose to take a -5 penalty to the attack roll. If you do so and the attack hits, it deals +10 damage.

Far Shot

Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Intercepting Shot

You may ready a ranged attack to intercept another ranged attack. You cannot intercept spell attacks or massive ranged weapons such as boulders or ballista bolts unless you are using such a massive weapon yourself somehow. Make an attack as normal. If your attack roll is higher than the attack roll of the attack you are intercepting, their attack is negated.

You may expend martial focus to use this ability as a reaction.

Perfect Shot

You may expend martial focus as a bonus action to grant yourself advantage on your next ranged weapon attack before the end of your turn.

Shift Position

If you move no more than 5 feet on your turn, you may regain your martial focus as a bonus action.

Trap Technician

You can expend your martial focus to attempt to disable a trap with a ranged attack as if using thieves tools, substituting your attack roll for an ability check.

Sniper Legendary Talents

Fragmenting Shot

Prerequisites: Sniper sphere (Head Shot), 7th level or higher.

If you reduce the target to 0 hit points through the Head Shot talent, it must succeed on a Constitution saving throw or be instantly killed as its head (or equivalent body part) explodes in a shower of gore. Each creature within 10 feet of the target must pass a successful Dexterity saving throw or be blinded for 1 minute or until they spend an action cleaning the guts from their eyes.

Phasic Shot

Prerequisites: Sniper sphere (Perfect Shot), 15th level or higher.

Your shot is fired with such force and deadly accuracy that it cuts through the very bonds of reality, ignoring cover (including total cover) between it and its target, including effects that hinder ranged attacks such as the wind wall spell or the monk's deflect missiles ability. If you possess the Star Scrapper legendary talent, you may attack a target anywhere within its advanced range, even if they are completely enclosed by protective surfaces. However, you must still have a reliable means of ascertaining your target's exact location. This is a magical effect.

Star Scrapper (snipe)

Prerequisites: Sniper sphere (Perfect Shot), 11th level or higher.

As a bonus action, you can impose disadvantage on a ranged attack to increase your weapon's base range to 1 mile. You can attack a target without having line of sight or line of effect to them, ignoring any cover they possess, provided there is at least some form of straight open path between you and them, even if that path must go over a mountain or some other sort of large obstacle. However, you must have an accurate idea of the target's location, such as by being signaled by a

flying ally or informed of the target's location and movements via a spell. Creatures who are completely enclosed by protective surfaces, such as creatures inside a castle room with no windows, cannot be targeted by this effect.

Variants

Close Quarters Shooter

You may only apply (snipe) talents to attacks against targets within 30 feet. You gain the Perfect Shot talent as a bonus talent.





Tinkerer Sphere

Alien Technology

In order to determine how alien technology works, a character must succeed on a number of Intelligence checks based on the complexity of the item. GMs should consider making the item break if a character fails four or more times before taking a long rest. A character who has seen an item used or has operated a similar item has advantage on Intelligence checks made to figure out its use.

Figuring Out Alien Technology

Int. Check Total	Result
9 or lower	One failure; one charge is wasted, if applicable; character has disadvantage on next check
10-14	One failure
15-19	One success
20 or higher	One success; character has advantage on next check

Training in the Tinkerer martial sphere teaches you how to quickly and efficiently use tools and materials to build constructs, gadgets, and wonderful machines. Depending on the nature of your setting, these could be clockwork contraptions, gnomish machines, alchemical wonders, a form of applied magic powered by charged crystals, or even advanced super-science born from the fevered dreams of mad scientists; such decisions do not change the nature of the sphere, and are between you and the Game Master.

When you gain the Tinkerer sphere, you gain proficiency with tinker's tools and gain one (gadget) talent of your choice. If you are already proficient with the tinker's tools, you instead gain an additional Tinkerer talent of your choice.

Gadgets. (Gadget) talents describe items you can create if you have that talent. Gadgets that allow a saving throw use your sphere DC.

So long as you have tinker's tools and are proficient, you are assumed to have all the tools and materials required to create gadgets. Gadgets are finicky things and require constant attention to stay working; you cannot have more gadgets created at one time than a number equal to your proficiency bonus + the number of Tinkerer sphere talents you possess. You may create up to your maximum number as part of a short or long rest.

It is relatively easy (DC 5 Intelligence check) to recognize the unstable and impermanent nature of these gadgets, so typically they have no monetary value; a potential buyer who fails their Intelligence check assumes they are a standard item of their type (if applicable), or are a mundane item worth no more than 10 gp.

A creature must be holding a gadget to activate it. Activating a gadget is considered interacting with an object, although some gadgets include other action costs as well.

Complexity. Some gadgets are particularly complex, counting as 2 or even 3 gadgets against your total. Each gadget possesses a complexity score, which details how many gadgets it counts as towards your total.

Gadget Proficiency. With the exception of gadgets that are considered weapons, you are proficient with any gadget you possess the talent to create. Others in your party are not proficient, but can use gadgets without issue if you've shown them how they work. Other creatures, however, consider gadgets alien technology (requiring a number of successes equal to 1 + the gadget's complexity).

Accessory Talents. In addition to gadgets, some talents are labeled (accessory). Accessories are gadgets that attach themselves to other gadgets or pieces of equipment, expanding the item's versatility. Attaching a gadget to an item requires an action or bonus action.

Consumable. Some gadgets are labeled (consumable). These gadgets can only be used once. You may grant it additional uses at a cost of +1 complexity per use.

Tinkerer Basic Talents

Accessory Talents

Battery (accessory, gadget)

You may create a gadget that can attach to a consumable gadget. Only one battery can be attached to an individual gadget at a time. A battery is created possessing a number of charges equal to your key ability modifier (minimum 1). Consumable gadgets may spend a charge from the battery in place of one of its limited uses.

Footwear Improvement (accessory, gadget)

You may modify an existing set of footwear with a gadget, such as boots that are part of a clothing outfit or armored boots from a suit of armor. You can grant multiple benefits to the same footwear; each granted mode counts as a separate gadget for the purpose of complexity.

Only one mode can be active at a time. Activating, deactivating, or changing a mode is considered interacting with an object.

Inflatable Shoes. The boots have a water-walking mode. While active, the wearer's land speed is reduced by half, but they may walk on liquid as if it were solid.

Magnetic Shoes. The boots have a magnetic mode. While active, the wearer's land speed is reduced by half, but they may walk on metal surfaces such as metal walls and ceilings as easily as if they were ground.

Motorized Steps. The boots have a runner's mode. While active, the wearer's land speed is increased by 10 feet.

Retractable Flippers. The boots have a swimmer's mode. While active, the wearer moves at half speed while on land but can move at their full speed while swimming.

Retractable Toe Claws. The boots have a climber's mode. While active, the wearer moves at half speed while walking or running but can move at their full speed while climbing.

Rocket Boots. (consumable) The boots have a flyer's mode. While active, the wearer's land speed is reduced by half, but they gain a 15-foot fly speed for 1 minute. If activated in the middle of a Dexterity (Acrobatics) check, this grants advantage to that check.

Integrated Weapon (accessory, gadget)

You may create a gadget that attaches two objects together, such as two weapons or a weapon and a shield, such that wielding one means wielding the other. If either item requires two hands to wield or has the heavy quality, the entire combined item also requires two hands or cannot be wielded by Small creatures. Attaching or detaching an object to or from the gadget counts as interacting with an object.

For +1 complexity each, you can integrate one additional object into the gadget.

Melee Weapon Improvement (accessory, gadget)

Balanced Grip. The weapon gains one of the following benefits:

- Heavy weapons are treated as not possessing that weapon property.
- One-handed weapons that lack the light property are treated as possessing that weapon property.
- Light weapons that lack the finesse property are treated as possessing that weapon property.

Enhanced Damage. The weapon counts as magical for the purpose of overcoming resistance.

Weighted Edge. (consumable) The weapon deals an additional +1d4 damage for 1 minute.

Ranged Weapon Improvement (accessory, gadget)

Ammo Spitter. (complexity 2) This gadget attaches to a single weapon with the ammunition property. Activating this gadget provides the attached weapon with a ready supply of ammunition. This gadget does not modify the actions necessary to load ammunition into the attached weapon, and this ammunition is always destroyed after an attack whether or not it hits the target.

This gadget cannot provide ammunition to unusually large ranged weapons such as siege weapons, nor can it create exotic ammunition for alien technology (weapons outside the setting's era). Using burst fire (or another weapon property or ability that requires spending 5 or more rounds of ammunition in a single attack) causes this gadget to deactivate after the attack.

Far-sight Scope. The range of the weapon (both normal and long) doubles.

Pressurized Shot. You may spend an action to build up pressure within the shot. The next attack made with the weapon within 1 minute deals an additional 1d10 damage.

Speed Lever. This can only be attached to a weapon with the loading property. The loading property on the weapon now allows for up to 2 attacks per round instead of 1. For an additional +1 complexity, the weapon ignores the loading property altogether.

Shield Improvement (accessory, gadget)

You may create any of the following gadgets, which can be attached to a shield.

Dispenser. The shield can store up to 2 objects that can be held in one hand. You count as holding the object in your hand while wearing the shield.

You can't use this to make an attack with a weapon contained in the shield, but you can use it to drink a potion when your hands are full, hold an extra throwing weapon (so long as your other hand is free to throw that weapon), etc. Reloading a dispenser is an action, but drawing from the dispenser doesn't even count as interacting with an object.

For +1 complexity each, you can increase the number of stored objects by 2.

Expanding. The shield has a wall mode. As an action, you may expand the shield to create a 5 ft. wide wall that provides three-quarter's cover to anyone behind it (granting a +5 bonus to AC and Dexterity saving throws). You cannot move the wall while it is expanded and must either release the shield or return it to normal as an object interaction before moving.

Magnetized. (complexity 2) If something attacks the wearer of this shield with a metal melee weapon and misses, the wielder may make a disarm check against them as a reaction.

Suit Improvement (accessory, gadget)

You may create a series of gadgets that augment an existing outfit, such as a set of **Armor**:

Air Bladder. (consumable) The suit grants its wearer 1 hour of breathable air, which can be used to breath underwater, avoid the effects of gases, etc., switching to and from the air bladder's air counts as interacting with an object.

Camouflage. (consumable) You may activate this suit to count as lightly obscured for 1 minute, letting you make Stealth checks to Hide even if observed.

Parachute. (consumable) The suit has a parachute that can be activated as a reaction when falling. The wearer falls only 60 feet per round and takes no falling damage.

Slick Materials. The suit grants its wearer advantage on Dexterity (Acrobatics) checks made to resist or escape a grapple.

Weapon Damage Pack (accessory, gadget)

You create an attachable gadget that changes the damage dealt by an existing weapon. If attached to a non-thrown ranged weapon (such as a crossbow), the gadget is applied to the weapon's ammunition. If attached to a consumable weapon (such as an acid flask), the gadget breaks after use. This gadget has a complexity determined by the damage type selected.

- *Complexity 1:* Bludgeoning, piercing, or slashing damage

- *Complexity 2:* Acid, cold, electricity, fire, or poison damage
- *Complexity 3:* Necrotic, psychic, radiant, or thunder damage

Gadget Talents

Artillerist Gadgets (gadget)

You may craft any of the following gadgets:

Detonator. A detonator is a consumable hand-held object that must be set (considered interacting with an object), after which it explodes after a set amount of time (1 round, 1 minute, 10 minutes, or 1 hour) chosen at the time of activation. You may throw the detonator up to 60 feet as an action.

When a detonator explodes, it is destroyed and deals 1d6 fire damage, +1d6 at 5th (2d6), 11th (3d6), and 17th level (4d6), to anything within 5 feet of it. Targets are allowed a Dexterity saving throw for half damage. Additionally, when you set a detonator, you can attach a poison or alchemical item to the detonator as part of the same action, such as an alchemist's fire, flash powder, or others. When the detonator explodes, any creature who fails their Dexterity saving throw is also affected by the alchemical item or poison. You may use your Potency from the Alchemy sphere to increase the DC of an item you use, but doing so will have no other mechanical effect on the poison or alchemical item.

If you have a Remote Control gadget, you can use a reaction to cause a detonator within signal range to immediately explode.

Complexity 2: You are no longer limited to attaching only alchemical items or poisons to the detonator. You can now instead attach magical consumables, including magic dusts, oils, potions, and scrolls.

Hook and Pulley. A hook and pulley must be held in one hand to use. The wearer can pick up objects up to 30 feet away that they could easily hold in one hand. The object moves to the wearer's hand in a straight line, and if it would pass within the natural reach of a creature, they may attempt a Dexterity (Sleight of Hand) check against your Sphere DC as a reaction to grab the object as it passes by. You may also use a hook and pulley to perform a rope swing.

Complexity 2: You may make a hook and pulley that attaches to a belt or wrist, meaning it can be used without being held in one hand.

You may also create a hook and pulley that can allow you to, when performing a rope swing, travel up to the location where it is attached.

Complexity 3: You can make a hook and pulley with both complexity 2 options.

Launcher. The launcher must be held in one hand to use, with the object to be thrown held in the other. So long as you are holding a launcher, you double the distance you can throw an object, including a thrown weapon.

Complexity 2: You may make a launcher that attaches to a wrist or belt, in which case it can be used without being held in one hand.

Battery (accessory, gadget)
(see Accessory Talents)

Collapsible Weapons (gadget)

You may create a gadget that functions as any simple or martial weapon but can fold down into a tiny, unassuming hand-held object (or even a ring or bracelet, in the case of a light weapon) as part of another action (much like drawing a weapon as part of an attack). Unless a creature spends actions to purposefully hide the gadget with a Dexterity (Sleight of Hand) check, a folded-down weapon is only considered passively hidden using your sphere DC and can be discovered with passive Intelligence (Investigation).

Complexity 2: The weapon's minimum damage dice roll becomes equal to your proficiency bonus (maximum: the dice's highest number).

Complexity 2: Whenever you fold down the weapon out of view of others, you can hide the weapon as part of the same action. Finding the hidden gadget requires either a Wisdom (Perception) check or an Intelligence (Investigation) check; Either check is made with disadvantage against your sphere DC +5. A successful check reveals the hidden gadget.

Communication Gadgets (gadget)

You may craft any of the following gadgets:

Correspondence Device. You create a number of hand-held devices equal to your proficiency bonus. Anyone holding one device can speak to and hear anyone else holding another device. Multiple sets of correspondence device gadgets (whether crafted by you or others) may be synced up to communicate together as if they were all from the same set, so long as all users are aware, willing, and within range. The correspondence device's range is 2 miles over flat terrain, but this range is halved in forests or hills and quartered in mountainous terrain or through water.

Cryptology Device. You create a set of 2 encryption/decryption devices. So long as someone is using one such device, they can encrypt a message they write or speak, such that it is only understandable by someone using the other device. Multiple sets of cryptology gadgets (whether crafted by yourself or a different practitioner) may be calibrated to use the same coding, provided they are all done so by the same person at the same time.

Adapting Correspondence Devices to the Setting

GMs and players are encouraged to be creative when explaining how a Tinkerer sphere gadget functions based upon the setting. Below are a couple of mere examples of how the Correspondence Device may be tailored to fit a specific power source:

Alchemy powered gadgets: Each of half of the pair of devices contains an alchemically created ooze that is sympathetic to the other, responding to actions performed by its counterparts.

Clockwork powered gadgets: Each of the pair of devices is a tiny clockwork messenger that makes its way to its mate and, in so doing, delivers the message.

Energy powered gadgets: Each half of the pair communicates with the other using various signals, such as radio waves.

Fleshcraft powered gadgets: Each of the pair of devices are actually made from the brain matter of telepathic creatures, with which it transmits audibly one to the other.

Magic powered gadgets: The device is powered by discarded magical items, such as broken wands or sending stones.

Footwear Improvement (accessory, gadget)
(see Accessory Talents)

Goggles (gadget)

You create a gadget that appears and functions as a set of eyewear of your own design. These goggles grant one of the following benefits. You can create one set of goggles that grant multiple benefits; each granted mode counts as a separate gadget for the purpose of complexity.

As many as two sets of lenses can be active at a time, but having two active sets of lenses imposes disadvantage on sight-based checks. Activating, deactivating, or changing a lens is considered interacting with an object.

Aetheric Lens. The goggles have an aether vision mode. While active, the wearer can see invisible and ethereal creatures or objects within their normal range of vision but is blind to visible creatures and objects.

Microscope Lens. The goggles have a micro vision mode. While active, the wearer cannot see further than 30 feet away but gains advantage on all checks made to examine a creature or object up close, including Wisdom (Survival) checks to follow or identify tracks, Intelligence checks to appraise the value of an item, and Dexterity checks to disable a trap.

Mirrored Lens. The goggles have a refraction mode. While active, the wearer has disadvantage on Wisdom (Perception) checks but advantage on all Intelligence (Investigation) checks made to disbelieve illusions. Additionally, while refraction mode is active, the wearer is treated as always interacting with illusions with visible components and gains advantage on saving throws against gaze attacks.

Nightvision Lens. The goggles have a night vision mode. While active, the wearer has darkvision 60 feet, but also sunlight sensitivity, imposing disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight while in sunlight.

Telescope Lens. The goggles have a macro vision mode. While active, the wearer cannot see closer than 30 feet but views objects at twice their normal size, as if using a spyglass.

Integrated Weapon (accessory, gadget)
(see Accessory Talents)

Melee Weapon Improvement (accessory, gadget)
(see Accessory Talents)

Multi-Tool (gadget)

You may create one type of artisan tools or a set of thieves' tools as a gadget. Anyone proficient with the built-in tool may double their proficiency bonus when using them; this does not stack with expertise and other similar features.

For +1 complexity each, the multi-tool gains foldable parts that allow it to act as an additional type of artisan tools or a set of thieves' tools.

Prosthetic (gadget)

This gadget replaces a hand, arm, foot, leg, or similar appendage that was lost or removed, and functions as normal for that limb.

For +1 complexity per use, this limb can be activated to grant increased strength, granting advantage on any ability checks requiring the replaced limb for 1 minute. While not a consumable gadget, a battery may be attached to a prosthetic limb allowing its user to spend charges instead of uses.

Ranged Weapon Improvement (accessory, gadget)
(see Accessory Talents)

Recording Gadgets (gadget)

You may craft any of the following gadgets:

Audio Recorder. (consumable) You create a recorder gadget that can fit into your hand. Once activated, the audio recorder is able to record average quality sound for up to 1 hour. You can replay the audio stored on the gadget, or if you have the Remote Control gadget, you can hear the audio through your remote control while within range, even while it is actively recording.

Picture Recorder. (consumable) You create a camera gadget that can record pictures of what it observes. The picture recorder can take up to 10 still photographs, which are immediately burned onto a piece of paper contained inside the gadget after being taken.

Complexity: For +1 complexity, you may upgrade a picture recorder to become a video recorder. For an additional +1 complexity, it can contain an audio recorder as well.

(consumable) Once activated, the video recorder records moving images for 1 hour. Like an audio gadget, you may replay the stored video if you have the gadget, or if you have a remote control, you can view it remotely, even while it is actively recording.

Remote Control (gadget)

You create a gadget that appears as a Tiny handheld device, fitted with a circular screen and a set of buttons. The remote control allows you to activate or deactivate another gadget you created from up to 120 feet away.

Rucksack (gadget)

Complexity: 2

You create a gadget that counts as a backpack, except instead of storing items, it grants one of the following benefits. You can make one rucksack with multiple benefits, each one counting as a separate gadget. Each rucksack option has a complexity of 2.

Additional Arms. The rucksack grants the wearer an additional arm. This arm has a 5 ft. reach and can wield weapons, wear a shield, or manipulate objects like any other arm. This gadget can be granted multiple times, giving a new arm each time.

Freezer. The rucksack has an icebox, which can hold as much as a normal backpack. Anything inside the rucksack for 1 minute is reduced to freezing temperatures. Frozen weapons or ammunition must be drawn to be used, but deal an additional 1d4 cold damage on their first successful attack made within 1 minute. The amount of additional cold damage increases by one die step at 5th level (1d6), 11th level (1d8), and 17th level (1d10).

Oven. The pack has a heat box inside it. This functions as a freezer, except it heats objects instead of freezes them. This

can be used to incubate eggs, warm food, etc., and when used with weapons and ammunition, deals fire damage instead of cold damage.

Turtle Shell. The rucksack gives the wearer an armored shell on their back. Attacks of opportunity made against the wearer have disadvantage, and when prone, creatures within 5 feet no longer gain advantage on attack rolls against them.

Shield Improvement (accessory, gadget)
(see Accessory Talents)

Suit Improvement (accessory, gadget)
(see Accessory Talents)

Survival Gadgets (gadget)

You may craft any of the following gadgets:

Distress Beacon. You may turn a distress beacon on, at which point it emits loud noises, bright lights, and if anyone is using a correspondence device within range, a signal they can detect. Any creature within 2 miles of open territory can locate the distress beacon (less if underground or heavily obscured).

Fire Extinguisher. (consumable) This cylindrical device has a nozzle at one end and a handle on one side. A fire extinguisher can be used as an action to create a 15-ft. cone of misty vapor that swiftly extinguishes fires within its area of effect. If used on a fire-based creature (such as a fire elemental), this deals 1d10 cold damage, which increases by 1d10 at 5th (2d10), 11th (3d10), and 17th level (4d10). Affected creatures can attempt a Dexterity save for half damage.

Against magical fire effects, such as those created by a wall of fire or similar spell, the fire extinguisher only extinguishes the part of the larger effect its vapors directly contact. Continual magic flames, such as those of a flaming weapon or fire creature, are suppressed for 1 minute before they automatically reignite. This gadget can also be used as a reaction to counter a fire-based spell or effect, provided the source of the effect is in the extinguisher's area of effect.

Flashlight. A flashlight can be used to create a beam of bright light

in a 60-ft. cone and dim light for 60 feet beyond. This gadget can be held in the hand or attached as an accessory to an outfit, such as a suit of armor. You may break this gadget as an action, making a key ability check against the spell DC of a magical darkness effect within 60 feet to dispel it.

For +1 complexity, the flashlight can grant advantage on Perception checks made for spotting creatures in its light.

Shelter. You may create a gadget that provides portable shelter, similar to a tent. The shelter has space for 4 Medium creatures and can be fully-erected or fully-collapsed as an Action. Creatures inside the shelter are protected from most environmental hazards such as heat, cold, winds, etc. However, particularly powerful weather (active fires, freezing magic, tornadoes, etc.) are too powerful to be blocked by the shelter.

Weapon Damage Pack (accessory, gadget)
(see Accessory Talents)

Other Talents

Efficient Creation

Increase the number of gadgets you can have crafted at one time by your key ability modifier (minimum: 1).

Tinkerer Legendary Talents

Renaissance, Modern, and Future Eras

Some legendary Tinkerer talents are legendary because their availability depends on what level of technology is found in the world; for example, if the world already has access to modern firearms, there is no reason a tinkerer shouldn't be able to gain modern era legendary talents. The game master determines the technological era of a particular campaign setting.

Advancing Eras

With game master permission, a dedicated tinkerer might be able to advance through technological eras with their creations, beginning with simple mechanics, advancing through gunpowder, before finally building futuristic technology.

In such a case, taking Collapsible Weapon counts as meeting the prerequisites for the Modern Melee Weaponry talent, and taking Modern Melee Weaponry counts as meeting the prerequisites for the Futuristic Melee



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Weaponry talent. Likewise, taking the Alchemy sphere's Alchemist Fire talent counts as meeting the prerequisites for the Renaissance Firearms talent, taking Renaissance Firearms counts as meeting the prerequisites for the Modern Firearms talent, and taking Modern Firearms counts as meeting the prerequisites for Futuristic Firearms.

Futuristic Firearms (gadget)

Prerequisites: Tinkerer sphere, Futuristic era

Complexity: 3

You may create a gadget that functions as one of the ranged weapons listed in the Futuristic Firearms table below. The gadget is not crafted with ammunition, but you may create an energy cell as a separate gadget. An energy cell contains enough power for all the shots its firearm can make.

Futuristic Firearms

Martial Ranged Weapons	Damage	Weight	Properties
Firearm, laser pistol	3d6 radiant	2 lb.	Ammunition (range 40/120), reload (50 shots)
Firearm, antimatter rifle	6d8 necrotic	10 lb.	Ammunition (range 120/360), reload (2 shots), two-handed
Firearm, laser rifle	3d8 radiant	7 lb.	Ammunition (range 100/300), reload (30 shots), two-handed

Ammunition	Cost	Weight	Properties
Energy Cell	-	1/2 lb.	-

Futuristic Melee Weaponry (gadget)

Prerequisites: Tinkerer sphere, Futuristic era

Complexity: 3

You may create a gadget that functions as one of the melee weapons listed in the Futuristic Melee Weaponry table below.

Futuristic Melee Weaponry

Martial Melee Weapons	Damage	Weight	Properties
Gravity Hammer	3d10 bludgeoning	15 lb.	Heavy, two-handed, special
Monowhip	2d6 slashing	1 lb.	Finesse, light, reach, special
Plasma Blade	3d6 radiant	2 lb.	Finesse, versatile (3d8)

Gravity Hammer: A gravity hammer counts as magical for the purpose of overcoming resistance, and any creature hit by the hammer must pass a Strength saving throw or be knocked prone.

Monowhip: A monowhip counts as magical for the purpose of overcoming resistance and treats its wielder's proficiency bonus as its minimum damage die roll.

Plasma Blade: A plasma blade counts as magical for the purpose of overcoming resistance.

Modern Firearms (gadget)

Prerequisites: Tinkerer sphere, Modern era

Complexity: 2

As part of a long rest, you can craft up to 10 firearm bullets. You must have tinker's tools and materials on hand (usually worth half the item's market price). Firearm bullets are always destroyed upon use.

You may create a gadget that functions as one of the ranged weapons listed in the Modern Firearms table below or a gadget that functions as one set of 10 firearm bullets.

Modern Firearms

Martial Ranged Weapons	Damage	Weight	Properties
Firearm, automatic pistol	2d6 piercing	3 lb.	Ammunition (range 50/150), reload (15 shots)
Firearm, revolver	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Firearm, hunting rifle	2d10 piercing	8 lb.	Ammunition (range 80/240), reload (5 shots), two-handed
Firearm, automatic rifle	2d8 piercing	8 lb.	Ammunition (range 30/90) burst fire, reload (30 shots), two-handed
Firearm, shotgun	2d8 piercing	7 lb.	Ammunition (range 30/90) reload (2 shots), two-handed

Ammunition	Cost	Weight	Properties
Firearm bullets (10)	5 gp	1 lb.	-

Burst Fire. A weapon that has the burst fire property can make a single-target attack or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses ten pieces of ammunition.

Reload. A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).

Modern Melee Weaponry (gadget)

Prerequisites: Tinkerer sphere, Modern era

Complexity: 2

You may create a gadget that functions as one of the melee weapons listed in the Modern Melee Weaponry table below.

Modern Melee Weaponry

Simple Melee Weapons	Damage	Weight	Properties
Stun Baton	1d4 bludgeoning	3 lb.	special

Martial Melee Weapons	Damage	Weight	Properties
Chainsaw	2d8 slashing	10 lb.	Versatile (3d6), special

Chainsaw: Once activated, a chainsaw may be used as a martial melee weapon but imposes disadvantage on Dexterity (Stealth) checks as well as Wisdom (Perception) checks made to listen.

Stun Baton: A stun baton is treated as a normal club, except it deals an additional 1d4 lightning damage. Creatures damaged by this lightning must make a Constitution saving throw or be incapacitated for 1 round.

Pressurized Liquid Applicator (gadget)

Prerequisites: Tinkerer sphere (Artillerist Gadgets)

Complexity: 3

You may create a special weaponized gadget that functions as described in the Pressurized Liquid Applicator table below. The gadget is not crafted with ammunition, but instead uses alchemical weapons (including formulae from the Alchemy sphere) as ammunition. Creatures who are hit by the single-target attack or fail their Dexterity saving throw against the stream fire suffer the effects of the alchemical weapon or formulae used as ammunition.

Pressurized Liquid Applicator

Simple Ranged Weapons	Damage	Weight	Properties
Pressurized Liquid Applicator	See Text	10 lb.	Ammunition (range 30/90), reload (5 shots), stream fire, two-handed

Ammunition	Damage	Weight	Properties
Acid (1)	2d6 acid	1 lb.	-
Alchemist's Fire (1)	1d4 fire	1 lb.	Catch fire (1d4 fire; DC 10 Dexterity negates)

Stream Fire. A weapon that has the stream fire property can make a single-target attack, or as an Action, it can spray a 5 by 30-foot line area with a single round of ammunition. Each creature in the area must succeed on a Dexterity saving throw or suffer the effects of the attack as if hit.

Renaissance Firearms (gadget)

Prerequisites: Tinkerer sphere, Renaissance era

As part of a long rest, you can craft up to 10 firearm bullets. You must have tinker's tools and materials on hand (usually worth half the item's market price). Firearm bullets are always destroyed upon use.

You may create a gadget that functions as one of the ranged weapons listed in the Renaissance Firearms table below or a gadget that functions as one set of 10 firearm bullets.

Renaissance Firearms

Martial Ranged Weapons	Damage	Weight	Properties
Firearm, musket	1d12 piercing	10 lb.	Ammunition (range 40/120), loading, two-handed
Firearm, pistol	1d10 piercing	3 lb.	Ammunition (range 30/90) loading

Ammunition	Cost	Weight	Properties
Firearm bullets (10)	3 gp	1 lb.	-



Trap Sphere

When you gain the Trap sphere, you gain proficiency with thieves' tools. If you are already proficient, you instead gain a bonus talent of your choice.

In addition, you also gain the ability to create temporary traps. While anyone could put a bucket above a door or otherwise 'trap' a location, you possess the knowhow to create powerful temporary traps that can swing the state of battles, whether they be potent tripwires, flying blades, or other mechanisms that can maim or kill the unwary. You cannot have more of these traps active at a time than your proficiency bonus.

So long as you have thieves' tools, you are considered to have the materials needed to create a trap, and you may spend 1 minute to place a trap on any solid surface within your reach. This trap lasts for 1 hour or until triggered before breaking apart. Alternately, you may expend your martial focus to create a trap as an action, but the duration is reduced to 1 minute.

The trap is placed in a 5-foot cube, which you may increase by one additional 5-foot cube at 5th level (two 5-foot cubes), 11th level (three 5-foot cubes), and 17th level (four 5-foot cubes). All cubes a trap occupies must be contiguous, and you can not place two separate traps in the same cube. Entering a trap's space triggers the trap, and both the Perception DC, disarming DC, and any saving throw DC called for by the trap are equal to your sphere DC.

You never set off your own traps unless you choose to, and you always succeed at checks to remove your own traps. Creatures who you warn or who see you set a trap are aware of its location. If a creature wants to remove a trap but doesn't have thieves' tools, they can also smash a temporary trap through attacks. A trap's AC is equal to your sphere DC, and its HP is equal to twice your level. You may add poison to a trap that deals damage as if it were a weapon.

There are two basic types of temporary traps: snares and darts.

Darts

A dart trap is constructed of spring, twine, and usually a needle or other blade. When triggered, the dart flies in a straight line up to 90 feet from one space containing the trap and in a direction chosen when you set the trap before falling to the ground, stopping early if it impacts against a solid surface. If the dart would strike a creature, it makes an attack against that creature using your proficiency bonus and your key ability modifier. If successful, the dart stops moving and deals 1d6 piercing damage. The dart damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Some talents have the (dart) descriptor, which allows you to modify your darts. Each trap may only benefit from one (dart) talent.

Snares

A snare trap is constructed from rope, wire, and similar materials. A snare triggers the first time a creature enters the area on its turn. A creature may avoid triggering a snare with a successful Dexterity saving throw; doing so leaves the trap untriggered and makes the creature aware of the trap.

Some talents have the (snare) descriptor, which allows you to create new snares.

When you first gain the Trap sphere, you gain the following two snares:

Activation Trap (snare)

You may create a snare that activates an item such as an alchemist's fire, an acid flask, caltrops, dyes or perfumes, a magical consumable item, or an appropriate consumable item from the Alchemy or Tinker spheres. This item activates and, if the item requires a target, targets the triggering creature. You may allow this trap to trigger multiple times but must add an item for each activation and triggering the trap only activates one included item. You may recover unused items from a removed or expired trap.

Tripwire (snare)

A creature that fails its save against a tripwire snare falls prone. This trap is not destroyed when triggered, but creatures aware of this trap gain advantage on their saving throw against it. Creatures who are already prone cannot trigger this trap.

Trap Basic Talents

Talents with the (trigger) descriptor allow you to modify how or when your traps are triggered.

Dart Talents

Aimed Shot (dart)

Instead of launching the dart in a predetermined line, you may choose to have your dart target the triggering creature only. The dart's damage die increases to d8, and you may augment the dart with one Sniper sphere (snipe) talent you possess, chosen when the trap is set.

Blunt Dart (dart)

This thick dart deals bludgeoning damage and increases the dart's damage dice to d10. When a dart modified by this talent reduces a conscious and stable creature to 0 hit points, the dart only knocks the creature unconscious and stable.

Deadly Dart (dart)

This larger dart deals either slashing or piercing damage (your choice) and increases the dart's damage dice to d10.

Net (dart, snare)

When used with a dart trap, the trap deals no damage, and targets must pass a Dexterity saving throw instead of being attacked.

If a target fails their saving throw against this trap that target is restrained until it successfully untangles itself, requiring an action through either a Strength (Athletics) or Dexterity (Acrobatics) check against the trap's DC or destroying the trap via damage.

Snare Talents

Alarm Trap (snare)

Rather than producing an effect on the triggering creature, this trap instead creates a loud noise when triggered, clearly audible to all creatures within 300 feet of the trap. In particularly quiet places, this sound can be heard up to 3 times as far away.

Flash Trap (snare)

All creatures within 5 feet of this trap's spaces must succeed on a Dexterity saving throw or be blinded for 2 rounds.

Magic Trigger (snare)

You may rig any magic item that requires activation to be triggered by your snare, such as wands, staves, or other items. The time required to place the trap increases to match the item's activation time if it is greater. If activating the item requires an ability check, this check must be made as part of setting the trap. This trap is not destroyed when triggered. Each time it is triggered, it consumes one charge from the item (if it is a charged item; single-use items are counted as possessing 1 charge for this purpose), destroying the trap when the remaining charges reach 0.

Once the trap is destroyed, any item used may be recovered, less any charges used. If the magic effect targets a creature, the triggering creature is targeted. If it targets an area, the effect originates from the space where the trap was triggered. Shapes such as cones or lines must have their orientation determined when the trap is placed.

Net (dart, snare)

(see Dart Talents)

Noose (snare)

A creature that triggers this snare must succeed on a Dexterity saving throw or be unable to move from its current location, unable to breathe, and unable to speak or supply verbal components until it succeeds on a Strength or Dexterity check against the trap's DC or destroys the trap via damage.

Terrain Trap (snare)

When a creature fails its Dexterity saving throw to avoid this snare, the snare creates an area of difficult terrain in a 10-foot radius centered on one corner of one of the squares it occupies, as determined when this snare is set. You can choose to create such an effect even without creating a trap (treating this as a trap that's immediately triggered).

If you have the Aerial Trigger talent, this area of difficult terrain extends into the air as well, affecting their fly speed. This area of difficult terrain dissipates after one minute.

Trigger Talents

Aerial (trigger)

You can give your traps a trigger that extends to the air to affect flying creatures. Creatures up to 10 feet over the area

occupied by your traps can trigger them as normal. The height of the trigger increases by 10 feet at 5th level (20 feet), 11th level (30 feet), and 17th level (40 feet).

Flying creatures fall to the ground if knocked prone unless they can hover. If your trap entangles or grapples a creature that can hover, it is pulled harmlessly to the triggering square.

False (trigger)

When setting a trap, you may choose to make the trap a delayed trap. A delayed trap gains advantage to its attack rolls and imposes disadvantage on any saving throws made against it. The first time a trap would trigger, the trap does not trigger and instead makes an audible, obvious noise (such as a click).

Remote (trigger)

You must be within 30 feet of the trap to use this talent. As a reaction, when a creature comes within 30 feet of one of your traps, you may trigger the trap. Additionally, when a creature rolls a Dexterity saving throw to avoid triggering one of your dart or snare traps, you may give them disadvantage on the roll as a reaction.

Warning (trigger)

Allies who can see and hear you never trigger your traps unless they choose to.

Other Talents

Opportunist

You may make a single attack as a reaction against a creature when it triggers a trap that you set.

Persistent Trap

When you set a trap, you may spend 10 minutes creating it. If you do so, the duration increases to 24 hours.

Razor Wire

When you place the tripwire snare, you may choose to have it deal 1d6 slashing damage to creatures who fail their saving throw against it, increasing by 1d6 at 5th level (2d6), 11th level (3d6), and 17th level (4d6), to the triggering creature.

Sneaky Trapper

You know how to place traps in a discreet manner. When you place a temporary trap, you may make a Dexterity (Sleight of Hand) check against any observer's Passive Perception in order to place it without automatically making the observer aware of the trap.

Stop Drop And Control

You can expend your martial focus to place a trap as part of a disengage action. The trap still has its duration shortened to 1 minute and must be placed in an unoccupied space you move through that turn.

Trap Launcher

You're capable of setting traps at a distance. When expending martial focus to set a trap as an action, as a bonus action you may place the trap within the first range increment of a ranged weapon you are wielding.

You may combine this talent with Trap Wielder to place a trap directly onto a target at a distance. If you also possess the Sniper sphere, as a (snipe) talent you may expend your martial

focus as normal to apply a snare trap to your ranged attack, setting it directly underneath the target if your attack hits.

Trap Expert

Double your proficiency bonus when using thieves' tools.

Trap Wielder

Sometimes the heat of battle does not allow one to properly set and camouflage a trap. When placing a trap, you may place it directly in another creature's space, making it immediately activate, targeting that creature. This usually requires expending martial focus to place that trap as an action. If you place a snare inside the space of multiple creatures, they are all affected.

Trapped Shield

When expending your martial focus to place a dart trap, you may place the trap directly onto a shield you're wielding instead of on spaces. When you are missed by a melee attack, you may have the attacking creature trigger the trap as a reaction. If you possess the Shield sphere, you may instead have the trap triggered with no required action as a (deflect) ability.

Trappers Recovery

When a creature fails a saving throw against or takes damage from your trap, and you are aware of them doing so, you may gain martial focus as a reaction.

Trap Legendary Talents

Penetrating Trap

Prerequisites: Trap sphere, 5th level or higher.

Your damage-dealing traps are considered Magical for the sake of overcoming resistances.

Thaumic Sink (dart, snare)

Prerequisites: Trap sphere, 17th level or higher.

When used with a dart trap, a creature that is struck by your dart becomes affected as if he were inside of an antimagic field, as per the spell. This effect persists for a number of rounds equal to your proficiency bonus or until an action is spent removing the dart, inflicting damage equal to the dart's minimum damage.

When used with a snare trap, a 10-foot radius around the triggering square is covered in an antimagic field per the spell. This effect persists for a number of rounds equal to your proficiency bonus.

Treat this effect as an 8th level spell.

Variants

Battle Trapper

You may not set traps. You gain the Trap Wielder talent as a bonus talent. You may not have both this and the Slow Worker variant.

Focused Trapper

Choose either dart or snare traps. You may not place or otherwise use traps of the chosen type. You gain the Trapper's Recovery talent as a bonus talent.

Slow Worker

You must take at least one minute to set up a trap. You gain the Persistent Trap talent as a bonus talent. You may not have both this and the Battle Trapper variant.





Warleader Sphere

Practitioners of the Warleader sphere learn techniques for organizing, rallying, and directing their allies in battle. Regardless of whether they are charismatic warriors leading from the front or canny tacticians directing their troops from a secure position overlooking the battlefield, their superior talent for directing their troops makes them invaluable forces on the battlefield.

Practitioners of the Warleader sphere gain the following abilities:

Tactics

Tactics are coordinated battle plans that require continuing direction from the practitioner to maintain. Starting and maintaining a tactic each round costs a bonus action.

While a tactic is active, you and all allies within 20 feet of you who can see and hear you gain its benefits so long as you aren't helpless, killed, paralyzed, rendered unconscious, or stunned. A creature cannot benefit from more than one tactic at a time.

When you first gain the Warleader sphere, you gain the following tactic:

Aggressive Flanking

When two allied creatures affected by this tactic both have the same hostile creature within their reach, they gain a +2 bonus to attack rolls against them.

Shouts

Shouts are sound-based effects you can perform as an action that affect creatures within 10 feet of you. You may choose whether or not to include yourself in the effects of your shout. Allies must be able to hear you to gain a shout's benefits, and characters who cannot hear gain advantage on all saves against a harmful shout's effects.

While some shouts only affect allies or enemies, others affect all targets within their area of effect. When performing such a shout, you may spend a bonus action to warn your allies to cover their ears and negate the effects, but doing so gives enemies within the area of effect advantage on their saving throw against the shout's effects.

When you first gain the Warleader sphere, you gain the following shout:

Fierce Shout

When you use this shout, affected allies gain a bonus equal to your proficiency bonus on the damage roll of the first attack they make within 1 round.

Warleader Basic Talents

Shout Talents

Call Attention (shout)

When you use this shout, your opponents' attention is drawn to you for its duration, making it hard for them to focus on your allies. Allies within the shout's affected area have advantage on Dexterity (Stealth) checks for 1 round, but you automatically fail any Dexterity (Stealth) checks for the shout's duration.

Focusing Cry (shout)

You may expend your martial focus to use this shout to restore the martial focus of a number of creatures equal to half your proficiency bonus other than yourself within the shout's affected area.

Frightful Roar (shout)

You may expend your martial focus to use this shout to demoralize enemies, forcing hostile creatures within its radius to succeed on a Wisdom saving throw or be frightened for 1 round. While frightened by this shout, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the frightened condition ends for that creature. This talent may be taken up to twice; the second time this talent is taken, any creature affected by this shout who is already frightened is instead frightened for 1 minute.

Harangue (shout)

You may expend your martial focus to use this shout, allowing all allies within its area to make a new saving throw against any ongoing effect they are currently suffering from that normally grants a saving throw using the original DC, even if they have already failed the initial save and would not normally be granted another. Effects that can worsen on a failed saving throw do not count this saving throw as a failure when determining such effects if it is unsuccessful. A creature can only benefit from this shout once per short rest.

Rallying Speech (shout)

You may expend your martial focus to rally your allies and empower their minds. Affected allies have advantage on all saving throws against effects that would make them charmed or frightened for 1 minute.

Rousing Claxon (shout)

You may expend your martial focus to grant all affected allies a number of temporary hit points equal to your proficiency bonus and let them treat their exhaustion as 1 level lower for 1 hour. A target cannot regain this talent's benefits until they finish a short or long rest.

Tactic Talents

Battlefield Coordination (tactic)

One creature affected by this tactic may use a Reaction to allow another affected ally to ignore one source of disadvantage on any roll.

Couriers Dash (tactic)

Creatures affected by this tactic that start their turn within its radius gain a +10 foot bonus to their speeds for that round.

Coordinated Aid (tactic)

Creatures affected by this tactic can use the Help action to aid another affected ally within their reach on an ability check as a reaction.

Coordinated Reflexes (tactic)

Creatures affected by this tactic that are within range gain a +2 bonus on Dexterity saving throws to avoid damage from attacks and effects that target an area, such as a fireball spell, so long as they are adjacent to another creature benefitting from this tactic.

When a creature affected by this tactic fails their Dexterity saving throw against such an effect, you may spend a reaction to allow them to reroll the saving throw.

Deadly Herdsman (tactic)

Whenever a creature benefiting from this tactic successfully deals damage to an enemy with an attack, they may shove the target as a bonus action. The forced movement can provoke an opportunity attack from allies other than the one initiating the movement.

Fortifying Phalanx (tactic)

Creatures affected by this tactic that are within range gain a +2 bonus on Constitution saving throws to avoid damage from attacks and effects that target an area, such as a stinking cloud spell, so long as they are adjacent to another creature benefitting from this tactic.

When a creature affected by this tactic fails a Constitution saving throw, you may spend a reaction to allow them to reroll the save.

Ironclad (tactic)

Creatures affected by this tactic that are within range reduce bludgeoning, piercing, and slashing damage from non-magical sources by an amount equal to your proficiency bonus.

Militant Will (tactic)

Creatures affected by this tactic that are within range gain a +2 bonus on saving throws against the charmed and frightened conditions.

When a creature affected by this tactic fails their saving throw against such an effect, you may spend a reaction to allow them to reroll the save.

Preparation (tactic)

Creatures affected by this tactic that are within range gain a bonus to their initiative checks equal to your proficiency bonus. A creature cannot benefit from this tactic for more than

an hour in total. The ability to benefit from it is regained after completing a long rest.

Reactive Position (tactic)

A creature affected by this tactic may swap places with another affected adjacent ally as a reaction. This movement does not provoke opportunity attacks.

Shieldbrothers (tactic)

As long as a creature affected by this tactic is adjacent to at least one other affected ally, they gain a +2 bonus to AC.

Other Talents

Breath Support

When performing a shout, you may change the area of effect to a 15-foot cone. The size of the cone increases by 5 feet at 5th level (20-foot cone), 11th level (25-foot cone), and 17th level (30-foot cone).

Focusing Tactics

Any ally currently affected by one of your shouts or tactics may spend an action to restore your martial focus

Quick Commands

You may expend your martial focus to perform a shout as a bonus action or allow a tactic to continue for 1 minute without requiring you to spend a bonus action to maintain it each round.

Roaring Reservoir

You may use a shout that normally requires you to expend your martial focus without expending your martial focus, but doing so increases your exhaustion level by 1 for 1 minute.

Verbal Commands

Creatures may benefit from your tactics even if they cannot see you, as long as they can hear your instructions; this allows creatures who are blind, but not deaf, to benefit from your tactics. You may also center the area of your tactic away from yourself; instead of affecting creatures within 20 feet of you, it instead affects creatures within a 20-foot radius circle, centered anywhere within the sound of your voice. You could even center your tactics far away from yourself, so long as you have a magical or mundane method of seeing what is happening and communicating with the allies in the area.

Warleader Legendary Talents

Darklands Cry (shout)

Prerequisites: Warleader sphere, 11th level or higher.

Duration: Instantaneous

Saving Throw: Constitution

You may expend your martial focus to perform a shout that saps the very life and will to live from a creature. Any creature within this shout's radius who fails a Constitution saving throw increases their exhaustion by 1. This is a magical effect.

Explosive Ululation (shout)

Prerequisites: Warleader sphere.

Duration: see text

Saving Throw: Constitution

You may expend your martial focus to perform an ear-splitting scream. All targets within the area of effect suffer 1d8 thunder damage, increasing by 1d8 at 5th (2d8), 11th (3d8), and 17th (4d8) levels. In addition, the targets are pushed 10 feet directly away from you and become deafened for 1 minute. Targets are allowed a Constitution saving throw to halve the damage and negate the pushed and deafened effect.

Legion Unending (tactic)

Prerequisites: Warleader sphere (Rousing Claxon), 11th level or higher.

Whenever a creature affected by this tactic would be reduced to 0 hit points, you may spend a reaction to grant them a number of temporary hit points equal to twice your level. These temporary hit points are applied before the damage from the triggering attack. These temporary hit points expire at the start of your turn.

You may expend martial focus to use this ability without using your reaction, but doing so ends the tactic.

Masters Aura (tactic)

Prerequisites: Warleader sphere, 11th level or higher.

Target: self

Any creature who comes into physical contact with you while this tactic is active must succeed on a Wisdom saving throw or be charmed for 1 hour. Once a given creature has attempted a saving throw against this effect (whether they succeed or not), they cannot be affected by it again until you complete a long rest.

Recall Spirit (shout)

Prerequisites: Warleader sphere (Rousing Claxon), 11th level or higher.

You may expend your martial focus to recall the spirit of a creature within range of your shout that has died within 1 round. The target is healed for an amount equal to your level + your key ability modifier. The target's exhaustion level increases by 2, to a maximum of 5, and cannot be reduced below exhaustion level 1 by any means until completing a long rest.

Unending Loyalty

Prerequisites: Warleader sphere (Legion Unending, Recall Spirit, Rousing Claxon), 15th level or higher.

You may use your Recall Spirit shout on a target that has died within 1 minute rather than 1 round. The target is returned to life with a number of hit points equal to twice your level + your key ability modifier and no exhaustion (if this would grant them more hit points than they would normally have, they gain any excess as temporary hit points). After one hour, the creature dies regardless of its hit points and may not be affected with this talent a second time unless they are returned to life by other means. This is a magical effect.

Variants

Barbarism

You do not gain the tactics ability. You cannot take (tactics) talents. You gain the Frightful Roar talent as a bonus talent. You cannot possess this and Meek Leader.

Meek Leader

You do not gain the shout ability. You cannot take (shout) talents. You gain the Courier's Dash talent as a bonus talent. You cannot possess this and Barbarism.





Wrestling Sphere

Grapple

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you can make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple *must be no more than one size larger than you* and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition (see appendix B). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature: You can drag or carry the grappled creature with you when you move, but your speed is halved unless the creature is two or more sizes smaller than you.

Training in the Wrestling sphere teaches a practitioner how to quickly drop their opponents to the ground, twisting foes up and slamming them into the ground with incredible force.

When you gain the Wrestling sphere, you gain one (slam) talent of your choice. Any time you initiate a grapple or begin your turn grappling a creature, you may apply 1 (slam) talent as a bonus action. If you succeed on a contested check to prevent a creature from escaping your grapple, you may apply a (slam) to the target as a reaction.

Note that some talents from other spheres, such as Athletics or Brute, directly augment who you can or cannot grapple.

Wrestling Basic Talents

Slam Talents

Choke Hold (slam)

The creature is unable to breathe or speak (and thus unable to supply verbal components). If you apply this (slam) multiple rounds in a row, each round after the first counts against the total time the target can survive without air (A creature can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round); at the start of its next turn, it drops to 0 hit points and is dying).

Hard Whip (slam)

You may end the grapple to force the grappled creature to move up to 10 feet in a direction of your choice except

upwards. This movement does not provoke an opportunity attack.

Hammerlock (slam)

Any ability check the target makes to escape the grapple this round has disadvantage.

Heel Tactics (slam)

You may expend your martial focus to force the target to succeed on a Dexterity saving throw or be blinded until the start of your next turn.

Living Weapon (slam)

If the target of your grapple is no larger than you are (including effects that increase your effective size for grappling such as the Muscular Surge talent from the Brute sphere), you may wield the creature as if they were a melee weapon you are proficient with until the end of your next turn or until you are no longer grappling them, whichever comes first.

Creatures wielded in this manner deal bludgeoning damage and suffer just as much damage as is dealt to the target you are attacking with them.

Creatures at least two sizes smaller than you are considered one-handed light weapons, while creatures one size smaller than you are considered one-handed weapons. Creatures your same size are two-handed weapons.

Creature Size	Damage Die
Tiny	1d4
Small	1d6
Medium	1d8
Large	1d10
Huge	2d6
Gargantuan	3d6

Other Talents

Grandstanding Slam

Whenever you use a (slam) talent, you may expend your martial focus. All hostile creatures who can see you except for the creature affected by the (slam) talent must succeed on a Charisma saving throw or be frightened for 1 round. Once a creature succeeds on a saving throw against this ability, it is immune to your use of it until you complete a short or long rest.

Ground Game

Whenever you begin your turn grappling a creature, you may attempt to shove them prone as a bonus action. When a creature succeeds at a grapple check against you, you may attempt to shove them prone as a reaction.

Impale

When you deal damage to a creature with a melee weapon wielded in two hands, you may attempt to grapple them as a bonus action. If you succeed, the target becomes impaled on your weapon. The target becomes grappled, but you must be holding the weapon to maintain the grapple and you cannot use the weapon to attack anyone other than the impaled target. This counts as grappling the target for all purposes, such as applying slam talents to the grapple.

Last Chance Grapple

Whenever you attempt to initiate a grapple and fail, you may expend your martial focus to make another grapple attempt against the same creature as a bonus action.

Opening Strike

When you deal damage to a creature with a weapon attack, you may attempt to grapple them as a bonus action. You must have at least one hand free to use this ability.

Piledriver

When making an unarmed strike against a target you have grappled, you may expend your martial focus to lift the creature off the ground and slam them down. If the attack is successful, you deal your unarmed strike damage and knock them prone, and the target must succeed on a Constitution saving throw or be stunned until the end of your next turn. If you possess the Twin Tie-up talent, you may apply this ability to both creatures you have grappled.

Pin

When you have a creature grappled, you may attempt another grapple check against it to render it restrained for as long as the grapple continues. If you have a creature restrained by this ability for 1 round, you may tie it up as an action, securing it with rope or manacles or similar restraints, keeping it restrained until it escapes the restraints even if you release the grapple.

Pummeler

You gain advantage on attack rolls against targets you have grappled.

Rest Hold

While you are grappling a creature, you may choose to reduce your speed to 0 for the round to regain your martial focus as a bonus action and treat that creature as granting you half cover against any creature other than itself until the start of your next turn. If you possess Close Quarters Training, you may pull the target into your space with no check, and you gain three-quarters cover instead of half cover.

Slip and Strike

Whenever a creature's attempt to grapple you fails, you may make an attack as a reaction against them. When you choose to release a grapple, you may make a single weapon attack against the released creature as a bonus action before the end of your turn.

Tackle

When you use your action to Dash, you may use a bonus action to attempt to grapple a creature.

Twin Tie-Up

You can expend your martial focus to make a grapple check against two different creatures within your reach as an action. If your grapple check is successful against both creatures, you can grapple both creatures simultaneously. Both creatures gain advantage on ability checks to end the grapple. If you use a (slam) talent, you may use it against both grappled creatures, though you must apply the same (slam) to each when doing so.

Wrestling Legendary Talents

Earth-Shattering Slam (slam)

Prerequisites: Berserker sphere (Shatter Earth), Wrestling sphere (Living Weapon), 5th level or higher.

If you use a creature wielded through Living Weapon to strike the ground with the Shatter Earth talent, the target must pass a Dexterity saving throw or be restrained in the ground. Using this ability ends your grapple. The target may end the restrained condition with a Strength (Athletics) or Dexterity (Acrobatics) check (its choice) against your sphere DC.

Limb Ripper (slam)

Prerequisites: Wrestling sphere (Pin), 11th level or higher.

When you have a creature restrained via the Pin talent, you may attempt to remove a limb from them; the creature must make a successful Strength saving throw or have one of its limbs removed by you (arms, legs, tentacles, or wings), ending the grapple.

Losing a limb halves any movement speed dependent on that limb and removes any attacks and abilities dependent on that limb. Creatures with all legs removed are prone and have a walking speed of 5 feet unless possessing other forms of movement.

Magic Killing Grip (slam)

Prerequisites: Wrestling sphere, 11th level or higher.

Treat the result of your grapple check as a dispel check against the target of your grapple as though you were using dispel magic. If you grapple a summoned creature, this can end the spell that summoned them.

Tombstone Burial

Prerequisites: Berserker sphere (Shatter Earth), Wrestling sphere (Living Weapon, Earth-Shattering Slam) 11th level or higher.

Whenever you successfully use Earth-Shattering Slam against a target, you may choose to bury them underground.

The target travels 10 feet through the ground. If this would put the target completely through the ground (such as dropping them through the roof of a building), they fall to the ground below, taking falling damage as normal. If the new ground is still within 10 feet, they may also travel into or through that surface to reach this talent's limit. This distance increases to 20ft at 17th level.

So long as your Earth-Shattering Slam restrains the target, it also cannot breathe and must hold its breath or begin suffocating. Even if they escape the restraint, they must still climb, fly, or otherwise exit the hole they are in.

Chapter 5

Additional Rules

Feats

Sidekicks

Combat Dabbler

You have trained diligently to improve your techniques. You gain the following benefits:

- Increase one ability score by 1, to a maximum of 20.
- You gain a bonus martial talent.

You can select this feat multiple times.

Combat Training

You have put your all into honing special techniques.

You gain two bonus martial talents of your choice. You can select this feat multiple times.

Great Focus

Prerequisites: Any martial sphere.

Your training and experience have paid off, giving you mental fortitude others could only wish for.

You may maintain a second martial focus. This martial focus is gained and expended independently from the first.

Intuitive Combatant

You have developed an ability to adapt to different situations; with careful mental preparation, you can adjust your training to meet the needs of any given day. You gain the following benefits:

- You gain one bonus combat talent.
- Whenever you finish a long rest, you may replace one combat talent you know with a different combat talent. You may not replace talents gained through a martial tradition or a class feature other than Martial Training.

This section provides a straightforward way to add a unique NPC—called a sidekick—to a group of adventurers. These rules take a creature with a low challenge rating and give it levels in a sidekick class, such as the Explorer, Student, or Veteran, so that it can travel alongside .

Creating A Sidekick

A sidekick can be any type of creature with a stat block, but its challenge rating must be 1/2 or lower. As explained in the “Advancing A Sidekick” section, a sidekick starts with this stat block and adds to it as it progresses as a sidekick. Some sidekick classes may have additional prerequisites.

To join the adventurers, the sidekick must usually be a friend to at least one of them. This friendship might be connected to a character’s backstory or to events that have transpired in play. For example, a sidekick could be a childhood friend or pet, or it might be a creature the adventurers saved. The GM determines whether there is sufficient trust established for the creature to join the group.

The GM decides who plays the sidekick. Here are some options:

A player plays the sidekick as their second character—ideal when you have only one or two players.

A player plays the sidekick as their only character—ideal for a player who wants a character who’s more straightforward than a typical player character.

The players jointly play the sidekick.

The GM plays the sidekick.

Advancing A Sidekick

When you create a sidekick, you choose the class it will have for the rest of its career: while other sidekick classes exist, Spheres of Might provides the Explorer, Student, and Veteran, which are each detailed below. If a sidekick class contains a choice, the GM may either make the choice or let the players make it.

Starting Level

The starting level of a sidekick is the same as the average level of the group. For example, if a 1st-level group starts out

with a sidekick, that sidekick is also 1st level, but if a 10th-level group invites a sidekick to join them, that sidekick starts at 10th level.

Leveling Up A Sidekick

Whenever a group's average level goes up, the sidekick gains a level. It doesn't matter how much of the group's recent adventures the sidekick experienced; the sidekick levels up because of a combination of the adventures it shared with the group and its own training.

Leadership Sphere & Sidekicks: Sidekicks created or gained through the Leadership sphere have different rules regarding the level of their sidekicks. As such, sidekicks that are acquired through that sphere should utilize those rules regarding sidekick level, not the ones presented here. In all other aspects, sidekicks are generally the same whether they use a sidekick class published here or in another book.

Hit Points

Whenever the sidekick gains a level, it gains one Hit Die and its hit point maximum increases. To determine the amount of the increase, roll the Hit Die (the type of die that

appears in the sidekick's stat block), and add its Constitution modifier. It gains a minimum of 1 hit point per level.

If the sidekick drops to 0 hit points and isn't killed outright, it falls unconscious and subsequently makes death saving throws, just like a player character.

Proficiency Bonus

The sidekick's proficiency bonus is determined by its class level, as shown in the class's table. Whenever the sidekick's proficiency bonus increases by 1, add 1 to the to-hit modifier of all the attacks in its stat block and increase the DCs in its stat block by 1.

Ability Score Increases

Whenever the sidekick gains the Ability Score Improvement feature, adjust anything in its stat block that relies on an ability modifier that you increase. For example, if the sidekick has an attack that uses its Strength modifier, increase the attack's modifiers to hit and damage if the Strength modifier increases. If it's unclear whether a melee attack in the stat block uses Strength or Dexterity, the attack can use either.



EXPLORER

The Explorer is a fearless, mobile, and vigorous individual. It might be a ranger, a scout, a traveler, or a vagabond. To gain the Explorer class, a creature must have at least one language in its stat block that it can speak. A sidekick gains the following class features as it gains levels, as summarized on the Explorer table.

Bonus Proficiencies

1st-level Explorer feature

The sidekick gains proficiency in one saving throw of your choice: Dexterity, Intelligence, or Charisma. In addition, the sidekick gains proficiency in Athletics, Perception, Survival, and one additional skill and language of your choice.

Martial Tradition

1st-level Explorer feature

The sidekick gains a martial tradition of your choice, provided it has Charisma or Intelligence as its key ability modifier.

Martial Training

1st-level Explorer feature

The sidekick gains a martial talent at every even level, according to Table: Explorer.

Fast Movement

3rd-level Explorer feature

The sidekick's movement speed increases by 10 feet while wearing light armor or no armor. The explorer's movement speed increases by 5 feet while wearing medium or heavy armor. The movement speed increases again at 7th level (20 ft. in light or no armor; 10 ft. in medium or heavy armor) and 11th level (30 ft. in light or no armor; 15 ft. in medium or heavy armor).

Ability Score Improvement

4th-level Explorer feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Explorer feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Tireless

10th-level Explorer feature

As an action, the sidekick can give themselves a number of temporary hit points equal to 1d8 + their key ability modifier (minimum of 1 temporary hit point). They can use this action a number of times equal to their proficiency bonus, and they regain all expended uses when they finish a long rest. In addition, whenever the sidekick finishes a short rest, their exhaustion level, if any, is decreased by 1.

Pass Without Trace

15th-level Explorer feature

The sidekick can't become lost or tracked except by magical means. In addition, after a long rest, the sidekick can designate up to a number of its allies it can see equal to its proficiency bonus to gain a +10 bonus on Dexterity (Stealth) checks; these bonuses do not stack with those granted by the pass without trace spell or similar effects. Creatures that receive this bonus can't be tracked except by magical means. These bonuses last for 24 hours or until the sidekick takes another long rest, whichever comes first.

Toned Body

18th-level Explorer feature

The sidekick gains proficiency in one of the following saving throws of your choice: Strength, Dexterity, or Constitution.

Table: Explorer

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Fast Movement	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Fast Movement	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	Tireless	5
11	+4	Fast Movement	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Pass Without Trace	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Toned Body	9
19	+6	Ability Score Improvement	9
20	+6	—	10

STUDENT

The Student is an intelligent or wise individual who seeks to expand their knowledge. It might be a monk, a priest, or a sage. To gain the Student class, a creature must have at least one language in its stat block that it can speak. A sidekick gains the following class features as it gains levels, as summarized on the Student table.

Bonus Proficiencies

1st-level Student feature

The sidekick gains proficiency in one saving throw of your choice: Intelligence, Wisdom, or Charisma. In addition, the sidekick gains proficiency in History, Investigation, and one additional skill and language of your choice.

Martial Tradition

1st-level Student feature

The sidekick gains a martial tradition of your choice, provided it has Intelligence or Wisdom as its key ability modifier.

Martial Training

1st-level Student feature

The sidekick gains a martial talent at every even level, according to Table: Student.

Jack Of All Trades

3rd-level Student feature

The sidekick adds half their proficiency bonus, rounded down, to any ability check they make that doesn't already include their proficiency bonus.

Ability Score Improvement

4th-level Student feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Student feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Evasion

7th-level Student feature

Because of extraordinary good luck, the sidekick is skilled at avoiding danger. When the sidekick is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it takes no damage if it succeeds on the saving throw and only half damage if it failed. The sidekick doesn't benefit from this feature while incapacitated.

Expertise

11th-level Student feature

Choose two of the sidekick's skill proficiencies. The sidekick's proficiency bonus is doubled for any ability check it makes that uses any of the chosen proficiencies.

Reliable Talent

15th-level Student feature

The sidekick has refined its skills to an exceptional degree. Whenever the sidekick makes an ability check that includes its whole proficiency bonus, it can treat a d20 roll of 9 or lower as a 10.

Sharp Mind

18th-level Student feature

The sidekick gains proficiency in one of the following saving throws of your choice: Intelligence, Wisdom, or Charisma.

Table: Student

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Jack Of All Trades	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Evasion	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	—	5
11	+4	Expertise	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Reliable Talent	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Sharp Mind	9
19	+6	Ability Score Improvement	9
20	+6	—	10

VETERAN

The Veteran is an individual who has some experience when it comes to combat. It might be a bodyguard, a militiaman, or a soldier. Unlike the other two sidekick classes presented, a creature does not have a language requirement to gain the Veteran class. A sidekick gains the following class features as it gains levels, as summarized on the Veteran table.

Bonus Proficiencies

1st-level Veteran feature

The sidekick gains proficiency in one saving throw of your choice: Strength, Dexterity, or Constitution. In addition, the sidekick gains proficiency in Acrobatics, Athletics, Insight, and one additional skill of your choice.

Martial Tradition

1st-level Veteran feature

The sidekick gains a martial tradition of your choice, provided it has Charisma or Wisdom as its key ability modifier.

Martial Training

1st-level Veteran feature

The sidekick gains a martial talent at every even level, according to Table: Veteran.

Danger Sense

3rd-level Veteran feature

The sidekick has advantage on Dexterity saving throws against effects that they can see, such as traps and spells. To gain this benefit, the sidekick can't be blinded, deafened, or incapacitated.

Ability Score Improvement

4th-level Veteran feature

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

Extra Attack

6th-level Veteran feature

The sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. The number of attacks increases to three when the sidekick reaches 15th level. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

Battle Instinct

7th-level Veteran feature

The sidekick has advantage on initiative rolls. Additionally, if the sidekick is surprised at the beginning of combat and isn't incapacitated, they can act normally by expending their martial focus.

Retaliation

11th-level Veteran feature

When the sidekick takes damage from a creature that is within 5 feet of them, they can use their reaction to make a melee weapon attack against that creature.

Indomitable

18th-level Veteran feature

The sidekick can reroll a saving throw that it fails, but it must use the new roll. When it uses this feature, it can't use the feature again until it finishes a long rest.

Table: Veterans

Level	Proficiency Bonus	Features	Martial Talents
1	+2	Bonus Proficiencies, Martial Tradition, Martial Training	0
2	+2	—	1
3	+2	Danger Sense	1
4	+2	Ability Score Improvement	2
5	+3	—	2
6	+3	Extra Attack	3
7	+3	Battle Instinct	3
8	+3	Ability Score Improvement	4
9	+4	—	4
10	+4	—	5
11	+4	Retaliation	5
12	+4	Ability Score Improvement	6
13	+5	—	6
14	+5	—	7
15	+5	Extra Attack (2 extra)	7
16	+5	Ability Score Improvement	8
17	+6	—	8
18	+6	Indomitable	9
19	+6	Ability Score Improvement	9
20	+6	—	10

Chapter 6 Equipment

Weapons

Martial Weapons

<i>(Martial) Melee Weapons</i>	<i>Cost</i>	<i>Damage</i>	<i>Range</i>	<i>Weight</i>	<i>Properties</i>
Garrote	5 gp	1d8 slashing	—	1 lb.	Finesse, special, two-handed
Lasso	5 gp	—	10/40	1 lb.	Finesse, special, thrown, two-handed

<i>(Martial) Ranged Weapons</i>	<i>Cost</i>	<i>Damage</i>	<i>Range</i>	<i>Weight</i>	<i>Properties</i>
Bola	1 gp	1 bludgeoning	25/100	1 lb.	finesse, special, thrown
Crossbow, net	50 gp	—	50/200	18 lb.	ammunition, heavy, loading, special, two-handed

Adventuring Gear

<i>Alchemical Items*</i>	<i>Cost</i>
Alchemical ice (flask)	50 gp
Bottled lightning (vial)	25 gp
Flash powder (pouch)	50 gp
Itching powder (pouch)	60 gp
Smoke bomb	25 gp
Smelling salts (pouch)	50 gp
Sneezing powder (pouch)	200 gp
Tanglefoot bag	50 gp
Thunderstone	50 gp

*Alchemical items are considered thrown improvised weapons unless the thrower has the *Bombardier Training* talent. Acid, alchemist's fire, bombs, and holy water are also regarded as alchemical items for that purpose.

Special Weapons

Bola: A Large or smaller creature struck by a bola must succeed on a Dexterity saving throw with a DC of 8 + the attacker's proficiency bonus + the attacker's Strength or Dexterity modifier (attacker's choice) or fall prone. A creature that fails its saving throw cannot stand up until it or another creature spends an action untying it. Dealing 5 slashing damage to the bola (AC 10) also frees the creature without harming it, ending the effect and destroying the bola.

Crossbow, Net: Resembling an unusually sized crossbow, this device can launch a bola or net much farther than it can be thrown. This modified heavy crossbow may only be loaded with a bola, or a net.

Garrote: If you are wielding a garrote while grappling a creature, that creature cannot breathe or speak (and thus unable to supply verbal components), though they may hold their breath in response to being grappled. Any magic bonus to hit the garrote grants applies to grapple checks made while wielding it, though you cannot attack any other creature with the garrote without first releasing the grappled creature.

Lasso: Despite being a thrown weapon, you may continue to hold onto a lasso after throwing it, retrieving it as an action or bonus action so you can throw it again, so long as you have not yet hit a target with it. When you use an action, bonus action, or reaction to attack with a lasso, you can make only one attack regardless of the number of attacks you can normally make.

A Large or smaller non-formless creature hit by a lasso is restrained until it is freed, so long as you continue to hold onto the end after throwing it. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and destroying the lasso.

So long as you continue to hold onto the lasso, you may attempt to shove a creature restrained by the lasso prone as a bonus action and may drag the creature behind you when you move, but you only move at half speed while doing so.

Adventuring Gear

Alchemical Ice. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against the target as an improvised weapon. On a hit, the target takes 1d6 cold damage. Creatures damaged by alchemical ice have their movement speed reduced by 10 feet for 1 round.

Bottled Lightning. As an action, you can break this flask, throwing a bolt of lightning up to 20 feet, to electrify a target. Make a ranged attack against the target as an improvised weapon. You have advantage on this attack roll against creatures wearing metal or wielding weapons primarily made of metal. On a hit, the target takes 1d8 lightning damage.

Flash Powder. As an action, you can throw this pouch up to 20 feet, creating a cloud of dust on impact. Make a ranged attack against the target as an improvised weapon. On a hit, the target is blinded for 1 round. At the end of its turn, the target can make a DC 10 Constitution saving throw to end the effect early.

Itching Powder. As an action, you can throw this pouch up to 20 feet, creating a cloud of dust on impact. Make a ranged attack against the target as an improvised weapon. For 1 round, whenever a hit target makes an attack roll, saving throw, or ability check, the target must roll a d4 and subtract the number rolled from the attack roll, saving throw, or ability check. A creature can end this penalty by using its action to make a DC 10 Wisdom (Medicine) check to cleanse the creature of the powder, by using the Life sphere's restore ability or by casting a lesser restoration. Immersing the target's body in water also removes this effect. This counts as poisoned when removing it or dealing with immunity.

Smoke Bomb. As an action, you can throw this flask up to 20 feet, shattering it on impact. When you throw the smoke bomb, it creates a 10-ft. radius cloud centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 round or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Smelling Salts. As an action, you can throw this pouch of powder up to 20 feet, creating an odorous cloud on impact. When throwing smelling salts, it creates a 10-ft. radius cloud centered on a point within range. Creatures that breathe in the dust must succeed on a DC 10 Constitution saving throw or be forced conscious and imposed with anosmia for 1 minute. A creature with anosmia cannot benefit from having a keen sense of smell and cannot track a creature by scent. A creature that is unconscious due to being reduced to 0 hit points is still made awake by smelling salts on a failed saving throw but is still incapacitated.

Sneezing Powder. As an action, you can throw this pouch up to 20 feet, creating a cloud of dust on impact. Make a ranged attack against the target as an improvised weapon. On a hit, the target must succeed on a DC 10 Constitution saving throw or succumb to uncontrollable sneezing, becoming incapacitated for 1 round. As long as the target is conscious, it can repeat the saving throw at the end of each of its turns, ending the effect on a success. Additionally, another creature can end these penalties by using its action to make a DC 10 Wisdom (Medicine) check to cleanse the creature of the powder, by using the Life sphere's restore ability, or by casting a lesser restoration. Immersing the target's head in water also removes this effect. This counts as poisoned for removing it and dealing with immunity.

Tanglefoot Bag. As an action, you can throw this bag up to 20 feet, breaking upon impact. Make a ranged attack against the target as an improvised weapon. On a hit, the target's speed is reduced to 0. A flying creature (assuming it uses wings to fly) falls to the ground. A tanglefoot bag does not function underwater. This lasts for 1 round, but a creature may end this effect by spending an action removing the glue.

Thunderstone. As an action, you can throw this thunderstone up to 20 feet, shattering it on impact. Make a ranged attack against the target as an improvised weapon. On a hit, the target must make a DC 10 Constitution saving throw or take 1d10 thunder damage and be deafened for 1 minute. Those that succeed on the saving throw take half as much damage and are not deafened.

Appendix A

Combat Actions

Spheres of Might utilizes a lot of combat actions. The combat actions listed below are all presumed available for player use with *Spheres of Might*, regardless of what spheres the players do or do not possess. Many of these actions are detailed in the core Player's and GM's guides. Others are new to this book.

Obviously there are many more actions a player can take during combat (indeed the possible actions a player can take are limited only by GM approval and their own imagination), but the actions listed below are all actions utilized explicitly by martial spheres in some way. For player and GM convenience, these combat actions have all been reprinted below, in addition to being listed before each appropriate sphere:

Aided Acrobatics

(especially useful in the Athletics sphere)

It is possible to perform some acrobatic actions with the aid of a tool that otherwise wouldn't be possible. Some examples are given below.

- **Aided Climb:** Use daggers, pickaxes, or some other one-handed piercing weapons to climb a wall that would otherwise be unclimbable.
- **Aided Fall:** Use daggers, pickaxes, a tanglefoot bag, or some other piercing weapon as a Reaction to stick to a wall and stop your fall.
- **Bomb Jump:** Throw an explosive behind you as an Action to treat your Strength or Dexterity as 10 higher when determining your jump's distance or height.
- **Combat Sledding:** Ride downhill on a sled or shield to let you take a Dash action as a bonus action.
- **Gliding:** Use a cloak or similar tool as a Reaction during a running jump to glide 1 foot horizontally for every 2 feet fallen vertically.
- **Pole Vault:** Use a 10-foot pole, polearm, quarterstaff, or spear to pole vault as an Action, letting you treat your Strength or Dexterity score as 10 higher when determining your jump's distance or height.

When performing any such action, you must usually pass a Hard Strength (Athletics) or Dexterity (Acrobatics) check (DC 20) to keep from failing and falling prone. If an ability

check would already be called for, it is instead made with disadvantage.

Attack

(universally useful in all martial spheres)

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists. With this action, you make one melee or ranged attack.

Certain features, such as the conscript's Extra Attack feature, allow you to make more than one attack with this action.

Cast A Spell

(not especially useful in any martial spheres)

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to significant effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

Climb Onto A Bigger Creature

(especially useful in the Athletics, Beastmastery spheres)

When dealing with a creature two sizes larger than yourself, you may treat that creature as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action - knocking it off, scraping it against a wall, or

grabbing and throwing it - by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Control A Mount

(especially useful in the Beastmastery sphere)

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Dash

(especially useful in the Athletics sphere)

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed after applying any modifiers. For example, with a speed of 30 feet you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Dirty Trick

(especially useful in the Scoundrel sphere)

As an action, you may attempt to gouge a creature's eyes, kick dirt in its face, box its ears, tangle its limbs together, tie their clothing in a knot, or any other, similarly underhanded maneuver. You must make a Dexterity ability (Sleight of Hand) check contested by that creature's Strength (Athletics) or Dexterity (Acrobatics) check. The GM determines the exact dirty tricks available depending on what the target is wearing, what is nearby, or how you plan to inhibit it. Depending on the exact dirty trick performed, if you succeed you could make the creature deafened for 1 minute, knock the target prone, the target's movement speed is reduced by half for 1 minute, the target is grappled for 1 round, or blind the target for 1 round, or something else similar. Usually, a target can spend an action to rub out their eyes, untie their clothing, or otherwise undo the dirty trick and end this effect early.

Disarm

(especially useful in the Brute, Fencing, Scoundrel, Shield spheres)

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check

or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Disengage

(especially useful in the Athletics sphere)

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

(especially useful in the Shield sphere)

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Feint

(especially useful in the Fencing, Leadership spheres)

When using the Help action, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's Attack more effective. If your ally attacks the target before your next turn, the first Attack roll is made with advantage.

In *Spheres of Might*, any use of Help to give someone advantage on an attack roll, be they an ally or yourself, is called a 'feint.'

Grapple

(especially useful in the Gladiator, Wrestling spheres)

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you can make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple *must be no more than one size larger than you* and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you subject the target to the grappled condition (see appendix B). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature: You can drag or carry the grappled creature with you when you move, but your speed is halved unless the creature is two or more sizes smaller than you.

Help

(especially useful in the Fencing, Leadership spheres)

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Hide

(especially useful in the Scout sphere)

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide. Until you are discovered or stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature taking the Search action. As long as no creature successfully beats your check, you are hidden (see appendix B).

Hiding

The GM decides when circumstances are appropriate for hiding.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An invisible creature can always try to hide. Sights of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. In situations where you can remain hidden as you approach the creature, you gain advantage on an attack roll before you are seen.

Passive Perception: When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

Opportunity Attack

(especially useful in the Guardian, Retribution spheres)

In a fight, everyone is constantly watching for a chance to strike an enemy fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Overrun

(especially useful in the Beastmastery, Brute spheres)

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Ready

(especially useful in the Retribution sphere)

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell

dissipates without taking effect. For example, if you are concentrating on the *web* spell and ready *magic missile*, your web spell ends, and if you take damage before you release *magic missile* with your reaction, your concentration might be broken.

Rope Swing

(especially useful in the Athletics sphere)

You can use a secured chain or rope, a grappling hook, or a whip to swing around the battlefield. If you are using *Spheres of Power*, you can use a secured Tether magic talent (see the Destruction, Telekinesis, or Universal (manabond) spheres). There must be something present for the item to attach to (for example, you could lash a chandelier, but not a blank bit of wall). Attaching such an item requires an action and that the anchor spot is within the item's reach. Treat a grappling hook as having a reach of 30 feet for this purpose. You can make an anchor spot on a creature at least 2 sizes bigger than you, but this requires an attack roll.

Once your rope or weapon is secured, as part of your normal movement you may attempt to move to any other legal square on the ground that is within the rope or weapon's reach as determined from the anchor point. Your movement does not provoke attacks of opportunity. You must still have a clear path towards the destination. Dislodging your weapon or item requires another action.

Scout Shot

(especially useful in the Sniper sphere)

You can make a ranged attack roll against an AC of 10 to scout an unattended Tiny object 10 feet away from you.

Search

(especially useful in the Scout, Trap spheres)

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Shove

(especially useful in the Brute, Gladiator spheres)

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you can make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 5 feet away from you.

Shove Aside

(especially useful in the Brute, Gladiator spheres)

A creature can use the Shove action to force a target to the side rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Sleight of Hand

(especially useful in the Scoundrel sphere)

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Steal

(especially useful in the Scoundrel sphere)

You may make a Dexterity (Sleight of Hand) check as an action to take something from a target. This is contested by

their Wisdom (Perception) skill if they are not aware of you, or their Strength (Athletics) or Dexterity (Acrobatics) skill if they are aware of you. You have disadvantage on this check if the target object is securely fastened (such as a backpack they are wearing or a sword inside its scabbard at their belt). You may plant an item instead of taking an item with a similar check.

Tumble

(especially useful in the Athletics sphere)

A creature can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As an action or a bonus action, the tumbler makes a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If the tumbler wins the contest, it can move through the hostile creature's space once this turn.

Two-Weapon Fighting

(especially useful in the Dual Wielding sphere)

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the bonus attack's damage unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon instead of making a melee attack with it.

Use An Object

(especially useful in the Alchemy, Barroom, Tinkerer spheres)

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Appendix B

Conditions

In addition to conditions published in core rulebooks, Spheres of Might and Spheres of Power utilizes several terms for effects that could almost be classified as conditions. For player and GM convenience, these conditions and terms have been reprinted below:

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Challenged

(specific to the Guardian sphere)

- A challenged creature has disadvantage on attack rolls that do not include the challenger as a target, and gains advantage on attack rolls targeting only the challenger.
- If the challenged creature can't possibly attack the challenger (for example, if the challenger is hidden), they do not suffer disadvantage when attacking something else.
- A challenged creature may be imposed with further penalties based on what Guardian sphere talents the challenger possesses.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Confused

(sphere effects such as the Confusion (charm) or the confusion spell inflict the confused condition)

- A confused creature must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10

Behavior

1 The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

2-6 The creature doesn't move or take actions this turn.

7-8 The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

9-10 The creature can act and move normally.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Dominated

(sphere effects such as the Mind Control advanced talent or the *dominate beast* or *dominate monster* spells can inflict the dominated condition)

- A dominating source takes total and precise control of the dominated creature.
- A dominated creature only takes actions that the dominating source chooses and doesn't do anything that the source doesn't allow.

Exhaustion

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level Effect

1. Disadvantage on ability checks
2. Speed halved
3. Disadvantage on attack rolls and saving throws
4. Hit point maximum halved
5. Speed reduced to 0
6. Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. Also, being raised from the dead reduces a creature's exhaustion level by 1.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is forcefully hurled away by a sphere talent or ability.

Hidden

- A hidden creature is one that is both unseen and unheard. After you make an attack, you lose the hidden condition regardless if the attack hits or misses. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Incapacitated

- An incapacitated creature can't take actions or reactions.



Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Marked

(specific to the Berserking sphere)

- The one who initiated the mark has advantage on any opportunity attack made against the marked creature until the end of their next turn. The opportunity attack doesn't expend the attacker's reaction, but the one who marked the creature can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing it from taking reactions. The attacker is limited to one opportunity attack per turn.
- A marked creature may be imposed with further penalties based on what Berserking sphere talents the one who initiated the mark possesses.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Possessed

(creatures like ghosts and intellect devourers can inflict the possessed condition, as well as the Possession advanced talent)

- A possessed creature is incapacitated (see the condition) and loses control over its body to the possessing creature.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Scouted

(specific to the Scout sphere)

- A scouted creature reveals its Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities to the one who initiated the scout ability.

A scouted creature may be imposed with further penalties based on what (research) talents the Scout sphere user possesses.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Appendix C

Creature Statistics

DISCHARGED SOLDIER

Medium or Small humanoid (any race), any alignment

Armor Class 11

Hit Points 13 (2d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Senses passive Perception 11

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

REACTIONS

Parry. The discharged soldier adds 2 to its AC against one melee attack that would hit it. To do so, the discharged soldier must see the attacker and be wielding a melee weapon.

ROVING SCHOLAR

Medium or Small humanoid (any race), any alignment

Armor Class 11

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+2)	14 (+2)	12 (+1)

Skills Arcana +4, Religion +4

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.

WANDERLUST TRAVELLER

Medium or Small humanoid (any race), any alignment

Armor Class 12

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Cunning Action. On each of its turns, the wanderlust traveler can use a bonus action to take the Dash, Disengage, or Hide action.

ACTIONS

Shortbow. *Ranged Weapon Attack:* +4 to hit, ranged 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Troops

Equipping A Troop

A troop can ride a mount, wear armor if it is proficient, or use a different type of weapon if it is proficient, so long as 20 copies of the mount or item have been supplied to outfit the troop. To determine the damage a troop deals with a weapon, increase a weapon's damage die by two sizes and multiply the number of rolled dice by x2, or x1 if the troop has half its hit points or fewer.

Spell attacks, melee or ranged, do not have their damage increased in a troop, nor do they have their damage reduced in a troop if they are at half hit points or fewer.

TROOP OF COMMONERS

Huge troop of Medium or Small humanoids, any alignment

Armor Class 10

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

A troop of commoners cannot use the Attack action unless you possess the Soldiers talent.

TROOP OF EXPLORERS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 12

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Cha +4

Skills Athletics +5, Perception +3, Survival +3, plus one of your choice

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of explorers has a martial tradition that has Charisma or Intelligence as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.

TROOP OF STUDENTS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 11

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	15 (+2)	14 (+2)	12 (+1)

Saving Throws Int +5

Skills History +5, Investigation +5, plus one of your choice

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of students has a martial tradition that has Intelligence or Wisdom as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d10) piercing damage, or 6 (1d10) piercing damage if the troop has half of its hit points or fewer.

TROOP OF VETERANS

Huge troop of 1st-level Medium or Small humanoids, any alignment

Armor Class 11

Hit Points 45 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Saving Throws Str +5

Skills Athletics +4, Insight +3, plus one of your choice

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Martial Tradition. The troop of veterans has a martial tradition that has Charisma or Wisdom as its key ability modifier.

Troop. The troop can occupy another creature's space and vice versa, and the troop can move through any opening large enough for a Small or Medium humanoid. Additionally, the troop has advantage on Strength checks, Strength saving throws, and any saving throw made against effects that target a single creature, but disadvantage on any saving throw made against effects that target an area.

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d10+2) piercing damage, or 8 (1d10+2) piercing damage if the troop has half of its hit points or fewer.

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