

Grimtouched

A Fighter subclass for Dungeons & Dragons 5th Edition



GRIMTOUCHED

We have all heard stories about the horrible marks that magic can leave upon the mortal body. Terrible hexes, horrifying necromantic rituals and wicked spells that grasp and tear - These are only a few of the gruesome things that people whisper about from the safety of their inns, homes and castles.

Some folk though, unfortunate enough to come in contact with such evils, have found themselves capable of adapting to them. They have seen their bodies change under the forces that gripped them, twisting and corrupting their form, yet enabling them to bend and control the obscure magic that sought to destroy them. Such people are often called grimtouched.

TAINED RESISTANCE

When you chose this archetype at 3rd level you learn to harness the dark power within your body to gain supernatural fortitude. Once per turn as a Bonus Action, you can gain a number of Temporary Hit Points equal to your Constitution Modifier (minimum of 1) + Half your Fighter level rounded down (minimum of 1).

You can use this feature a number of times equal to your Constitution Modifier (minimum of 1), and regain all expended uses when you finish a long rest.

ORIGIN OF CORRUPTION

At 3rd level, when you chose this archetype, you also choose what originated the evil that grasps you. You can chose any one of the following options, and your choice will determine which features you benefit from, now and at later levels.

Cursed. *At one point in life, you fell victim to a powerful curse. Instead of sorting the expected effects though, this hex burrowed deep inside you, where it now festers like a plague.*

Whenever you use your Tainted Resistance, your attacks deal 1d4 extra Necrotic damage until the start of your next turn. This number increases to 1d6 at level 10, then to 1d8 at level 15.

Unliving. *One day, it eventually happened. You died. Time later, though, someone or something decided to bring you back. Perhaps you were meant to walk the earth as a mindless zombie, or perhaps a resurrection spell went terribly wrong. Only one thing is certain - your newfound undeath.*

You count as an undead for any spell or ability that detects undead.

When you use your Tainted Resistance the amount of Temporary Hit Points you gain is increased by 1d4, which goes up to 1d6 at level 10 and to 1d8 at level 15.



Withering. *You managed to overcome a deep rooted affliction that siphoned your very life force. For a long time you watched the flow of your essence being sucked away, magically leaving your body. Now, you are able to replicate and control that same flow using what's left inside you of that dark magic.*

Whenever you use Tainted Resistance, you may choose a creature you can see within 20 ft. of you. When you do, they gain the Temporary Hit Points in your place.

Additionally, whenever you use Tainted Resistance you may add 1d4 to the next Attack Roll or Saving Throw you make before the start of your next turn.

CREEPING DISTRESS

Starting at 7th level, your struggle with the dark forces within you starts showing symptoms that, although not necessarily visible, alter the way people tend to see you.

Whenever you make a Charisma(Intimidation) check you gain a bonus equal to your Wisdom Modifier (minimum 1) as long as the other person isn't immune to fear effects.

Additionally, living your life in an almost constant state of stress due to your condition has honed your mind, giving you Proficiency with Wisdom Saving Throws (if you are already Proficient with Wisdom Saving Throws, you may choose to gain Proficiency in either Charisma or Intelligence Saving Throws instead).

PERVASIVE DARKNESS

When you reach 10th level, you gain the benefits of one of the following features, depending on which Origin of Corruption you chose. The DC for these effects is 8 + your Proficiency Bonus + your Constitution Modifier.

Cursed. Whenever you use Tainted Resistance, until the start of your next turn, your Weapon Attacks and Unarmed Strikes deal Force damage instead of their regular damage, and they ignore any Temporary Hit Points your target may have.

Additionally, whenever you score a Critical Hit attacking a creature, you may force them to make a Constitution Saving Throw. On a fail, they can't benefit from any spell or effect that would heal them until the end of your next turn, and the damage you deal with the attack also reduces their maximum hit points by the same amount until they finish a long rest.

Unliving. Whenever you use Tainted Resistance you gain resistance to all damage except Psychic until the start of your next turn.

Additionally, whenever you score a Critical Hit attacking a creature, you may force them to make a Constitution Saving Throw. On a fail, they are knocked prone and suffer disadvantage on all Dexterity checks and Dexterity Saving Throws until the end of their next turn.

Withering. Whenever you use Tainted Resistance, the creature you target with it gains 10 ft. of extra base movement speed until the start of your next turn. Until then, all opportunity attacks made against that creature suffer Disadvantage.

Additionally, whenever you score a Critical Hit attacking a creature, you may force them to make a Constitution Saving Throw. On a fail, on their next turn the creature's movement speed is halved and they must choose whether to use an Action or a Bonus Action, and can't use both.

APEX OF CORRUPTION

When you reach 15th level, you are able to tap deeper into your magical affliction, drawing great power from it and harnessing it in ways that depend on your Origin of Corruption. You can use this feature once per long rest.

Cursed. As an Action during your turn you can unleash your curse on the creatures surrounding you. Each other creature in a 30 ft. radius sphere centered on you must make a Dexterity Saving Throw (DC 8 + your Proficiency Bonus + your Constitution Modifier). On a fail they take 8d6 Necrotic damage and are Frightened of you for 1 minute. On a success they take half as much damage and are not Frightened. A frightened creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

Unliving. Next time you fall unconscious, if you are not stable, you automatically gain 2 successes to your Death Saving Throws.

If you are already stable, or when you become stabilized or conscious, you recover HP equal to your Constitution Modifier + your Fighter level and remove any non-lethal damage you have on yourself. When you do, you may immediately use your reaction to stand up.

Withering. You use the flow of your life force to manipulate that of the foes you wound. You can activate this feature at any time during your turn, no action required.

For 1 minute, the first time you damage another creature during your turn, you gain advantage on attack rolls and 10 ft. of extra base movement speed until the start of your next turn.

The wounded creature also suffers Disadvantage on their next Attack Roll.

TAIN UNENDING

Starting at level 18, when you drop to 0 Hit Points you may choose not to fall Unconscious, and to gain Temporary Hit Points equal to half your maximum Hit Points (rounded down) instead. You still have to make a Death Saving Throw at the start of each of your turns until you or another creature make a Medicine check to stabilize you.

While in this state you have to maintain Concentration (as if you were concentrating on a spell). You fall Unconscious if you lose concentration (in which case you also lose all your remaining Temporary Hit Points) or if your Temporary Hit Points drop to 0.

While you maintain concentration this way, you can't benefit from any spell or effect that would heal you (this includes Potions), though you can still gain Temporary Hit Points.

If you fail 3 Death Saving Throws, you die as normal. If you succeed in them or if you are stabilized, your current Hit Points become 1, you don't need to concentrate on this feature anymore, you retain any Temporary Hit Points you have and can benefit from healing again.

You may use this feature once per long rest.

ART CREDITS

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Yours Truly
Lorenzo Bergonzoni

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