

D&D Next Hack

by Knight90 of the Wizards of the Coast Forums

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The Warrior

Hit Points	1d10 (6) plus Constitution modifier per level, max at 1st	Hit Dice	1d10 per level
Proficiencies	All armor and shields, simple and martial weapons, mounts, any six skills, any two saves of Strength, Dexterity, and/or Constitution.		

Level	Primary Path Abilities	Secondary Path Abilities	Proficiency Bonus	Other
1	1	-	+1	Martial Expertise
2	1	-	+1	Ability Score Improvement
3	1	1	+2	
4	1	1	+2	Ability Score Improvement
5	2	1	+2	
6	2	1	+2	Extra Attack (Two Attacks)
7	2	2	+3	
8	2	2	+3	Ability Score Improvement
9	3	2	+3	
10	3	2	+3	Ability Score Improvement
11	3	3	+4	
12	3	3	+4	Extra Attack (Three Attacks)
13	4	3	+4	
14	4	3	+4	Ability Score Improvement
15	4	4	+5	
16	4	4	+5	Ability Score Improvement
17	5	4	+5	
18	5	4	+5	Extra Attack (Four Attacks)
19	5	5	+6	
20	5	5	+6	Ability Score Improvement

Martial Expertise: Choose two Martial Paths of your choice, with one as your Primary Path and one as your Secondary Path. You gain the abilities of your Primary Path, in order, at levels 1, 5, 9, 13, and 17. You gain the abilities of your Secondary Path, in order, at levels 3, 7, 11, 15, and 19.

Proficiency: You start the game with a +1 Proficiency bonus. This increases to +2 at 3rd level, +3 at 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level. You add this bonus to all of your ability checks with your Class' Proficiencies.

Extra Attack: At 5th level, you can make two attacks whenever you take the attack action on your turn. This improves to three attacks at 12th level, and four attacks at 18th level.

Ability Score Improvement: At 2nd, 4th, 8th, 10th, 12th, 16th, and 18th level, you gain a +2 bonus to one ability score, or a +1 bonus to two ability scores. You can choose to trade this in for a Feat.

The Mage Knight

Hit Points	1d8 (5) plus Constitution modifier per level, max at 1st	Hit Dice	1d8 per level
Proficiencies	Light and medium armor, simple weapons, two martial weapons, one type of magical focus, any four skills, any two saves		

Level	Primary Path Abilities	Secondary Path Abilities	Tertiary Path Abilities	Proficiency Bonus	Magic Rank	Other
1	1	-	-	+1	-	Mixed Expertise
2	1	-	-	+1	1	Ability Score Improvement
3	1	1	-	+2	1	
4	1	1	1	+2	1	
5	2	1	1	+2	1	
6	2	1	1	+2	2	Ability Score Improvement
7	2	2	1	+3	2	Extra Attack (Two Attacks)
8	2	2	2	+3	2	
9	3	2	2	+3	2	
10	3	2	2	+3	3	Ability Score Improvement
11	3	3	2	+4	3	
12	3	3	3	+4	3	
13	4	3	3	+4	3	
14	4	3	3	+4	4	Ability Score Improvement
15	4	4	3	+5	4	Extra Attack (Three Attacks)
16	4	4	4	+5	4	
17	5	4	4	+5	4	
18	5	4	4	+5	5	Ability Score Improvement
19	5	5	4	+6	5	
20	5	5	5	+6	5	

Mixed Expertise: Choose three Paths of your choice. One must be Martial, one must be Magic, and the other can be either Martial OR Magic. Designate one as your Primary Path, one as your Secondary Path, and the last as your Tertiary Path.. You gain the abilities of your Primary Path, in order, at levels 1, 5, 9, 13, and 17. You gain the abilities of your Secondary Path, in order, at levels 3, 7, 11, 15, and 19. You gain the abilities of your Tertiary Path, in order, at levels 4, 8, 12, 16, and 20.

Proficiency: You start the game with a +1 Proficiency bonus. This increases to +2 at 3rd level, +3 at 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level. You add this bonus to all of your ability checks with your Class' Proficiencies.

Extra Attack: At 7th level, you can make two attacks whenever you take the attack action on your turn. At 15th level, you can make three attacks instead.

Ability Score Improvement: At 2nd, 6th, 10th, 14th, and 18th level, you gain a +2 bonus to one ability score, or a +1 bonus to two ability scores. You can choose to trade this in for a Feat.

The Mage

Hit Points	1d6 (4) plus Constitution modifier per level, max at 1st	Hit Dice	1d6 per level
Proficiencies	Light armor, simple weapons, three types of magical focus, any two skills, any two saves of Intelligence, Wisdom, and Charisma		

Level	Primary Path Abilities	Secondary Path Abilities	Proficiency Bonus	Magic Rank	Other
1	1	-	+1	-	Mixed Expertise
2	1	-	+1	1	Ability Score Improvement
3	1	1	+2	1	
4	1	1	+2	2	
5	2	1	+2	2	
6	2	1	+2	3	Ability Score Improvement
7	2	2	+3	3	
8	2	2	+3	4	Extra Attack (Two Attacks)
9	3	2	+3	4	
10	3	2	+3	5	Ability Score Improvement
11	3	3	+4	5	
12	3	3	+4	6	
13	4	3	+4	6	
14	4	3	+4	7	Ability Score Improvement
15	4	4	+5	7	
16	4	4	+5	8	
17	5	4	+5	8	
18	5	4	+5	9	
19	5	5	+6	9	
20	5	5	+6	9	Ability Score Improvement

Magical Expertise: Choose Two Magic Paths of your choice, with one as your Primary Path and one as your Secondary Path. You gain the abilities of your Primary Path, in order, at levels 1, 5, 9, 13, and 17. You gain the abilities of your Secondary Path, in order, at levels 3, 7, 11, 15, and 19.

Proficiency: You start the game with a +1 Proficiency bonus. This increases to +2 at 3rd level, +3 at 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level. You add this bonus to all of your ability checks with your Class' Proficiencies.

Ability Score Improvement: At 2nd, 6th, 10th, 14th, and 20th level, you gain a +2 bonus to one ability score, or a +1 bonus to two ability scores. You can choose to trade this in for a Feat.

Extra Attack: At 8th level, you can make two attacks whenever you take the attack action on your turn.

Basic Paths

Class Name	Base Class	Paths of the _____ and _____ OR _____
Barbarian	Warrior	Berserker and Wilderness Survivor
Bard	Mage Knight	Illusionist, Bard, and Valorous OR Lyrical Trickster
Cleric	Mage	Any 2 of Priest of Life, Priest of Brilliance, and Priest of War
Druid	Mage	Priest of Nature and Beast Shapechanger
Fighter	Warrior	Soldier and Weaponmaster OR Juggernaut
Mage	Mage	Any 2 of Illusionist, Evoker, and Enchanter
Monk	Warrior	Martial Artist and Open Hand OR Four Elements
Paladin	Mage Knight	Righteous Knight, Hospitaler, and Devotee OR Vengeful
Ranger	Mage Knight	Priest of Nature, Tracker, and Collossus Slayer OR Horde Breaker
Rogue	Warrior	Hidden Slayer, Assassin OR Thief

Basic Paths

Path Name	Type	Page #
Berserker	Martial	7
Wilderness Survivor	Martial	7
Bard	Martial	8
Valorous	Martial	8
Lyrical Trickster	Martial	9
Priest of Life	Magic	10
Priest of Brilliance	Magic	11
Priest of War	Magic	12
Priest of Nature	Magic	13
Beast Shapechanger	Magic	14
Soldier	Martial	14
Weaponmaster	Martial	15
Juggernaut	Martial	16
Illusionist	Magic	17
Evoker	Magic	18
Enchanter	Magic	19
Martial Artist	Martial	20
Open Hand	Martial	20
Four Elements	Martial	21
Righteous Knight	Magic	22
Hospitaler	Martial	23
Devotee	Martial	23
Vengeful	Martial	24
Tracker	Martial	24
Colossus Slayer	Martial	25
Horde Breaker	Martial	25
Hidden Slayer	Martial	25
Assassin	Martial	26
Thief	Martial	26

Path of the Berserker (Martial)

You can tap into your inner reserves of fury; your body pumps with adrenaline as your attacks slam into your targets with deadly force, the energy numbing the brint of the pain you suffer.

1	Rage: You can enter a Rage twice per day. While in Rage, you gain Advantage with Strength checks and Strength saving throws, you gain a +2 bonus to melee damage, and you gain twice your level in temporary hit points. You can't take reactions while raging except for opportunity attacks, nor can you cast spells. Rage ends after 1 minute, or if you end it as a Move action.
2	Bloodhunt: You gain a +10 bonus to movement speed in medium, light, or no armor. While you are raging, this speed bonus doubles, but only when you Charge an enemy. You can use Rage three times per day.
3	Brutality: When you score a critical hit, roll an additional weapon die when determining your total damage. When you are raging, you also reroll any dice that roll less than half of the dice's maximum, rounded down. For example, on a d8 you'd reroll every result of 4 or less. In addition, you can use Rage four times per day, and your rage melee damage bonus increases to +3.
4	Relentless: Whenever you are reduced to 0 hit points, roll a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. While you are raging, you have Advantage on all saving throws. In addition, you can use Rage five times per day.
5	Deathless: You have Advantage on Death rolls. While raging, you do not fall unconscious when at 0 hit points, but you must still make death rolls. It takes six failed death rolls to kill you while raging. In addition, you can use Rage at will.

Path of the Wilderness Survivor (Martial)

You are an expert at surviving in even the most hostile conditions.

1	Survivor: You add your Constitution modifier to your Armor Class when not wearing any armor or using a shield. You also have Advantage when rolling Initiative.
2	Least Totem: Your speed increases by 10 when wearing medium, light, or no armor. In addition, choose one of the following Totem Spirits. You gain a benefit based on the spirit chosen. Bear: Add double your Consitution Modifier to your healing from Hit Dice, instead of just once Cougar: Your speed increases by 5 additional feat, and you are proficient in the Acrobatic skill. Hawk: Double your jump distance, and you gain Advantage on Dexterity-based attack rolls. Wolf: You are proficient in the Perception skill, and gain a +1 bonus to attack rolls to Trip opponents.
3	Lesser Totem: Once per Long Rest, you can tap into your Totem's hidden power. You gain the following benefit for 3 + your Constitution rounds. In addition, during that time, if you are at half health or less, you recover 5 health per round until you are at half health. Bear: You can spend two Hit Dice to heal as a Move action. Cougar: Opportunity attacks made against you have disadvantage. Hawk: Your Jump distance is quadrupled, and you take half as much falling damage. Wolf: You can sense the presence and location of any creature within 15 feet, even invisible ones.
4	Greater Totem: You gain proficiency with Wisdom saves, and invisible enemies or traps you are unaware of do not gain advantage to their attacks against you. You can activate your Lesser Totem ability twice per Long Rest.
5	Grand Totem: When you activate your Lesser Totem ability you gain advantage to all saving throws for the duration. You can activate your Lesser Totem ability three times per Long Rest.

Path of the Bard (Martial)

Your voice calls men to battle and inspires them to greater heights of ability.

1	<p>Songs of Battle and Inspiration: You can begin to sing either a song of Battle or Inspiration as an action. You can chance songs as an action. Maintaining a song requires Concentration.</p> <p>Battle: Allies within 25 feet deal +1d4 damage with melee and ranged attacks.</p> <p>Inspiration: Choose an ability. Allies within 25 feet add your proficiency bonus to any checks involving that ability.</p>
2	<p>Jack of All Trades: Add half your Proficiency bonus to all ability checks you are not proficient in. In addition, your Song of Battle die increases to +1d6.</p>
3	<p>Song of Countercharm: You can begin to sing a song of Countercharm as an action, like the others.</p> <p>Countercharm: You and allies within 25 feet gain advantage to saves to resist fear, charm, and compulsion abilities.</p> <p>In addition, your Song of Battle die increases to +1d8.</p>
4	<p>Swift Orator: You can start or change a song once per round without spending an action. In addition, your Song of Battle die increases to +1d10.</p>
5	<p>Song of Dispelling: You can begin to sing a song of Dispelling as an action.</p> <p>Dispelling: Any number of level 2 or lower spells within 25 feet are dispelled immediately. You may choose which spells are dispelled, and which are not. You may also dispel up to one spell of 3rd level or higher with a successful Charisma check. The DC is equal to 10 + the spell's level. You may add your Proficiency bonus to this check.</p> <p>In addition, your Song of Battle die increases to +1d12.</p>

Path of the Valorous (Martial)

You've trained for years in group battle tactics, and your voice is a clarion call of respite and leadership.

1	<p>War College Training: You are proficient with all martial weapons, and with heavy armor. If you are already proficient with all martial weapons, you receive a +1 bonus to melee attack rolls. If you are already proficient with heavy armor, you receive a +1 bonus to armor class when wearing armor. In addition, you can use the help action once per turn for free to aid in a melee attack against the target or yours.</p>
2	<p>Song of Rest: You can begin to sing a song of Rest as an action. You can chance songs as an action. Maintaining a song requires Concentration.</p> <p>Rest: You and any allies that spend a short rest regains an additional 1d6 hit points.</p>
3	<p>Coordinate Allies: When a target within 25 feet of you is hit by an attack, you can use your reaction to grant one ally who can hear or see you advantage to their next attack roll against that target. This lasts until the end of that ally's next turn. In addition, Song of Rest heals +2d6.</p>
4	<p>Words of Warning: When a creature within 25 feet makes a Strength, Dexterity, or Wisdom check, you can spend your reaction to give them advantage to that check. They must be able to hear you. In addition, Song of Rest heals +3d6.</p>
5	<p>Song of Rallying: You can begin to sing a song of Rallying as an action,</p> <p>Rally: Allies who can hear you gain the benefits of the <i>mass cure wounds</i> spell, and lose the charmed, frightened, paralyzed, and/or stunned conditions. They may use their reaction to stand up or move up to their speed. They are immune to those conditions for as long as you sing this song. However, targets cannot benefit from the healing or additional movement more than once per Short Rest.</p>

Path of the Lyrical Trickster (Martial)

Your voice infuriates your enemies and sows seeds of doubt even in the heat of battle.

1	<p>Song of Beguilement: You can begin to sing a song of Beguilement as an action. You can change songs as an action. Maintaining a song requires Concentration.</p> <p>Beguilement: Creatures within 50 feet that are not hostile or engaged in combat must make a Wisdom save against 8 + your Charisma modifier + your Proficiency bonus. On a failed save, they are charmed and suffer disadvantage to Perception checks. If you or another creature draws or brandishes a weapon or casts a spell, they may make a new save to throw off the effect. If any subject of your song is harmed, the effect ends for all of them. If you attack or cast a spell that targets another creature, the effect ends.</p>
2	<p>Song of Scathing: You can begin to sing a song of Scathing as an action.</p> <p>Scathing: Hostile creatures within 50 feet must make a Charisma save against 8 + your Proficiency bonus + your Charisma modifier. On a failed save, they have disadvantage to all ability checks while within 50 feet of you, so long as you keep playing this song. On a successful save, they become immune to this ability for 10 minutes.</p>
3	<p>Song of Doubt: You can begin to sing a song of Doubt as an action.</p> <p>Doubt: Once per turn as an Action, and when you start singing this song, choose a creature within 25 feet. For the next minute, whenever they would attack you with a weapon or spell, they roll a Wisdom save against 8 + your Proficiency bonus + your Charisma modifier. On a failed save, they must choose a new target or lose the action. This does not apply to attacks with an area of effect, or that target multiple creatures. If you make an attack or cast a spell that affects anyone other than yourself, this effect ends. Creatures that are immune to charm are immune to this ability.</p>
4	<p>Song of Dread: You can begin to sing a song of Dread as an action.</p> <p>Dread: All Hostile creatures within 50 feet must make a Wisdom save against 8 + your Proficiency bonus + your Charisma modifier. On a failed save, the creature becomes frightened until the start of its next turn. On a successful save, the creature becomes immune to this performance for 10 minutes.</p>
5	<p>Song of Confusion: You can begin to sing a song of Confusion as an action,</p> <p>Confusion: Any number of creatures within 25 feet become confused, as the <i>confusion</i> spell, on a failed Wisdom save against 8 + your Proficiency bonus + your Charisma modifier. Until the start of your turn, all creatures affected by your song use the behavior that you choose, instead of rolling d10 at the start of its turn.</p>

Path of the Priest of Life (Magic)

You can cast spells that knit wounds and restore broken bodies.

Healing Spells: You gain a number of spell slots each day, which you can use to cast spells with the Healing descriptor. You can cast any spell you know by expending a spell slot of equal or higher level. The number of spell slots you gain and your spells known is based on your Magic Rank. In addition, choose Intelligence, Wisdom, or Charisma; the Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. Expended spell slots are regained after a Long Rest. In addition, you gain two Cantrips of your choice, with either the Healing descriptor or from the Universal school of magic.

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| 1 | Warrior of Life: You are proficient with medium armor and light shields. If you were already proficient with medium armor, you are now proficient with heavy armor. If you were already proficient with light shields, you are proficient with heavy shields. In addition, whenever you regain hit points, or whenever you restore hit points to a creature, they heal additional hit points equal to 2 + the spell level. |
| 2 | Channel Healing: Once per Long Rest, you can restore 5 times your level in hit points to a creature you touch. This can only be used on a creature with half or fewer hit points. |
| 3 | Sacrificial Healing: When you heal hit points with a spell, you can choose to lose any number of hit points. If you do, the subject regains twice that many additional hit points. You can use this ability once per Short Rest. |
| 4 | Improved Channel: You can restore health with Channel Healing three times per Short Rest. |
| 5 | Supreme Healing: Maximize all dice you would roll that would determine the number of hit points you restore with a spell. |

Spells Slots and Spells Known by Magic Rank										
Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Priest of Brilliance (Magic)

You can cast spells that cast light into the darkest shadows.

Light and Fire Spells: You gain a number of spell slots each day, which you can use to cast spells with the Light or Fire descriptor. You can cast any spell you know by expending a spell slot of equal or higher level. The number of spell slots you gain and your spells known is based on your Magic Rank. In addition, choose Intelligence, Wisdom, or Charisma; the Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. Expended spell slots are regained after a Long Rest. In addition, you gain two Cantrips of your choice, with either the Light or Fire descriptor or from the Universal school of magic.

1 **Flare:** When a creature that you can see attacks you, you may spend a reaction to impose disadvantage to the attack roll. Creatures that cannot be blinded are immune to this ability.

2 **Radiance of the Dawn:** Once per Long Rest, you can project light in a 25 foot radius around you. This dispels any magical darkness within, and all enemy creatures within must make a Constitution saving throw. They take 2d10 + your level Radiant damage, half on a successful save.

3 **Revelation of Truth:** Once per day, you can dispel all Illusion effects within 25 feet whose effective spell level is less than half your level.

4 **Brilliance of Truth:** You can use Radiance of the Dawn and Revelation of Truth each twice per day.

5 **Corona of Light:** You can create an aura of sunlight around you once per Long Rest. This emits bright light out to 50 feet and dim light out 25 feet beyond that. Enemies within the light have disadvantage to all spells that deal radiant or fire damage.

Spells Slots and Spells Known by Magic Rank										
Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Priest of War (Magic)

You can cast spells that empower your ability to fight, and boost the morale of those around you.

War and Bless Spells: You gain a number of spell slots each day, which you can use to cast spells with the War or Bless descriptor. You can cast any spell you know by expending a spell slot of equal or higher level. The number of spell slots you gain and your spells known is based on your Magic Rank. In addition, choose Intelligence, Wisdom, or Charisma; the Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. Expended spell slots are regained after a Long Rest. In addition, you gain two Cantrips of your choice, with either the War or Bless descriptor or from the Universal school of magic.

1 **War Priest:** You are proficient with medium armor, all martial weapons, and light shields. If you were already proficient with medium armor, you are now proficient with heavy armor. If you were already proficient with light shields, you are proficient with heavy shields.

2 **Guided Strike:** Once per Long Rest, you can gain a +10 bonus to any attack roll.

3 **Inspired Strike:** A number of times per Long Rest equal to your chosen Ability modifier, you can attack one extra time when you take the attack action. If you haven't moved yet this turn, you can move between attacks.

4 **Improved Guidance:** You can use Guided Strike three times per Long Rest.

5 **Avatar of Battle:** You have resistance to Bludgeoning, Piercing, and Slashing damage.

Spells Slots and Spells Known by Magic Rank										
Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Priest of Nature (Magic)

You can cast spells that empower and control animals and plants

Animal and Plant Spells: You gain a number of spell slots each day, which you can use to cast spells with the Animal or Plant descriptor. You can cast any spell you know by expending a spell slot of equal or higher level. The number of spell slots you gain and your spells known is based on your Magic Rank. In addition, choose Intelligence, Wisdom, or Charisma; the Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. Expended spell slots are regained after a Long Rest. In addition, you gain two Cantrips of your choice, with either the Animal or Plant descriptor or from the Universal school of magic.

1 **Nature Priest:** You do not add your Proficiency bonus to metal armor or metal shields. You are, however, proficient in all manner of wooden weapons, armor, and shields, as well as those made from animal hide or other ‘natural’, non-metallic materials. You can also speak Druidic, a language known only to the Druids, and immediately spot any such messages around you (others must make an ability check).

2 **Beast Speech:** You can speak to any animal, and when in a bestial form (such as from a transmutation spell) you can speak with others normally. All animals are automatically friendly to you, unless and until you take hostile action against them.

3 **Plant Speech:** Your Beast Speech now applies to all Plants as well, and to yourself when you are in Plant form. When you speak with a non-sentient plant, it gains temporary sentience for the duration, and acts as if it had always been sentient and aware of its surroundings. This lasts for 24 hours.

4 **Esoteric Speech:** Your Beast Speech now applies to all creatures aside from Humanoids, Monstrous Humanoids, Giants, Outsiders, and Undead. If they are somehow unable to communicate, your ability grants them that ability for 24 hours.

5 **Avatar of Nature:** You age only one year for every ten that pass. All targets of your Beast Speech are not Helpful instead of Friendly. In addition, you gain resistance to all damage that would be inflicted by creatures your Beast Speech applies against, as they subconsciously try not to hurt you, even with non-physical methods of attack.

Spells Slots and Spells Known by Magic Rank

Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Beast Shapechanger (Magic)

You can transform into the form of magical creatures.

Shapechanging: You can transform into different animal forms as an action. When you do, your statistics become those of the creature, but you retain your Intelligence, Wisdom, and Charisma scores, as well as your proficiencies. You gain that creature's hit points instead of your own. If you would be reduced to 0 hit points, you revert back to your normal form and all excess damage carries over to your own hit points. You cannot speak or cast spells, but you can retain Concentration of spells. Your gear is merged into your new shape.

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|---|---|
| 1 | Least Beast Forms: You can transform into a bat, a cat, a deer, a dog, a fish, a hawk, a horse, an owl, a raven, a snake, or a weasel once per Short Rest. Once per Long Rest, you can transform into a Battle Form - your choice of a dire wolf or a panther. |
| 2 | Lesser Beast Forms: You can transform into two new Battle Forms - a brown bear or a tiger. |
| 3 | Common Beast Forms: You can assume two new Battle Forms - a cave bear or a triceratops. You can also transform into a Battle Form twice per Long Rest. |
| 4 | Greater Beast Forms: You can assume two new Battle Forms - a dire brown bear or a stegosaurus |
| 5 | Grand Beast Forms: You can assume two new Battle Forms - a dire polar bear or a tyrannosaurus. You can also transform into a Battle Form three times per Long Rest. |

Path of the Soldier (Martial)

You are a career soldier, skilled with specific weapon styles and the fundamentals of combat. Your moves may not be flashy, but they're certainly effective.

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| 1 | <p>Fighting Style: Choose one of the following styles:</p> <p>Archery: You gain a +1 bonus to accuracy with ranged weapons.</p> <p>Defense: While you are wearing armor, you gain a +1 bonus to AC.</p> <p>Great Weapon Fighting: When you miss a target with a melee weapon held in two hands, the target still takes damage equal to your strength modifier. The weapon must be two-handed or versatile.</p> <p>Protection: When a creature you can see attack you or a target within 5 feet, you can spend your Reaction to impose disadvantage to the attack. You must be using a melee weapon or carrying a shield.</p> <p>Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.</p> <p>In addition, once per Short Rest you can gain temporary hit points equal to 1d6 + your level.</p> |
| 2 | Action Surge: Once per Short Rest you can take an additional action that turn. If you choose to attack with that action, you can make as many attacks as you can normally make with an attack action. |
| 3 | Defy Death: When you are reduced to 0 hit points but are not killed outright, you can make a DC 15 Constitution save. If you succeed, you are reduced to 1 hit point instead. |
| 4 | Indomitable: You have advantage on all saving throws. |
| 5 | Improved Action Surge: You can use Action Surge twice per Short Rest, but not on the same turn. |

Path of the Weaponmaster (Martial)

You are a master of battle maneuvers. You rely on cunning and prowess to defeat your enemies.

1	<p>Least Maneuvers: You have 2d6 Superiority Dice and you know two Least Maneuvers. To use one:</p> <p>1) When you hit with a Weapon Attack, but before you roll damage, you can spend a Superiority Die</p> <p>2) Roll the Die and compare it to the target's Ability Modifier, listed next to the Maneuver</p> <p>3) If your roll is higher than the modifier, you gain the benefits of the Maneuver</p> <p>4) If your roll is lower, add it to your attack's damage.</p> <p>You regain all of your Superiority Dice after a Short Rest. You can also regain one die as an action.</p>
2	<p>Lesser Maneuvers: You have 3d6 Superiority Dice and you learn two Lesser or lower Maneuvers.</p>
3	<p>Common Maneuvers: You have 4d8 Superiority Dice and you learn two Common or lower Maneuvers.</p>
4	<p>Greater Maneuvers: You have 5d8 Superiority Dice and you learn one Greater or lower Maneuver.</p>
5	<p>Grand Maneuvers: You have 6d10 Superiority Dice and you learn one Grand or lower Maneuver.</p>

Name	Type	Ability Modifier	Benefit
Dirty Trick	Least	Wisdom	Your next attack against your target has Advantage
Spring Away	Least	Dexterity	Move half your speed, you can move through your target's space
Trip	Least	Strength	Knock your target prone
Disarm	Least	Constitution	Your target deals half damage with their Weapon attacks next turn.
Bell Ringer	Lesser	Constitution	Your target can't make reactions this turn and takes disadvantage to their next attack
Drive Back	Lesser	Strength	Your target is knocked 15 feet in a straight line
Hamstring	Lesser	Dexterity	Your target's speed is reduced by 15 feet this turn and you have advantage to opportunity attacks against them.
Fake Out	Lesser	Wisdom	Your gain concealment against your target's weapon attacks until the next time they hit you with an attack.
	Common		
	Common		
	Common		
	Greater		
	Greater		
	Grand		
	Grand		

Path of the Juggernaut (Martial)

You approach battle with a simple purity, eschewing 'tactics' for pure power and reliability

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| 1 | <p>Fighting Expertise: Choose one of the following styles:</p> <p>Archery: You gain a +1 bonus to accuracy with ranged weapons.</p> <p>Defense: While you are wearing armor, you gain a +1 bonus to AC.</p> <p>Great Weapon Fighting: When you miss a target with a melee weapon held in two hands, the target still takes damage equal to your strength modifier. The weapon must be two-handed or versatile.</p> <p>Protection: When a creature you can see attack you or a target within 5 feet, you can spend your Reaction to impose disadvantage to the attack. You must be using a melee weapon or carrying a shield.</p> <p>Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.: You score a critical hit on a roll of 19 or 20.</p> <p>In addition, you score a critical hit on a roll of 19 or 20.</p> |
| 2 | <p>Superior Critical: You score a critical hit on a roll of 18, 19, or 20.</p> |
| 3 | <p>Additional Fighting Style: You gain a second Fighting Style from the list above.</p> |
| 4 | <p>Devastating Critical: When you score a critical hit with a weapon, the target suffers an additional penalty based on the type of damage dealt.</p> <p>Bludgeoning: The target must make a Constitution save with a DC of 10 + your Strength, On a failed save, they are stunned until the end of its next turn.</p> <p>Slashing: The target's speed drops to 0 until the end of its next turn.</p> <p>Piercing: The target suffers 1d6 + half your level damage each round until healed or reduced to 0 hit points. The target or a creature within 5 feet can end this by using an action to tend to the wound.</p> |
| 5 | <p>Survivor: At the start of each turn, you gain 5 + your Constitution modifier hit points, up to half of your maximum hit points. You don't gain this benefit if you are at 0 hit points.</p> |

Path of the Illusionist (Magic)

You have access to illusion spells that create visual, auditory, or even tactile flights of fancy.

Illusion Spells: You gain a number of Spell Slots based on your Magic Rank. You learn two Cantrips of your choice, taken from the Universal or Illusion school. You can learn any spell from the Illusion school, and the number of spells you can learn is listed on the table below. In addition, choose Intelligence, Wisdom, or Charisma. The Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. When you cast a spell, you expend a spell slot of that spell's Level or higher. Spell slots are regained after a Long Rest.

1	Improved Minor Illusion: You gain the <i>minor illusion</i> cantrip; if you already know it you may learn a new cantrip instead. When you cast <i>minor illusion</i> , you can use both the Ghost Sound and Silent Image effects with a single casting of the spell.
2	Disappearing Trick: You gain the <i>invisibility</i> spell; if you already know it you may learn a new 2nd level Illusion spell instead. When you take damage, you can spend your reaction to cast <i>invisibility</i> .
3	Illusory Self: You can create an illusory duplicate of yourself in an instant. If you are attacked before your first round in combat, you can spend your reaction to have the attack hit your duplicate instead, destroying the illusion but negating the attack.
4	Illusory Reality: When you cast an illusion spell of 1st level or higher, you can choose to make one nonmagical inanimate object in the illusion real. It can be any size as long as it fits within the spell's area of effect. The object cannot deal damage or directly harm anyone.
5	Illusion Master: You gain the <i>major image</i> spell; if you already know it you may learn a new 3rd level Illusion spell instead. You can cast <i>major image</i> as an action without expending a spell slot.

Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Evoker (Magic)

You have access to elemental arcane magic.

Evocation Spells: You gain a number of Spell Slots based on your Magic Rank. You learn two Cantrips of your choice, taken from the Universal or Evocation school. You can learn any spell from the Evocation school, and the number of spells you can learn is listed on the table below. In addition, choose Intelligence, Wisdom, or Charisma. The Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. When you cast a spell, you expend a spell slot of that spell's Level or higher. Spell slots are regained after a Long Rest.

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| 1 | Potent Cantrips: When a creature is missed by or succeeds on a save against an Evocation Cantrip you use, they still take half damage. |
| 2 | Sculp Spells: When you cast an Evocation spell that targets multiple creatures, you may designate up to 1 + ½ your level creatures who would be affected. They automatically succeed on their saving throws against the spell, and take no damage if they would only take half damage. |
| 3 | Overchannel: When you cast a 3rd level or lower spell that deals damage, you can choose for that spell to deal max damage. Every time you use this after the first each day, you must make a DC 15 Constitution save or be knocked to 0 hit points. Each time past the second, the DC increases by 2. |
| 4 | Empowered Evocation: All of your Evocation spells and cantrips deal additional damage equal to your Intelligence modifier. If they deal damage to multiple targets, the damage is applied only to the first target. |
| 5 | Evocation Master: Choose two 3rd level Evocation spells you know. You can cast them at will without expending a spell slot. They don't count against your total spells known. |

Spells Slots and Spells Known by Magic Rank										
Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Enchanter (Magic)

You have access to enchantments spells that enslave the minds and ensnare the senses of creatures around you.

Enchantment Spells: You gain a number of Spell Slots based on your Magic Rank. You learn two Cantrips of your choice, taken from the Universal or Enchantment school. You can learn any spell from the Enchantment school, and the number of spells you can learn is listed on the table below. In addition, choose Intelligence, Wisdom, or Charisma. The Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. When you cast a spell, you expend a spell slot of that spell's Level or higher. Spell slots are regained after a Long Rest.

1	Aura of Antipathy: You radiate an aura that shakes the resolve of those who would strike you. Creatures within 10 feet take disadvantage to melee attacks against you. Creatures immune to charm are immune to this effect.
2	Instinctive Charm: When a creature that you can see within 50 feet attacks you, you can use your reaction to compel the attacker to direct the attack elsewhere. On a failed Wisdom save against a DC of your spell Save DC, they must attack the nearest other creature to it. If no eligible targets are within range, the attack is wasted.
3	Split Enchantment: When you cast an enchantment spell that targets only one creature, you can have it target two creatures instead.
4	Rapid Enchantment: When you cast an enchantment spell with a casting time of one action, you can cast it as a swift action instead.
5	Alter Memories: When a creature is charmed by a spell you cast, you can make the target unaware that you cast the spell on them. Once the spell ends, on a failed Intelligence save the target forgets up to 1 + your Charisma modifier hours under the effects of the charm spell. If they fail the Intelligence save, you can also make a Deception check against its Intelligence check; if you succeed you can describe a series of events to the target. They will believe those events occurred instead of the actual, now forgotten events.

Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Martial Artist (Martial)	
<i>You are as deadly with your bare arms and legs as most people are with a sword... if not moreso.</i>	
1	Martial Arts: You deal 1d6 damage with your punches and kicks. This is considered a finesse weapon for all purposes. Your fists also treat as magic for overcoming resistance and immunities. You add your Wisdom modifier to your armor class when wearing no armor and using no shield. Finally, you have one Ki Point. You can spend this to gain Advantage on all unarmed attacks made that round. Ki Points recover each Short Rest.
2	Stunning Strike: When you hit a creature you can spend a Ki point and force them to make a Constitution save against a difficulty of 8 + your Wisdom modifier + your Proficiency bonus. If they fail, they are stunned until the end of your next turn.
3	Uncanny Dodge: When you make a Dexterity save for half damage and succeed, you can spend a Ki Point to take no damage instead. If you fail, you can spend a Ki Point to take take half damage instead. You have two Ki points.
4	Diamond Soul: You gain advantage on all saving throws against spells. If you spend a Ki Point, you instead gain advantage to all saving throws.
5	Perfect Self: You regain one Ki point at the start of each of your turn.s You have three Ki points.

Path of the Open Hand (Martial)	
<i>You are a master of martial combat, able to turn aside arrows with your bare hands and heal yourself.</i>	
1	Deflect Missiles: When you would be hit by a ranged weapon attack, you can spend a reaction to deflect the attack. Roll 1d10, and reduce the damage by that amount. If you reduce the damage to 0, you catch the missile if possible. You also reduce all falling damage you take by twice your level. If you spend a Ki Point, you reduce the damage by an additional 1d10. Finally, you have one Ki Point. Ki Points recover each Short Rest.
2	Flurry of Blows: You can spend a Ki Point to make an additional attack that round. You have two Ki Points.
3	Wholeness of Body: Three times per Long Rest as an action, you can regain up to twice your level in hit points. You have three Ki Points.
4	Improved Flurry of Blows: When you spend a Ki Point for Flurry of Blows, you can choose one of the following secondary effects: Sweep: If you hit with the attack, you knock the target prone Knockback: If you hit with the attack, you can push the target up to 10 feet away from you Daze: If you hit with the attack, the target can't take reactions until the end of your next turn You have four Ki Points.
5	Quivering Palm: When you hit a creature, you can spend three Ki points to force deadly vibrations into your target. Any time, up to one day per level, you can spend an action to force the target to make a Constitution save or die. On a successful save, the effect ends. Once attempted, you cannot use this ability again for one week.

Path of the Four Elements (Martial)

You follow a monastic tradition that teaches you to harness the elements by focusing your ki.

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| 1 | <p>Disciple of the Elements: You have one Ki Point. Ki Points recover each Short Rest. In addition, choose one of the following abilities:</p> <p>Fiery Riposte: When you take damage from a melee attack, spend 1 Ki and your Reaction. The attacker takes 1d10 + your level Fire damage, half on a successful Dexterity save.</p> <p>Wind Riposte: When you are hit by a melee attack, spend 1 Ki and your Reaction. The attack is pushed 20 feet, or 10 on a successful Strength save.</p> <p>Iron Root Defense: As part of an action, spend 1 Ki. So long as you do not move from your space, you reduce all damage taken by your level.</p> <p>Shelter of the Flowing River: When you make a Strength, Dexterity, or Constitution save, spend 1 Ki to gain advantage to that save.</p> |
| 2 | <p>Elemental Power: You gain one of the following abilities, or a previous ability from this Path.</p> <p>Crashing Waves: When you hit a creature with a melee attack, you can spend 1 Ki Point. They must make a Strength save or be forced 20 feet away, 10 on a successful save.</p> <p>Flames of the Phoenix: As an action, you can spend 1 Ki Point to emit a 15-foot cone of fire. Creatures in the cone must make a Dexterity save or take 1d10 + your level damage, half on a successful save.</p> <p>Grasp of Stone: When you hit a creature with a melee attack, you can spend 1 Ki Point. On a failed Strength save, the target is grappled by you. Unarmed attacks automatically hit a grappled opponent.</p> <p>Vortex Punch: When you hit a creature with a melee attack, you can spend 1 Ki Point to emit a 50-foot line of air that includes the target. Creatures in the line take 1d6 + your level damage and are knocked prone. Those who succeed on a Strength save take half damage and are not knocked prone.</p> <p>You have two Ki Points.</p> |
| 3 | <p>Elemental Master: You gain one of the following abilities, or a previous ability from this Path.</p> <p>Spirit of the Tsunami: Spend an action and 1 Ki Point to fire a 15-foot cone of water, dealing 1d10 + your level damage and knocking your target prone. A successful Constitution save halves the damage.</p> <p>Touch of Stony Doom: When you hit a creature with a melee attack, you can spend 1 Ki Point. On a failed Constitution save, they become vulnerable to bludgeoning damage for 1 minute.</p> <p>Vengeful Flame: When you drop to 0 hit points, you can spend 1 Ki Point. All creatures within 25 feet of you take 1d10 + your level fire damage, half on a successful Dexterity save.</p> <p>Warrior's Gale: Spend 1 Ki Point as a swift action to gain a fly speed of 50 feet until the end of your turn.</p> <p>You have three Ki Points.</p> |
| 4 | <p>Fist of the Four Elements: You can spend a Ki Point as a swift action to imbue your melee attacks with elemental energy. Choose fire, thunder, or lightning. Your attacks deal +1d10 damage of that type for 1 minute. You have four Ki Points.</p> |
| 5 | <p>Ki Mastery: You can spend one additional Ki Point to do one of the following to a Ki-fueled ability you use: triple the damage dealt, increase the save DC by 2, or triple the range and/or forced movement. You can spend up to one Ki for each ability, to a maximum of three Ki in total. You have five Ki Points.</p> |

Path of the Righteous Knight (Magic)

You can cast spells that strike down your enemies, and channel that power into your attacks

War and Bless Spells: You gain a number of spell slots each day, which you can use to cast spells with the Smite descriptor. You can cast any spell you know by expending a spell slot of equal or higher level. The number of spell slots you gain and your spells known is based on your Magic Rank. In addition, choose Intelligence, Wisdom, or Charisma; the Save DC of your spells is 8 + your chosen Attribute bonus + your Proficiency bonus. Expended spell slots are regained after a Long Rest. In addition, you gain two Cantrips of your choice, with either the Smite descriptor or from the Universal school of magic.

1 **Smite:** Once per Short Rest when you hit a creature with a weapon attack, you can choose to deal +1d8 damage. In addition, when you hit a creature with a weapon attack, you can expend a spell slot. If you do, you deal +1d8 damage, plus an additional 1d8 damage per Level of the spell slot expended (so, expending a 2nd level spell would let you deal +3d8 damage). The damage is your choice of Radiant or Entropic, chosen when you gain this ability.

2 **Aura of Protection:** You and creatures within 10 feet of you may choose to use your Charisma modifier instead of their Attribute modifier when making a Saving Throw. They add their Proficiency bonus to the saving throw only if they are proficient in the original kind of save (so, if they would have to make a Dexterity Save, they can use your Charisma bonus, but can only gain their Proficiency bonus if they are Proficient with Dexterity Saves)

3 **Improved Smite:** You deal +1d8 damage with all weapons, on top of your additional damage from Smite. It deals the same damage as Smite. You can use Smite twice per Short Rest.

4 **Aura of Courage:** You and creatures within 10 feet of you are immune to fear, as well as any spell or ability that would impose an attack, armor class, speed, or save penalty and requires an Intelligence, Wisdom, or Charisma save to resist.

5 **Greater Smite:** You deal +2d8 damage with all weapons, on top of your additional damage from Smite. It deals the same damage as Smite. You can also use Smite three times per Short Rest.

Spells Slots and Spells Known by Magic Rank

Magic Rank	1	2	3	4	5	6	7	8	9	Spells Known
1	2	-	-	-	-	-	-	-	-	4
2	3	1	-	-	-	-	-	-	-	6
3	3	1	1	-	-	-	-	-	-	8
4	3	2	1	1	-	-	-	-	-	10
5	3	2	2	1	1	-	-	-	-	12
6	3	2	2	2	1	1	-	-	-	14
7	3	2	2	2	2	1	1	-	-	16
8	3	2	2	2	2	2	1	1	-	18
9	3	2	2	2	2	2	2	1	1	20

Path of the Hospitaler (Martial)

Your touches heals the sick, and you yourself are protected from the worst of disease and toxins

1	Lay on Hands: You can touch a creature as an action and restore a number of hit points to them. Alternatively, you can spend 5 points of healing and remove one disease or poison from your target. You can remove one such disease or poison for each 5 points you spend. You can restore up to 5 times your level in hit points in this way with each Long Rest. This ability does not work on undead or constructs.
2	Divine Health: You and all allies within 10 feet are immune to disease and poison. The effects of poison and disease are suppressed, not removed, for allies within this radius.
3	Improved Lay on Hands: You can instead heal 15 times your level in hit points with your Lay on Hands ability each Long Rest.
4	Aura of Cleansing: Five times per Long Rest, you can remove any one magical effect from an ally within 10 feet of you.
5	Greater Lay on Hands: You can instead heal 30 times your level in hit points with your Lay on Hands ability each Long Rest.

Path of the Devotee (Martial)

Your faith burns strongly within you, and by focusing it you can transform it into practical divine power

1	Sacred Weapon: As an Action, you spend a Faith point to charge a weapon you hold with positive energy. Add your Charisma modifier to all attack rolls with that weapon, and it emits a 20 foot radius of bright light, with another 20 feet of dim light beyond that. The weapon is considered magic for the duration. You have one Faith Point, which recovers after a Short Rest.
2	Turn Undead: You can spend a Faith Point to force all Undead creatures within 25 feet of you to make a Wisdom saving throw with a Difficulty of 8 + your Proficiency + your Charisma modifier. On a failed save, it is turned for 1 minute or until it takes damage. Turned undead cannot take reaction, and must spend all of its actions moving away from you. Undead with cover against you are immune to this ability.
3	Turn Fiends: Your Turn Undead ability also works on Outsiders that you consider 'hostile'
4	Sacred Strike: When you deal damage to an Undead creature, it must make a save versus your Turn Undead or be immediately reduced to 0 hit points (and usually destroyed). When you deal damage to a Fiend, it must make a save versus your Turn Undead or be immediately banished to its home plane.
5	Holy Nimbus: You can spend a Faith Point to create a 25-foot radius of bright light, and dim light up to 25-feet beyond that. This is considered sunlight for all intents and purposes. Enemies within the bright light take 10 radiant damage at the start of their turns. You also gain advantage on all saving throws against effects originating from undead and hostile outsiders. This lasts for 1 minute.

Path of the Vengeful (Martial)

Your faith leads you to strike out against those you consider guilty, and empowers you when you do so

1	Abjure Enemy: You spend an Action and a Faith point, then choose an enemy within 60 feet. On a failed Wisdom save against DC 8 + your Proficiency bonus + your Charisma modifier, the target is Frightened, and its speed is reduced to 0. This lasts for 1 minute, or until it takes damage. If it succeeds on its save, it instead has its speed halved for 1 minute, or until it takes any damage. Undead and hostile outsiders have disadvantage against this save. You have one Faith Point, which recovers after a Short Rest.
2	Oath of Emnity: When you or a creature within 10 feet of you is hit by an enemy you can see, you can spend a Faith Point. If you do, you gain advantage to attack rolls against the aggressor for 1 minute, or until they are reduced to 0 hit points or fall unconscious.
3	Relentless Avenger: When you hit with an opportunity attack, you can move half your speed afterwards.
4	Soul of Vengeance: When the target of your Oath of Emnity makes an attack, you can spend your reaction to make a weapon attack against them if they are within range.
5	Avenging Angel: You can spend a Faith Point to assume the form of an angelic avenger for 1 minute. For the duration, you can fly at a speed of 60 feet, and you emanate an aura of menace. Any creature that enters the aura or starts it turn there must make a DC + Proficiency bonus + your Charisma modifier Wisdom saving throw, or become frightened for 1 minute or until they take damage. Attacks against that creature have advantage.

Path of the Tracker (Martial)

You are an experienced tracker and hunter, able to move through even foreign wilderness as if it were home

1	Tracking: You can spend a minute to track other creatures. You succeed unless more than 24 hours have passed since their transit OR if they intentionally covered their tracks OR if weather obscured the trail OR the terrain itself makes tracking difficult OR many creatures have passed over the tracks since then. In those circumstances, you must roll a Wisdom check (adding your Proficiency bonus) against a DC set by the DM. If you succeed, you learn if creatures have passed within 100 feet of your location recently, the number of creatures, their sizes, the direction they traveled in, and when they passed through.
2	Natural Explorer: You, and all creatures that follow your lead, move at double speed through the wilderness. You cannot become lost so long as you're navigating. You can scout twice as far as normal. You can always find food for yourself and up to ten people, plus ten mounts, every day unless the area is exceptionally desolate / hostile.
3	Terrain Expertise: You can pass through nonmagical terrain without it slowing you down or inflicting damage. In addition, if you spend 1 minute camouflaging yourself, you can hide in any wilderness environment. So long as you are adjacent to a Medium-sized object or larger, you gain a +10 bonus to Dexterity (Stealth) checks.
4	Master Stalker: At the end of each of your turns, you can make a Dexterity (Stealth) check each turn to hide without spending an action. You make no noise when you move, you cannot be tracked, you cannot be detected with tremorsense, and you cannot be detected with magic by creatures that cannot see you.
5	Unmatched Hunter: The first time you attack a surprised creature on the first round of combat, you deal triple damage. You do not take disadvantage to attack creatures you cannot see. You are aware of all invisible creatures within 25 feet of you while you are conscious. Finally, you are considered Trained in all Saving Throws in wilderness environments.

Path of the Colossus Slayer (Martial)

You are an expert at singling out powerful enemies and striking them hard and fast until they are slain

1	Slayer's Momentum: When you damage a creature with a weapon attack, you deal +1d6 damage to that creature the next time you damage it before the end of your next turn.
2	Steel Will: You have Advantage on saving throws against being Frightened.
3	Improved Momentum: Your Slayer's Momentum deals +2d6 damage instead.
4	Staggering Attack: When you deal damage to a creature with a weapon attack, you have advantage with all other attacks you make against that creature until the start of your next turn.
5	Uncanny Dodge: When you make a Dexterity saving throw to take half damage, you instead take no damage on a successful save, and half damage on a failed save.

Path of the Horde Breaker (Martial)

You are an expert at fighting groups of enemies and moving through crowds

1	Hordeslayer: When you damage a creature on your turn with a weapon attack, you deal +1d8 damage to each other creature you damage later in the same turn.
2	Hunter's Mobility: Opportunity attacks made against you have disadvantage.
3	Improved Hordeslayer: Your Hordeslayer deals +2d8 damage instead.
4	Whirlwind Attack: You can use your action to make a melee attack against every creature within 5 feet of you.
5	Pack Awareness: You are not surprised at the start of combat, and conscious creatures of your choice within 25 feet are also not surprised.

Path of the Hidden Slayer (Martial)

You attack from the shadows, striking enemies when and where they are weakest, hitting vital points with ease

1	Sneak Attack: When you attack a creature you have advantage against, or when you attack a creature that is adjacent to an enemy, you deal +1d6 damage to that enemy. This only applies to the first successful attack you make each turn.
2	Evasion: When an enemy you can see hits you with an attack, you can spend your reaction to halve the damage. Your Sneak Attack damage improves to 2d6.
3	Evasive Dodge: When you make a Dexterity saving throw to take half damage, you instead take no damage on a successful save, and half damage on a failed save. Your Sneak Attack damage improves to 3d6.
4	Blindsense: You can automatically detect the presence of all invisible creatures within 10 feet of you. Your Sneak Attack damage improves to 4d6.
5	Elusive: So long as you can take actions, creatures can't benefit from advantage against you. Your Sneak Attack damage improves to 5d6.

Path of the Assassin (Martial)

You are a killer of men and beasts, a user of poisons and disguise who can infiltrate any place they desire

1	Assassin: You have Advantage against all creatures that have not yet taken their turn this combat. If you attack a surprised creature, you score an automatic critical hit against them. You are also proficient with the disguise kit and the poisoner's kit.
2	Poison Mastery: You can create three kinds of poison with your poisoner's kit. It takes 1 hour, and the result is a tasteless, odorless, colorless liquid. If a creature injects the poison, they must make a Constitution save DC 10 + your Intelligence modifier or suffer one of the following effects, chosen when you make the potion: <ul style="list-style-type: none"> - They fall unconsciously for 2d6+4 hours, or until they take damage. - They are intoxicated for 24 hours, halving their maximum hit points. - They are confused, as the <i>confusion</i> spell, for 1 hour, but the effect is not magical.
3	Infiltration Expertise: You can create a false identity for yourself with a process that takes one week and 25 gp. You establish your identity's history, profession, and affiliations. You cannot create an identity that belongs to an existing person. Once done, others believe you to be this person until given a good reason to mistrust you.
4	Impostor: You can mimic one person's speech, writing, and behavior perfect. You must observe them for one hour, during which they must speak/talk/act in their normal way. Your mimicing ability is perfect, but if a person has legitimate reason to suspect you, you have advantage on any Charisma (Deception) checks you make to avoid detection.
5	Death Strike: When you attack a surprised creature, they must make a Constitution save (DC 10 + your Dexterity modifier) or die instantly on a failed save. On a successful save, double the damage instead.

Path of the Thief (Martial)

You are a thief, plain and simple, with skills that put you above rank and file burglars and pickpockets

1	Thief Training: Climbing doesn't halve your speed, your long distance jump increases by 10 feet, and your vertical jump increases by 5 feet. Double your Proficiency bonus when attempting to hide, move silently, pick pockets, or disable traps, and once per turn you can do so without spending an action.
2	Thieves Cant: You can communicate silently with any other person who knows Thieves Cant, as well as read and leave behind messages and symbols that only they can understand. Complicated concepts take four times as long to communicate in Thieves' Cant. In addition, you can spend a minute to get the general meaning of a page of text in any language you don't speak. With an hour of study, you can understand the full meaning instead.
3	Skill Mastery: When you make a Skill check that you are Proficient in, treat any roll less than 10 as a 10. You also have advantage to all attempts at moving stealthily if you move at half speed.
4	Use Magic Device: You can ignore all class, race, and level requirements for magic items. You can also learn the general function of a magic item with one minute of study, or the precise function of a magic item with an hour of study.
5	Thief's Reflexes: On the first round of combat, you can take two turns, Your second turn starts on an Initiative 10 points lower than what you rolled. You can't use this ability if you are surprised.

Advanced Paths

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Path of the Truename Scholar (Magic)

You know the secret names of things, their true name given to them when the world was created. By adding to or twisting those names, you can redefine creatures based on those names.

Utterances: You learn a number of Utterances, words or phrases of power. The number of Utterances you know and the maximum level of Utterances known is based on your Magic Rank. When you first gain this ability, choose Intelligence, Wisdom, or Charisma. The save DC of all of your Utterances is 8 + your Attribute modifier + your Proficiency bonus. Utterances can be used at will as an Action, unless listed otherwise. They are considered Spells for effects that would interact with Spells. They can be Reversed for a different effect. They have a 60 foot range. An Truename must take a Long Rest in order to affect a creature more than once with the same Utterance, Reversed or not. An Utterance that is used cannot be used again for 5 rounds.

- | | |
|---|--|
| 1 | Know Personal Truename: You know your own personal truename. As a Swift Action, you speak a fragment of your own Truename, giving yourself 1d4. You can choose to add this to any Attack Roll, Saving Throw, Skill Check, or Damage Roll you make before the end of your next turn. Once spoken, you cannot use this ability again until you have a Short Rest. |
| 2 | Truename Research: You can learn the Truenames of your allies. Over the course of a week, you can perform research to determine the Truename of someone who willingly gives you their original given name. Once completed, you can use your Know Personal Truename ability on their behalf once per Long Rest, per character. |
| 3 | Undermining Research: Your Truename Research can be used to hinder rather than help. Instead of granting the target +1d4 to an action, you can apply -1d4 to an action instead. You can still only speak another person's Personal Truename once per Long Rest, per character. |
| 4 | Speak Unto the Masses: Once per Short Rest, you can have an Utterance apply to any number of targets within 60 feet. This violates the restriction that you can only use an Utterance on a single target once per Long Rest. You cannot use that Utterance again until you complete a Long Rest. |
| 5 | Say My Name And I Am There: Create an alias – a name that is not an existing word in any language. Whenever someone says your alias, you are aware of who said it, where they are, and as a Full-Round Action you may teleport to within 60 feet of their location. |

Magic Rank	Max Utterance Level	Utterances Known
1	1	2
2	1	3
3	2	4
4	2	5
5	3	6
6	3	7
7	4	8
8	4	9
9	5	10

Path of the Infernal Truename (Magic)

You know the names of many things, but you choose to learn the names of demons and devils first and foremost. You have learned the name of one in particular, and it serves you - reluctantly.

Utterances: You learn a number of Utterances, words or phrases of power. The number of Utterances you know and the maximum level of Utterances known is based on your Magic Rank. When you first gain this ability, choose Intelligence, Wisdom, or Charisma. The save DC of all of your Utterances is 8 + your Attribute modifier + your Proficiency bonus. Utterances can be used at will as an Action, unless listed otherwise. They are considered Spells for effects that would interact with Spells. They can be Reversed for a different effect. They have a 60 foot range. An Truename must take a Long Rest in order to affect a creature more than once with the same Utterance, Reversed or not. An Utterance that is used cannot be used again for 5 rounds.

- | | |
|---|---|
| 1 | Least Infernal Servant: You gain the service of a Familiar, specifically a demon or devil. You can order it to attack as an Action, it will not attack otherwise, even to defend itself. If you move, it will move with you, staying within 30 feet if possible. You can banish your Familiar as an Action, and resummoning it requires a ritual that takes one hour. Unlike other creatures, you can use your Utterances on your Familiar up to once per Short Rest instead of once per Long Rest. The CR of your Familiar must be 1 or less. |
| 2 | Lesser Infernal Servant: The CR of your Familiar increases to 3. You can now order it to do one additional task of the following: Defend Me, Deliver a message or package and return, scout and report back, serve as a steed for 1 hour (if able), Stand ward for 8 hours and raise alarm if needed, undertake a repetitive labor for 1 hour, or use a Skill on your behalf. |
| 3 | Common Infernal Servant: The CR of your Familiar increases to 6, you gain one more option from the list above, and you can have your familiar use a spell-like ability on your behalf. |
| 4 | Greater Infernal Servant: The CR of your Familiar increases to 10, you gain two more tasks from the list above, and you can have your familiar tell you information about the Infernal plane from which it comes. |
| 5 | Grand Infernal Servant: The CR of your Familiar increases to 15, you gain three more tasks from the list above, and you have have your familiar contact and petition a greater demon or devil on your behalf (which it will not do otherwise). |

Magic Rank	Max Utterance Level	Utterances Known
1	1	2
2	1	3
3	2	4
4	2	5
5	3	6
6	3	7
7	4	8
8	4	9
9	5	10

Utterances

Archer's Eye (Level 1 Utterance)

Your target ignores concealment penalties with ranged attacks for 5 rounds.

Reversed: Your target gains DR 10 against arrows and projectile weapons

Bishop's Defense (Level 1 Utterance)

Your target gains a +1 bonus to Armor Class and to Saving Throws for 5 rounds.

Reversed: Your target suffers a -1 penalty to Armor Class and to Saving Throws for 5 rounds.

Breach of Recovery (Level 5 Utterance)

Your target instantly recovers from all of the following conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, insanity, sickened, stunned, and poisoned.

Reversed: On a failed Constitution save, your target is paralyzed for 1 round.

Confounding Resistance (Level 3 Utterance)

Whenever your target would make a successful save against an effect that deals half effect on a save, they take no damage instead. This lasts for 5 rounds.

Reversed: Your target takes Disadvantage to saving throws against effects that would deal damage for 5 rounds.

Eldritch Attraction (Level 3 Utterance)

On a failed Will save, your target moves 40 feet towards you. Creatures larger than you gain Advantage to their save against this effect.

Reversed: On a failed Will save, your target moves 40 feet away from you. Creatures larger than you gain Advantage to their save against this effect.

Energy Negation (Level 2 Utterance)

Your target gains Resist 10 to one type of energy damage of your choice for 5 rounds.

Reversed: You deal 2d6 Energy damage of the type of your choice to your target each round for 3 rounds, save for half damage. Fire or Electricity damage requires a Dexterity Save, Cold or Acid damage requires a Constitution Save.

Energy Negation, Greater (Level 4 Utterance)

Your target is immune to one type of energy of your choice for 5 round.

Reversed: Your target suffers 20 additional points of energy damage of the type of your choice whenever it takes damage from a melee weapon. This lasts for 5 rounds.

Ether Reforged (Level 4 Utterance)

Your target's weapons and armor can affect incorporeal targets as if they were tangible.

Reversed: Your target becomes ethereal, as though under the effects of the ethereal jaunt spell.

Hidden Truth (Level 2 Utterance)

Your target becomes Trained in a single type of Knowledge Skill for the next 5 rounds. If they were already trained, they double their Proficiency bonus to that Skill.

Reversed: Your target becomes Trained in the Bluff Skill for the next 5 rounds. If they were already trained, they double their Proficiency bonus to that Skill.

Incarnation of Angels (Level 3 Utterance)

Your target becomes temporarily celestial. They gain Resist 2 against Fire, Cold, and Electricity for the next 5 rounds. In addition, one attack of their choice they make during that time gains a +1 to attack and adds your Truenaming ability modifier to damage, but only if they attack an 'evil' creature.

Reversed: Your target becomes temporarily infernal. They gain Resist 2 against Fire, Electricity, and Acid for the next 5 rounds. In addition, one attack of their choice they make during that time gains a +1 to attack and adds your Truenaming ability modifier to damage, but only if they attack a 'good' creature.

Inertia Surge (Level 1 Utterance)

Your target may ignore magical or non-magical effects that would impede their movement until the end of your next turn.

Reversed: Your target cannot move until the end of their next turn. Wisdom save negates.

King's Authority (Level 3 Utterance)

Your target grants a +1 bonus to the Attack rolls, Armor Class, Saving Throws, and Damage rolls to all allies within 30 feet of him or her. When your target is at 50% or fewer hit points, their allies within 30 feet also gain a +10 foot bonus to movement speed.

Reversed: Your target inflicts a -1 to the Attack rolls, Armor Class, Saving Throws, and Damage rolls to all of their allies within 30 feet of him or her. When your target is at 50% or fewer hit points, their allies within 30 feet have a 10 foot penalty to movement speed.

Knight's Move (Level 1 Utterance)

Your target moves up to 15 feet. This movement does not provoke Reactions.

Reversed: Your target is Slowed until the end of your next turn. Wisdom save negates.

Lord's Imperative (Level 2 Utterance)

You say a single word, such as "Sit". On a failed Charisma save, your target performs that command to the best of their ability on their next turn. This is a mind-affecting compulsion effect.

Reversed: Your target becomes immune to charm and compulsion effects for 5 rounds.

Magic Concentration (Level 4 Utterance)

Your target gains Spell Resistance 11 + your level for 5 rounds.

Reversed: Your target may, within the next 5 rounds, choose for any spell they cast to deal 50% more damage, rounded up.

Pawn's Lance (Level 1 Utterance)

Your target may make an immediate attack with a melee weapon against an enemy within range. They have +1 to their Attack roll and add your Truenaming ability modifier to damage.

Reversed: Your target suffers a -1 penalty to attack and your Truenaming Ability modifier as a penalty to damage for 5 rounds. Fortitude negates. Each turn, they may make a saving throw to negate this Utterance.

Preternatural Clarity (Level 5 Utterance)

Your target can choose to gain a reroll a single d20 roll made during the next 5 rounds. If they do, they gain Advantage to that roll.

Reversed: Your target is, on a failed Wisdom save, confused for 5 rounds as per the spell confusion.

Queen's Retribution (Level 2 Utterance)

When your target is struck by an attack, they may make an immediate Reaction attack against their attacker, if able. In addition, enemies cannot move through their threatened space.

Reversed: Your target cannot take Reactions, and enemies can move through their space as if they were not there.

Rook's Bulwark (Level 2 Utterance)

Your target gains DR 5/- and a +2 to Saves versus effects that would move them or trip them. This lasts for 5 rounds, or until they voluntarily move from their square.

Reversed: Your target suffers +1d6 damage from all physical attacks for 5 rounds. Constitution save negates.

Seek the Sky (Level 3 Utterance)

Your target gain a Fly Speed of 40 feet for 5 rounds.

Reversed: On a failed Dexterity save, your target loses the ability to fly for 5 rounds and falls to the ground harmlessly at a rate of 60 feet per round.

Sensory Focus (Level 5 Utterance)

Your target gains the Blindsight ability, and the benefits of True Seeing, for 5 rounds.

Reversed: Your target is blinded and deafened for 3 rounds on a failed Constitution save.

Singular Mind (Level 5 Utterance)

You remove all enchantments, curses, and possession effects afflicting your target, so long as your level is higher than the level of the caster or creature who applied those effects.

Reverse: On a failed Charisma save, your target is affected by the Dominate Monster spell for 5 rounds.

Universal Aptitude (Level 1 Utterance)

Your target adds half their Proficiency bonus, rounded up, to any Skill of their choice with which they are not Proficient, for 5 rounds.

Reverse: Your target loses Proficiency with a skill of your choice for 5 rounds.

Vision Sharpened (Level 3 Utterance)

Your target can see invisible creatures and secret doors for 5 rounds.

Reversed: Your target becomes invisible, like the Invisibility spell, for 5 rounds.

Word of Nurturing, Least (Level 1 Utterance)

Your target regains 1 hit point per round for 5 rounds.

Reversed: Your target takes 1d6 damage this round and 1d6 damage next round. A successful Wisdom save halves the damage.

Word of Nurturing, Lesser (Level 2 Utterance)

Your target regains 2 hit points per round for 5 rounds.

Reversed: Your target takes 2d6 damage this round and 2d6 damage next round. A successful Wisdom save halves the damage.

Word of Nurturing, Common (Level 3 Utterance)

Your target regains 4 hit points per round for 5 rounds.

Reversed: Your target takes 3d6 damage this round and 3d6 damage next round. A successful Wisdom save halves the damage.

Word of Nurturing, Greater (Level 4 Utterance)

Your target regains 7 hit points per round for 5 rounds.

Reversed: Your target takes 5d6 damage this round and 5d6 damage next round. A successful Wisdom save halves the damage.

Word of Nurturing, Grand (Level 5 Utterance)

Your target regains 10 hit points per round for 5 rounds.

Reversed: Your target takes 7d6 damage this round and 7d6 damage next round. A successful Wisdom save halves the damage.

Path of the Practiced Binder (Magic)

You can bind the powers of Vestiges, spirits from outside of time and space, to your soul for a time.

Vestige Binding: You have the ability to bind one Vestige to your soul. In order to bind a Vestige, you must have a Contract with that Vestige. You can attempt to forge a Contract with a Vestige in a ritual that takes one hour, and involves negotiation and promises. If you currently have your maximum number of Contracts, you must break your Contract with another Vestige in order to gain a new Contract. The number of Contracts you can forge at a time, and the highest level Vestige you can make Contracts with, is determined by your Magic Rank.

- | | |
|---|---|
| 1 | Soul Warden: Your connection with Vestiges grants you defenses against certain types of magic. You are immune to Fear and Charm effects. |
| 2 | Rapid Rebinding: Once per Long Rest, as a Full-Round Action, you can remove one of your bound Vestiges and bind another Vestige you have a Contract with in its place. |
| 3 | Double Bind: You can bind up to two Vestiges at once; the second Vestige must be at least one level lower than your maximum Vestige level. |
| 4 | Improved Soul Warden: Your connection with Vestiges depends. You are immune to Mind-Affecting effects. |
| 5 | Triple Bind: You can bind up to three Vestiges at once; the third Vestige must be at least two levels lower than your maximum Vestige level. |

Magic Rank	Max Vestige Level	Contracts Forged
1	1	2
2	1	3
3	2	4
4	2	5
5	3	6
6	3	7
7	4	8
8	4	9
9	5	10

Path of the Reckless Binder (Magic)

You can steal the various powers of Vestiges for your own use, a practice that other Binders consider foolish and risky at best; this has the side effect of fortifying your body with supernatural power.

Steal Vestige Power: You have the ability to steal the power of Vestiges for yourself. To steal a Vestige's power, you must perform a ritual that takes 1 hour, at the end of which you select one granted ability a Vestige might grant. You gain that granted power. You cannot gain more than one granted power from the same Vestige. The highest-level Vestige you can steal from, and the total number of powers you can have at one time, is based on your Magic Rank. If you would gain more Stolen Vestige Powers than your maximum, you must lose one that you have stolen, and the new one takes its place.

1	<p>Pact Augmentation: You gain one of the following benefits. Each time you take a Short Rest, you can change what benefit you gain. +5 Hit Points, Resist 5 to one type of damage, +1 to one type of saving throw, DR 1/-, +1 bonus to damage rolls, +2 bonus to Initiative</p>
2	<p>Rapid Power Use: Once per Short Rest, you can immediately use an ability with a 5 round or Short Rest recharge, as if it had recharged. In addition, you gain two Pact Augmentation choices.</p>
3	<p>Slippery Mind: If you fail a Wisdom or Charisma save against an Enchantment or Illusion effect, you can reroll your save the round afterward. You only get one additional chance. In addition, you gain three Pact Augmentation choices.</p>
4	<p>Improved Rapid Power: You can use Rapid Pact Use three times per Short Rest. In addition, you gain four Pact Augmentation choices.</p>
5	<p>Life Warden: You are immune to energy drain and negative levels. In addition, you gain five Pact Augmentation choices.</p>

Magic Rank	Max Vestige Level	Stolen Powers
1	1	2
2	1	3
3	2	4
4	2	5
5	3	6
6	3	7
7	4	8
8	4	9
9	5	10

Sample Vestiges (18)

Aceterak, the Devourer (Vestige Level 4)
Sign: One of your teeth becomes a gem.
Influence: You must always attempt to fill any power void you encounter.
Detect Undead: You can detect undead creatures within 60 feet at all times.
Hide from Undead: You can become undetectable to undead as an Action. Undead must make an Intelligence save to notice you.
Lich's Energy Immunities: You are immune to cold and electricity damage.
Paralyzing Touch: You can touch a creature as an action. On a failed Strength save, the target is paralyzed for rounds equal to half your level. Each round of paralysis, the creature can make another Strength save to dispel the effect. You can use this ability once per 5 rounds.
Speak with Dead: You can question dead creatures at will, as if you had cast the <i>Speak with Dead</i> spell.
Undead Healing: Negative energy heals you instead of damaging you. You are still healed by positive energy if you are not already undead.

Amon, the Void Before the Altar (Vestige Level 1)
Sign: A pair of curved ram's horns sprout from your forehead.
Influence: You are surly and irritable, and you must resist spells involving light and fire.
Darkvision: You can see in darkness at up to 60 feet.
Fire Breath: You can fire a line of fire as an action. It has a range of 30 feet, and deals 2d6 fire damage, plus 1d6 fire damage per 4 levels you possess. You can use this ability once per 5 rounds.
Ram Attack: You gain a natural weapon that deals 1d6 damage, plus 1.5 times your strength bonus. If you charge an enemy and attack with your horns, you deals +1d8 damage.

Andromalias, the Repentant Rogue (Vestige Level 2)
Sign: You gain an extra digit on each limb.
Influence: You delight in minor mischief, but cannot steal or take an item from a dead body.
Jester's Mirth: As an action, you can make a creature burst in laughter on a failed Charisma save. They cannot attack or cast spells while laughing. Each round, they can spend an action to make another save against this effect. You can use this ability once per 5 rounds.
Locate Item: At will, you can sense the direction of a specific object you have seen or can accurately visualize. It must be within 100 feet per level. You know the direction, but not the specific location.
See the Unseen: You can see invisible creatures and objects.
Sense Trickery: You gain a +2 bonus to Skill checks to thwart liars and thieves.
Sneak Attack: You deal +2d6 damage to creatures you have Advantage against, or who are within 5 feet of a creature they consider an enemy. This increases to 3d6 at 10th level, 4d6 at 15th level, and 5d6 at 20th level. This damage is not multiplied on a critical hit, and does not stack with any other form of precision damage (such as that from Malphas).

Balam, the Bitter Angel (Vestige Level 3)

Sign: Your voice becomes hollow and guttural

Influence: Your distrust Clerics and Paladins, and you must insult any holy place you enter

- Balam's Cunning: You can reroll one Attack, Saving Throw, or Skill check you make by invoking Balam's power. You can do this once per 5 rounds.
- Icy Glare: You have a gaze attack. As an Action you can deal 2d6 cold damage to one creature you can see. Wisdom save negates.
- Prescience: You have a +1 bonus to Initiative checks per 4 levels. Once per 5 rounds, you can choose to gain a +1 bonus per 4 levels to Dexterity saves and Armor Class.
- Weapon Finesse: You can attack and deal damage using Dexterity instead of Strength when using Finesse weapons.

Dahlver-Nar, the Tortured One (Vestige Level 1)

Sign: Teeth grow from your scalp

Influence: You constantly change focus, unable to spend more than one turn concentrating

- Mad Soul: You are immune to Wisdom damage and drain, madness, insanity, and confusion.
- Maddening Moan: You can moan as an action. Creatures within 30 feet much make a Wisdom save or be dazed for 1 round, You can use this once per 5 rounds.
- Natural Armor: You gain damage reduction equal to your Constitution modifier
- Shield Self: At will, you can designate one creature within 10 feet per level. As long as you are within range of them, they take half of your damage. You can only have one creature under this effect at a time. The target may make a Charisma save to negate the damage each time they would suffer damage.

Eligor, Dragon's Slayer (Vestige Level 4)

Sign: One of your hands becomes covered in draconic scales

Influence: You feel pity for outcasts, and attack humans, elves, and dragons before all other foes

- Chromatic Strike: Your first successful melee attack each round deals +1d6 damage of your choice (fire, cold, electricity, or acid).
- Eligor's Skill in the Saddle: You can attack at the end of a charge while mounted, or any creature you pass by when you charge while mounted.
- Eligor's Strength: You gain a +4 bonus to Strength.
- Eligor's Resilience: You gain DR 5/-
- Heavy Armor Proficiency: You are proficient with heavy armor

Focalor (Vestige Level 2)

Sign: Your eyes constantly weep

Influence: You must spend an action mourning each creature you kill. If in combat, this must occur directly after combat ends.

- Aura of Sadness: Creatures adjacent to you take a -2 penalty to attack rolls, saving throws, and ability checks. You can suppress this ability as an action. This is a mind-affecting ability.
- Focalor's Breath: You can breath at a creature within 30 feet. On a failed Constitution save the target is blinded for 1 round. This ability can be used once per 5 rounds.
- Lightning Strike: You can call down a bolt of lightning on any creature within 10 feet per level. They take 2d6 electricity damage, plus an additional 1d6 per four levels you possess.
- Water Breathing: You can breathe both water and air.

Halphax, the Angel in the Angle (Vestige Level 5)

Sign: Your body looks like cracked stone

Influence: You lose all sense of shame or embarrassment, and you must always negotiate for the release of hostages

- Damage Reduction: You gain DR 10/Adamantine.
- Halphax' Knowledge: You are considered Trained at Profession (Siege Engineer) and Knowledge (Architecture and Engineering), and you gain double your Proficiency bonus to those Skills.
- Imprison: You can inter an enemy by touching them as an action. On a failed Fortitude save, they are buried in the earth and trapped like the imprisonment spell, lasting for a number of rounds equal to your level. If you miss you can use this ability again, but if you hit and they successfully save you cannot use this ability for 1d4 rounds. You can only have one creature interred with this ability.
- Iron Wall: You can create a wall of iron like the spell as an action. It lasts for 1 minute. You can use this ability once per 5 rounds.
- Secure Shelter: As an action, you can create a stone tower into being within 60 feet of you, as the secure shelter spell. You can only have one such tower at a time. You can dismiss it as an action, and doing so prevents you from summoning it again for 5 rounds.

Haures, the Dreaming Duke (Vestige Level 4)

Sign: Your hands are inverted like a Rak'shasa

Influence: You become eccentric, talking to imaginary friends, and you cannot enter the area of illusions you disbelieve and did not create

- Inaccessible Mind: You are immune to any effect that would detect, influence, or read your thoughts, and you are immune to mind-affecting abilities. You can turn this ability on or off as an action.
- Incorporeal Movement: When you move, you become partially intangible, ignoring difficult terrain and imposing a 50% miss chance to any attack made against you as you move. You can turn this ability on or off as an action.
- Major Image: You can cast major image as an action. You can only have one such image at a time. You can use this ability once per 5 rounds.
- Phantasmal Killer: You can cast phantasmal killer as an action. You can only have one such image at a time. You can use this ability once per 5 rounds.

Ipos, Prince of Fools (Vestige Level 4)

Sign: You grow long, black, clawlike nails.

Influence: You think highly of your intelligence, and will answer any academic question asked of to the best of your ability.

- Cold Iron Claws. You gain a pair of natural attacks, claws that deal 1d6 damage, or 1d4 if you are small. You can attack with both hands as an action. In addition, the claws are considered Cold Iron for the purposes of overcoming damage reduction.
- Flash of Insight: At the start of your turn, you can gain the benefits of the spell true seeing until the start of your next turn. You can use this ability once per 5 rounds.
- Ipos' Influence: The save DC of all of your Vestige's abilities increases by 1, and your level is treated as one higher.
- Planar Attenuation: You are immune to any harmful effects of planes you travel to.
- Rend: When you hit with two claw attacks, you automatically deal double your claw damage in addition to your normal damage.

Karsus, Hubris in the Blood (Vestige Level 2)

Sign: You bleed heavily from all wounds. This does not inflict any additional damage.

Influence: You must make Intimidate checks, rather than Bluff or Diplomacy checks, when dealing with others.

- Heavy Magic: The save DC of all magic items you use increases by 1.
- Karsus' Senses: You can sense magic, as the detect magic spell, at will.
- Karsus' Touch: You can cast dispel magic, but only against adjacent spells and objects, as an action. You can do this a number of times per day equal to your level. You can use this ability once per 5 rounds.
- Karsus' Will: You can use scrolls, wands, and staves as if you were a spellcaster of your level.

Malphas, the Turnfeather (Vestige Level 1)

Sign: Your teeth and tongue become black

Influence: You fall in love easily, and must always use any poison you have access to.

- Bird's Eye Viewing: You can summon a dove or raven as an action. It acts as you wish, and you can see through the creature's eyes at will. You can dismiss the bird as an action.
- Invisibility: As a full-round action, you become invisible, as the invisibility spell. This lasts a number of rounds equal to your level. Once it ends, you cannot use this ability again for 5 rounds.
- Poison Use: You can apply poisons with ease, and you never accidentally poison yourself.
- Sudden Strike: You deal +1d6 damage to flat-footed, surprised, and helpless creatures with your melee attacks. This increases to 2d6 at 4th level, 3d6 at 8th level, 4d6 at 12th level, 5d6 at 16th level, and 6d6 at 20th level. This does not stack with other forms of precision damage (such as that from Andromalius).

Marchosias, King of Killers (Vestige Level 5)

Sign: Your pupils glow with a red-orange light

Influence: You are debonair and sly, and you always use your death attack on any foe you find unaware of your presence.

- Death Attack: If you spend three rounds doing nothing but studying a target, and then attack your target within the next three rounds after that, they must make a Constitution save or be killed or paralyzed for 1d6 + your level rounds, your choice. Your attack is only a death attack if you successfully deal damage, and your target is flanked, flat-footed, surprised, or helpless.
- Fiery Retribution: You deal 3d6 additional fire damage with melee attacks that strike creatures that possess the Sneak Attack ability, or some similar form of precision damage.
- Smoke Form: You can turn into smoke at will, as the gaseous form spell. Turning into smoke or turning back takes an action, and once you return from smoke form you cannot do so again for 5 rounds.
- Silent and Sure: You add double your Proficiency bonus to Stealth checks.

Orthos, Sovereign of the Dark (Vestige Level 5)

Sign: You are buffeted by a constant light wind that constantly changes direction.

Influence: You must always carry a light source in darkened areas, and you speak in whispers.

- Blindsight: You gain Blindsight out to 30 feet.
- Displacement: Melee and ranged attacks made against you have a 50% miss chance. True Seeing allows a creature to bypass this defense.
- Whirlwind Breath: You can breathe a scouring blast of wind as an action. Targets in a 60 foot cone take 1d6 damage per level, half on a successful Dexterity save. On a failed save, they must also make a Strength save or be knocked back 1d4x10 feet away from you, or to outside the cone, whichever is shorter. You can use this ability once per 5 rounds.
- Whispering Message: You can send a message on the wind, as the whispering wind spell, at will as an action.

Otiax, the Key to the Gate (Vestige Level 3)

Sign: You are surrounded by wisps of blue fog.

Influence: You cannot stand closed doors, and you must unlock any lock in your presence.

- Air Blast: You can fire a blast of air against a target within 10 feet. They take 2d6 damage. If you can make multiple attacks per round, you can use Air Blast as one attack.
- Combat Reflexes: You gain two Reactions per round.
- Concealing Mist: You have concealment, giving incoming melee and ranged attacks a 20% miss chance.
- Open Portal: At will, you can open any unlocked container at a range of 10 feet per level.
- Unlock: As a full-round action, you can unlock any lock with a DC of 20 or less. At 13th, the DC is 25 or less. At 15th, the DC is 30 or less. At 18th, the DC is 35 or less. At 20th, the DC is 40 or less. You can use this ability once per 5 rounds.

Paimon, the Dancer (Vestige Level 2)

Sign: One side of your moth is wider than the other.

Influence: You are bold, and must dance (move at half speed) when listening to music.

- Dance of Death: When you choose to move and attack, you can attack any creature along your movement as part of that movement. If you do so, you can only attack once that turn. You can use this once per 5 rounds.
- Paimon's Blades: You are Proficient with the Rapier, Short Sword, and can apply your Dexterity bonus to attack and damage with those weapons.
- Paimon's Dexterity: You gain a +2 bonus to Dexterity saves, Initiative, and damage with Rapiers and other Finesse weapons.
- Paimon's Skills: You are Proficient with the Tumble skill, and any Skill check made to dance.
- Uncanny Dodge: You keep your Dexterity bonus to Armor Class even when flat-footed or attacked by an invisible enemy.
- Whirlwind Attack: As an action, you can attack every creature you can reach with your melee weapon. You forfeit any additional attacks per round you might otherwise have.

Savnok, the Instigator (Vestige Level 2)

Sign: An arrowhead appears under your skin.

Influence: You are headstrong and recalcitrant. You cannot remove armor you don.

- Call Armor: You can summon a set of heavy armor at will. Its armor bonus is 4 + 1 per 4 levels you possess.
- Heavy Armor Proficiency: You are proficient with Heavy Armor
- Move Ally: Instead of moving, you can swap positions with an ally. The maximum distance you can swap positions at is 5 feet per two levels. You can use this ability once per 5 rounds.
- Savnok's Armor: You gain DR 1 against all weapons except for arrows. This increases by 1 for every 4 levels you possess.

Tenebrous, the Shadow That Was (Vestige Level 3)

Sign: You always seem to be standing in shadow; this cannot grant you concealment.

Influence: You have a constant sense of detachment, and you cannot act first in combat.

- Deeper Darkness: You can create an area of darkness, as the spell, at will. It is centered on you.
- See in Darkness: You can see perfectly in mundane or magical darkness.
- Touch of the Veil: Your first attack each round deals +1d8 cold damage; 2d8 at 11th level, 3d8 at 15th level, and 4d8 at 19th level.
- Turn/Rebuke Undead: You can turn or rebuke undead as a cleric of your level. You can use this ability once per 5 rounds.
- Vessel of Emptiness: You gain the flicker mystery. You can use this ability once per day. At 13th level, you can use this twice per day. At 19th level, you can use this three times per day.

Path of the Incarnate (Magic)

You can accumulate raw soulstuff and forge weapons, armor, and more out of it. Your approach to Soulmelds is academic, and you excel at emanating raw soul energy and reforging your melds at will.

Soulmelds: You have the ability to create a number of Soulmelds. This takes one hour, at the end of which you can forge a number of Soulmelds up to your maximum, based on your Magic Rank. These are taken from your Soulmelds Known. You can learn to forge Soulmelds with the Incarnate descriptor.

Essentia: You have a number of points of Essentia, stored in something called your Essentia Pool. At the start of your turn, you can choose to do one of the following: Invest Essentia from your Essentia Pool into one of your Soulmelds, or remove Invested Essentia from one of your Soulmelds and put it back in your Essentia Pool. Your total Essentia, and the maximum Essentia each Soulmeld can hold, is based on your Magic Rank.

- | | |
|---|---|
| 1 | Incarnum Radiance: At the start of your turn, as a free action, you can activate Incarnum Radiance. This lasts for 3 + your Constitution modifier rounds, during which time you gain one fo the following benefits: +1 to AC and Dex saves / +Wis damage with weapons / +1 to Attack rolls with weapons / +10 move speed
You choose which benefit Incarnum Radiance gives you when you gain this ability. You can use this ability once per Long Rest |
| 2 | Rapid Meldshaping: Once per Long Rest as an action you can swap out one of your forged Soulmelds for any other Soulmeld you know. You can also use Incarnum Radiance twice per Long Rest. |
| 3 | Share Incarnum Rdiance: You can choose for allies with 25 feet of you to also gain the benefits of your Incarnum Radiance. If you do, you must spend two uses of the ability. You can now use Incarnum Radiance three times per Long Rest. |
| 4 | Improve Rapid Meldshaping: You can use Rapid Meldshaping three times per Long Rest, and you can use Incarnum Radiance four times per Long Rest. |
| 5 | Improved Incarnum Radiance: Your Incarnum Radiance now gives two benefits from the list instead of one. You can now use it five times per Long Rest. |

Magic Rank	Soulmelds Known	Max Soulmelds Forged	Total Essentia	Max Invested Essentia
1	4	2	2	1
2	6	2	3	1
3	8	3	4	2
4	10	3	5	2
5	12	4	6	3
6	14	4	7	3
7	16	5	8	4
8	18	5	9	4
9	20	6	10	5

Path of the Soulborn (Magic)

You can accumulate raw soulstuff and forge weapons, armor, and more out of it. Your approach to soulmelds is practical; you focus on maximizing your available melds and empowering your battle abilities

Soulmelds: You have the ability to create a number of Soulmelds. This takes one hour, at the end of which you can forge a number of Soulmelds up to your maximum, based on your Magic Rank. These are taken from your Soulmelds Known. You can learn to forge Soulmelds with the Soulborn descriptor.

Essentia: You have a number of points of Essentia, stored in something called your Essentia Pool. At the start of your turn, you can choose to do one of the following: Invest Essentia from your Essentia Pool into one of your Soulmelds, or remove Invested Essentia from one of your Soulmelds and put it back in your Essentia Pool. Your total Essentia, and the maximum Essentia each Soulmeld can hold, is based on your Magic Rank.

1 **Incarnum Smite:** Once per Short Rest when you hit a creature with a weapon attack, you can choose to deal +1d8 damage. In addition, you become Proficient with one of the following types of Saving Throws: Strength, Dexterity, Constitution, or Wisdom.

2 **Incarnum Defense:** You can use Incarnum Smite twice per Short Rest. In addition, you gain one of the following benefits, based on the type of saving throw chosen with Incarnum Smite:
 Strength: Immunity to petrification
 Dexterity: Immunity to paralysis
 Constitution: Immunity to
 Wisdom: Immunity to fear

3 **Improved Smite:** You can use Incarnum Smite three times per Short Rest; it now deals +2d8 damage.

4 **Improved Incarnum Defense:** You can use Incarnum Smite four times per Short Rest. In addition, you can share the benefits of your Incarnum Defense with any number of creatures within 25 feet. You

5 **Greater Smite:** You can use Incarnum Smite five times per Short Rest; it now deals +3d8 damage.

Magic Rank	Soulmelds Known	Max Soulmelds Forged	Total Essentia	Max Invested Essentia
1	2	1	2	2
2	3	1	3	3
3	4	2	5	3
4	5	2	6	4
5	6	3	8	4
6	7	3	9	5
7	8	4	10	5
8	9	4	11	6
9	10	5	12	6

Soulmelds (18)

Acrobat Boots (Incarnate Soulmeld)

You gain a +1 bonus to Balance, Escape Artist, Jump, and Tumble checks.

Essentia: Each point of Essentia invested increases this bonus by 1.

Essentia: If you have 2 or more point of Essentia invested in Acrobat Boots, you reduce all falling damage by 1d6 per point invested.

Adamant Pauldrons (Incarnate Soulmeld)

When you are struck by a critical hit or sneak attack, roll 1d4. On a 4, the attack deals normal damage instead.

Essentia: You gain DR equal to the Essentia invested in this ability

Essentia: If you have 4 of more Essentia invested in Adamant Pauldrons, you negate critical hits and sneak attacks on a 3 or 4.

Airstep Sandals (Incarnate Soulmeld)

You can fly up to 10 feet when you move. You fall at the end of this movement.

Essentia: Each point of Essentia invested increases this distance by 10 feet.

Bloodwar Gauntlets (Incarnate Soulmeld)

You gain a +1 bonus to damage rolls with melee weapons.

Essentia: Each point of Essentia invested increases this bonus by 1.

Essentia: If you have 3 or more Essentia invested in Bloodwar Gauntlets, you can fire an explosive blast against all creatures within 20 feet of you. They take 3d6 damage per point of Essentia invested, half on a successful Strength save. You can use this ability once per Long Rest.

Crystal Helm (Incarnate and Soulborn Soulmeld)

You gain a +1 bonus to all saves against charm and compulsion effects.

Essentia: You gain a bonus to Armor equal to 1 + your Essentia invested. This overlaps with any worn or magical armor you'd otherwise gain.

Dissolving Spittle (Incarnate Soulmeld)

You can make an attack versus armor class against a creature within 30 feet. The target takes 1d6 acid damage on a successful attack.

Essentia: Each point of Essentia invested increases this damage by 1d6.

Enigma Helm (Incarnate and Soulborn Soulmeld)

You are protected from divination spells – you gain Spell Resistance 11 + your level against them.

Essentia: Each point of Essentia invested grants you a +1 to Wisdom saves.

Essentia: If you have 2 or more points of Essentia invested in Enigma Helm, you are immune to charm effects.

Fellmist Robe (Incarnate Soulmeld)

You have 10% concealment against any creature more that 5 feet away from you. A strong wind dispels the robe, which reforms one round after the wind dissipates.

Essentia: Each point of Essentia invested increases your concealment bonus by 5%.

Essentia: If you have 5 or more points of Essentia invested in Fellmist Robe, your concealment applies against adjacent enemies, and persists even in strong winds.

Illusion Veil (Incarnate and Soulborn Soulmelds)

You gain a +1 bonus to Bluff checks and to the save DCs of Illusion spells you cast.

Essentia: Each point of Essentia invested increases the duration of your Illusion spells by 1 round. If they have a duration of Concentration, they persist for a number of rounds equal to the Essentia invested even after you stop concentrating.

Essentia: If you have 1 or more Essentia invested in Illusion Veil, you can see invisible creatures and objects.

Incarnate Weapon (Incarnate Soulmeld)

You create a melee weapon of your choice out of soul energy. It cannot be sundered or destroyed. It appears in your hand if you drop it, at the start of your next turn.

Essentia: Each point of Essentia invested grants you a +1 bonus to damage rolls with your Incarnate Weapon.

Essentia: If you have 3 or more Essentia invested in Incarnate Weapon, you can charge it with power as an action. You can spend the charge when you attack; if you hit, the target loses their next attack action on a failed Strength save. You can only have one charge in your weapon at a time, and reducing the Essentia invested below 3 removes the charge.

Lifebond Vestments (Incarnate Soulmeld)

You gain the ability to heal a creature by touching it and concentrating as an action. You can restore up to your level in health to the target. You lose half as much health as you heal. Creatures cannot be healed this way more than once per hour.

Essentia: Each point of Essentia invested increases your maximum amount you can heal by 5.

Essentia: If you have 2 or more Essentia invested in Lifebond Vestments, you can heal targets at up to 30 feet.

Essentia: If you have 4 or more Essentia invested in Lifebond Vestments, you can heal any creature even if you had healed them earlier that hour.

Lightning Gauntlets (Incarnate Soulmeld)

On a successful attack, you deal 1d6 electricity damage to your target. You ignore Armor bonuses to Armor Class when attacking with this ability.

Essentia: Each point of Essentia invested increases the damage by 1d6.

Essentia: If you have 2 or more Essentia invested in Lightning Gauntlets, you can spend an action to grant a charge to any weapon you are holding (or to a natural attack or unarmed strike). The next time you hit with that weapon, you add your Lightning Gauntlet damage to the total.

Mantle of Flame (Incarnate Soulmeld)

Whenever you are struck with a melee weapon, unarmed strike, or natural weapon, your attacker takes 1d6 fire damage.

Essentia: Each point of Essentia invested increases the damage by 1d6.

Essentia: If you have 3 or more Essentia invested in Mantle of Flame, you can spend an action to attack all creatures within 5 feet. They take damage as if they had struck you with a melee weapon, or half on a successful Dexterity save.

Pauldrons of Health (Incarnate and Soulborn Soulmeld)

You are immune to disease, as well as the sickened and nauseated conditions.

Essentia: each point of Essentia invested gives you a +1 bonus to Constitution saves.

Essentia: If you have 3 or more Essentia invested in Pauldrons of Health, you are immune to energy drain.

Planar Chasuble (Incarnate Soulmeld)

Choose Fire, Cold, Electricity, or Acid when you forge this Soulmeld. You gain Resist 10 against that type of damage.

Essentia: Each point of Essentia invested increases the Resist by 5.

Essentia: If you have 2 or more Essentia invested in Planar Chausuble, double the benefits of your Incarnum Radiance ability.

Essentia: If you have 5 or more Essentia invested in Planar Chausuble, you can open a gate to any plane, as the spell. You must pay the cost of that spell as normal. You can do this once per week.

Silvertongue Mask (Incarnate and Soulborn Soulmeld)

You gain a +1 bonus to Bluff and Diplomacy checks.

Essentia: Each point of Essentia invested increases this bonus by 1.

Essentia: If you have 2 or more Essentia invested in Silvertongue Mask, you also gain this bonus to Sense Motive checks.

Essentia: If you have 4 or more Essentia invested in Silvertongue Mask, you can cast the suggestion spell once per hour. Creatures targeted by this ability are immune for 24 hours, even if they succeed on their Charisma save.

Strongheart Vest (Incarnate and Soulborn Soulmeld)

Whenever you would take ability damage or drain, you take 1 less of that damage or drain.

Essentia: Each point of Essentia invested lets you take 1 less ability damage or drain.

Essentia: If you have 4 or more Essentia invested in Strongheart Vest, you are immune to energy drain and death effects.

Wind Cloak (Incarnate and Soulborn Soulmeld)

You take 2 less damage from ranged weapons, and tiny or smaller creatures cannot enter your square unless they succeed on a Strength save.

Essentia: Each point of Essentia invested reduces your damage taken from ranged weapons by 2.

Essentia: If you have 3 or more Essentia invested in Silvertongue Mask, you can automatically deflect the first ranged projectile attack made against you each round.

Path of the Kinetacist (Magic)

You possess great psionic power, which manifests in the form of blasts of energy and kinetic motion. When it comes to dishing out a rainbow of pain, nobody does it quite as good as you can.

Manifesting: You have the ability to manifest Psionic Powers. Manifesting a power takes an action, unless the power states otherwise, and costs a number of Power Points equal to its level. You can Augment a power by spending additional Power Points, but you cannot spend more Power Points on a single power than the maximum Power Level you can manifest. You can learn powers with the General or Psychokinesis tag. Your Power Points replenish after a Long Rest.

Minor Manifesting: You can manifest the Energy Ray power as an action at will. Doing so costs no Power Points, but the damage is reduced to 1d6. When you reach 5th level, the damage increases to 2d6. When you reach 9th level, the damage increases to 3d6.

1	Energy Focus: After each Short or Long Rest, you gain a Psionic Focus. When you manifest a Psychokinesis power that deals damage, you can expend your Psionic Focus. If you do, the power deals +1 damage per die it would deal. You can regain your Psionic Focus as an action that provokes opportunity attacks.
2	Energy Overchannel: The maximum number of Power Points you can spend on a Power with the word “Energy” in its name increases by 1.
3	Energy Specialization: Choose Fire, Cold, Acid, Electricity, or Thunder. Powers you manifest that deal that type of damage deal +1 damage per die.
4	Improved Energy Overchannel: The maximum number of Power Points you can spend on a Power with the word “Energy” in its name increases by 1, to a total of +2.
5	Psychokinetic Mastery: Choose two Psychokinesis Powers with a level of 3 or lower. It costs 2 fewer Power Points to Manifest those Powers.

Magic Rank	Powers Known	Max Power Level	Power Points
1	2	1	2
2	3	2	5
3	4	3	9
4	5	4	14
5	6	5	20
6	7	6	27
7	8	7	35
8	9	8	44
9	10	9	55

Path of the Psychoport (Magic)

You possess great psionic power, which manifests in the form of teleportation and accelerated movement abilities. When it comes to moving yourself or others, your abilities are top notch.

Manifesting: You have the ability to manifest Psionic Powers. Manifesting a power takes an action, unless the power states otherwise, and costs a number of Power Points equal to its level. You can Augment a power by spending additional Power Points, but you cannot spend more Power Points on a single power than the maximum Power Level you can manifest. You can learn powers with the General or Psychoportation tag. Your Power Points replenish after a Long Rest.

Minor Manifesting: You can manifest the Catfall power as an action at will. Doing so costs no Power Points, but the fall damage reduction is reduced by 2d6. When you reach 5th level, the fall damage reduction is reduced by 6d6. When you reach 9th level, you ignore fall damage completely.

1	Psychoportive Jaunt: Instead of moving, you can instead choose to teleport to any space you can see, up to a maximum of 20 feet per level. You can move up to 30 feet per level this way each day, all at once or broken up into multiple smaller jumps. You cannot take other creatures with you with this ability.
2	Extended Travel: Double the distance of all of your Psychoportation Powers.
3	Improved Psychoportive Jaunt: Your total distance with Psychoportive Jaunt increases to 100 feet per level, and you can choose to take any number of additional creatures with you. They must be touching you, and you multiply the cost of movement by the number of creatures traveling with you (so, three creatures moving 50 feet would consume 150 feet of movement).
4	Improved Extended Travel: Multiply the maximum distance of all of your Psychoportation Powers by 5 instead.
5	Psychokinetic Mastery: You may manifest Planar Psychoport and Psychoport up to two times per day in total (so, both once or one twice). It only takes an action to Manifest them, and it does not consume Power Points to do so.

Magic Rank	Powers Known	Max Power Level	Power Points
1	2	1	2
2	3	2	5
3	4	3	9
4	5	4	14
5	6	5	20
6	7	6	27
7	8	7	35
8	9	8	44
9	10	9	55

Psionic Powers

Energy Powers: When a Power says it deals Energy damage, it deals your choice of the following. Each type of damage requires a different saving throw for half damage.

- Fire and Electricity: Dexterity save
- Cold and Acid: Constitution save
- Sonic: Strength save

Energy Burst (Level 3 Psychokinesis Power)

You fire an explosion of Energy, dealing 4d6 damage to all targets within a 20-foot radius, at up to 100 foot range.

Augment: Every Power Point spent increases the damage by 1d6

Energy Missile (Level 2 Psychokinesis Power)

You fire two missiles of Energy. Each deals 2d6 damage to the target, all targets must be within 15 feet of each other, and you can fire the rays up to 60 feet. You can't hit the same target with more than one missile.

Augment: Every Power Point allows you to fire one additional missile.

Energy Nova (Level 5 Psychokinesis Power)

You explode with Energy, dealing 6d6 damage to all targets within 60 feet of you. You also take half damage from this Power, or one quarter on a successful save.

Augment: Every Power Point spent increases the damage by 2d6.

Energy Ray (Level 1 Psychokinesis Power)

You fire a ray of Energy, dealing 2d6 damage to one target within 30 feet.

Augment: Every Power Point spent increases the damage by 2d6.

Energy Wave (Level 4 Psychokinesis Power)

You project a long, powerful 90-degree cone of Energy that reaches up to 30 feet away, starting in a square adjacent to you, dealing 5d6 damage to all targets caught within the blast.

Augment: Every Power Point spent increases the damage by 1d6.

Planar Psychoport (Level 6 Psychoportation Power)

Casting Time: 10 Minutes

You, and up to four other creatures, travel to any Plane of existence you desire. If you have not been there before, you arrive within 1d100 miles of your destination. If you have spent a moderate amount of time there, you arrive within 1d20 miles of your destination. If you have spent extended amounts of time there, you arrive within 1d6 miles of your destination.

Psychoport (Level 5 Psychoportation Power)

Casting Time: 10 Minutes

You, and up to four other creatures, travel up to 25 miles in any direction you desire. If you have not been to your destination before, you arrive within 1d10 miles of your destination. If you have spent a moderate amount of time there, you arrive within 1d6 miles of your destination. If you have spent extended amounts of time there, you arrive within 1d100 feet of your destination.