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Backgrounds

Alienist

The newfound study of psychoanalysis is your calling. You know people better than you know themselves, and you may be able to help or even treat those who suffer various afflictions of the mind. A unique and relatively untrusted new science, some embrace your abilities as a doctor, some resist, and consider you a fraud, a mountebank. You may have even encountered those in your field with a rudimentary understanding using it for glory rather than furthering the understanding of the human experience.

Skill Proficiencies: Insight, Medicine

Tool Proficiencies: Healer's Kit, Herbalism Kit, and Poisoner's Kit

Languages: Two of your choice, Doctor's Shorthand (including Alienists)

Equipment: A Prescription Pad, an unending vial of plain ink, a set of Professional Clothes, a set of Common Clothes, a Healer's Kit, and a pouch containing 25 gp.

Feature: Alienist's Mind

You have advantage on all saving throws against being frightened or charmed, knowing that most that would seek to frighten or charm you are likely somewhat frightened themselves, or have some ulterior motive.

Suggested Characteristics

Alienists are shaped by their constantly evolving study, learning and growing with the science itself. Some afflictions of the mind are magical, some physical, and you are learning, better than most, how to tell the difference and treat the cause. You may choose to stick to your books, or to test new and possibly groundbreaking methods for treatment or analysis. Will you be a pioneer in an almost pioneer field, or will you play it safe, deferring to others who founded alienism and psychoanalysis? The choice is entirely in your hands.

(See Suggested Characteristics tables on Pages 4-5)

d8	Personality Traits
1	I idolize a particular doctor in my field. I defer to their research whenever possible.
2	Knowing that my science is new, I prefer to do my own research.
3	I have a tendency to psychoanalyze even my friends, which has made a bit of a pariah.
4	I enjoy a great puzzle, being drawn to cases of minds outside of what is considered "typical."
5	I am open to new ideas being presented by others in my field.
6	I have only a light respect for society's mores, laws, and morals, knowing that most of them do not serve the animal nature of the mind, nor do I believe the unreasonable rules should apply to those who break them for good reason and in accordance with a philosophy of ultimately harming as few as possible.
7	I have very little respect for the way law enforcement typically treats the mentally unwell.
8	When I have a theory, I am singularly focused on pursuing it, gathering evidence and being able to prove that it is true.

d6	Ideals
1	Science. We must, at all times, defer to medical science and treatment first. Then to proven studies of psychoanalysis. (Lawful)
2	Progress. We must make leaps and bounds by any means, lest our fledgling field be trampled under the boot of the narrow-minded. (Chaotic)
3	Aid. Our job is first to help the patient, and, failing that, to help society at large. (Good)
4	Vainglory. I will make a name for myself in this field. I will become the doctor who proved the science of alienism, the brightest star of all. I'll be famous. (Evil)
5	Evidence. We must follow the trail of evidence. We must gather facts. We must study the task at hand from all available angles, and not hone our focus to one unproven theory or another until we have the full picture. (Neutral)
6	Reconciliation. In a world in the state that ours is in, we cannot hope to possibly defeat the greater problems and divisionism that keep us at odds with those whom we differ if we do not first heal our own singular minds. (Good)

d6	Bonds
1	I put my patients' needs above my own.
2	I always find resolution to a case, no matter the level of difficulty.
3	I will prove the naysayers of my backwards hometown wrong.
4	I am a doctor of alienism to understand a trauma I endured years ago. I hope to prevent that trauma for others.
5	I will rise in my field, and in doing so, I will see my field rise.
6	A rival schoolmate has now become a rival alienist, I will prove their wild theories are as dangerous and ridiculous as the esteem in which so many seem to hold them.

d6	Flaws
1	I will forgo everything for to obsess over the case at hand, including (but not limited to) sleep, regular meals, and personal hygiene.
2	I can tend to focus on proving my own hypotheses more than I focus on collecting evidence impartially.
3	I tend to deliver my psychoanalysis flatly, sometimes thoughtlessly, tactlessly, and without being asked.
4	I care too much what others think about my field, and take every possible doubt as a personal insult.
5	I care too much about what others think of my field, and tend to back down entirely too readily to detractors, even if I know I'm correct.
6	I will recklessly test new, and unproven theories and medications if I think them beneficial to the world at large, even if I have to test them on myself.

Amnesiac

How do you define a past that doesn't exist? That which is unknown. You don't know who you are, who you were, where you came from, where you were headed. The need to define yourself, find yourself, and find your past can be all-consuming. You have this mystery, and you can either solve it, or it can find you. Eventually our pasts catch up with us all.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: 1 Tool or Kit of your DM's Choosing

Languages: Two of your DM's Choosing

Equipment: A set of Common Clothes, a Trinket from your old life (DM's Choice), and a pouch containing 10 gp.

Feature: Remnant Whispers

At any given time, in any given situation, you may see whispers of the past of a location. Is it your past? Is it simply a ghostly window into the past of that place? Which would be more terrifying? You're not always sure. If you've been to a location or seen a person before your memory loss, you may get flashbacks of events that transpired, whenever unsure if you've been somewhere or met someone before, ask your DM. If this requires a History check, you have advantage.

Feature: Selective Memory

You have advantage on all Deception and Performance checks related to whether or not you remember a person or place from your previous life if you find yourself needing to pretend you still don't know.

Suggested Characteristics

Amnesiacs are a bit of a blank slate. Have you had an experience where you trust everyone? Do you trust no one with the fact that you have no memory of who you once were? Do you sneak around to investigate all mentions of who you were, or do you simply live boldly, hoping that one day you'll remember, or be found by someone who does?

d8	Personality Traits
1	"I have no idea" has become like a catchphrase at this point. Ignorance is bliss, right?
2	I tend to keep it a secret that I lack a memory about my past.
3	I have a habit of eavesdropping on conversations rather than taking part. It aids in knowing what people think of me, or finding out if they knew me previously without outright asking.
4	Sometimes I change the name I go by, just to try something new out, and see if it fits.
5	I don't know a lot in terms of social graces, not having any memory of learning them.
6	Sometimes I fill the blank spots in my memory with fantastic stories, just for fun.
7	If I see someone I used to know before they see me, I hide, and shadow them.
8	I trust very readily; I have no memory of learning not to.

d6	Ideals
1	Trust. I trust in the inherent goodness of others, even if they've done bad things, people deserve second chances. (Good)
2	Apathy. Whatever happens, well, it happens. Life catches up to all of us eventually. (Neutral)
3	Curiosity. If I poke life with a stick, I find out more truth than if I left it alone. (Chaotic)
4	Vengeance. I lost my memory, and it's someone's fault. Whoever they are, they'll pay. I don't care the cost, or who I hurt to find them. (Evil)
5	Routine. If I keep my head down, and just abide by the rules, whatever cost me my memory will, hopefully, leave me alone. (Lawful)
6	Fun. Doing whatever the hell I want is the spice of life. So what if I don't remember it in the morning? It's not like I remember my own name anyway. (Chaotic)

d6	Bonds
1	I will find out why and how I lost my memory. Nothing, and no one will stop me.
2	I will live my life whether or not I ever find out who I was before. Who I am right now matters more than whoever I was.
3	I don't even know my real name, or where to begin my search for it. If I can help someone else who needs to know something in their life, I will help no matter what.
4	Truth is my main concern. My truth, your truth, I will soak up any information I can into my spongelike brain.
5	I don't know where I come from, but I pride myself on always knowing where I'm going.
6	I will repay the kindness of everyone who helped me when I had nothing.

d6	Flaws
1	I'd sell my soul to find out my past. I'd sell your soul to find out my past. Quite frankly, I'd throw most people directly under a train to find out who I used to be.
2	I tend to fiddle with things until they break. Including personal relationships.
3	I don't get to have a past. I envy those who do.
4	Sometimes not knowing anything about who I used to be makes me angry.
5	I don't know my devils, but I will gladly be "the devil <i>you</i> know."
6	I'm a bad influence when it comes to telling people to do whatever the hell they want. Find your happiness, live your best life. You never know what you don't know, not until you try everything.

Bartender

In an age where drink was outlawed to win a war, bartenders wage the silent war of the fun-loving, and the drink-needing. Sometimes Bartenders are very much like Alienists, they know who you are the moment you walk into the speakeasy, they know why you're there, they can read you like an open book, and they have the medicine for what ails you, or rather the ales for what ails you. Maybe you're trying to establish yourself, maybe you're trying to get reestablished after the cops (some of whom are your patrons) raided your bar. Maybe you owe some debts to rumrunners, bootleggers, the mafia, who knows? But you're here now.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Brewer's Supplies

Languages: Two of your choosing

Equipment: A set of Common Clothes, a set of Fine Clothes, a drink recipe book, and a pouch containing 30 gp.

Feature: Where the Booze Is

You can as good as look at a building and tell if there's a hidden wall or a basement, or a set of stairs. You know the architecture of cities well enough to find any Speakeasy. You want information on anything, that's the place to start. In a non-prohibition setting, you can tell where the most profitable spot for a tavern in a city would be, how many people travel to and from that point, and can get there without asking directions.

Feature: Good Listener

You have honed your listening skills to the point of ridiculousness. Any lingo pertaining to anything that you've ever heard of is stored in your mind like gold in a bank vault. You have advantage on all conversational Insight if the person in question has consumed alcohol of any kind, and you have advantage on all hearing-based Perception checks made within a speakeasy. These walls talk, and they talk to you.

Suggested Feature: Smuggler's Contact

You know a guy who knows a guy. You have a contact who runs, or used to run, booze. They can connect you to various people within the criminal underworld, especially (but not limited to) in their native city.

Suggested Characteristics

Bartenders are shaped in large part from the general experience they've had serving at one or many different establishments. They've seen humanity (and whatever else), at its least inhibited. Are you still an incurable optimist, or have you let pessimism and apathy cloud your state of mind and state being?

d8	Personality Traits
1	I am calm under pressure, if I can handle an entire bar worth of orders, I can handle whatever you throw at me.
2	I live life night by night. My only commitment is to the crafted cocktail.
3	I will ignore empty glasses and orders when people annoy me.
4	Night life is my life. I detest the bright sun. Don't wake me up until late afternoon-evening.
5	If the drinks don't knock you out, I might. Fight me.
6	I take pride in the establishments I work for, I keep them clean, I keep them flowing, and I keep them under the radar while I work there.
7	I've been doing this a long time, I hope to be doing it much longer.
8	I have had to throw people out before. Don't be one of those people. Don't. You don't want that.

d6	Ideals
1	Cynicism. I'll do what's best for me. Everyone else is going to, so I might as well. (Evil)
2	Altruism. I'll do what's best for everyone. That way the whole group, and society at large will benefit. (Good)
3	Fatalism. What will be, will be. It is fate. (Neutral)
4	Nihilism. My god, your god, dragons, giant spiders, worship, and life are all equally meaningless. We're here for a good time, not a long time. (Neutral)
5	Optimism. It'll all turn out fantastic! We should live it up every chance we get, what could possibly go wrong? (Chaotic)
6	Adherence. The Fey hold that beauty, love, art, wonder, these are the only things that matter or make a lasting impression. Feeling good while we are alive is part of this, and it is the way of life I uphold. (Lawful)

d6	Bonds
1	I will make enough money to start my own bar!
2	I will get revenge on those who either destroyed my establishment or put it out of business.
3	I will live for the moment, no matter what, always.
4	I will keep the supply lines clean and the booze flowing.
5	I will find the best drink in all realms, and on all plains. There is a winner out there, and I will find it.
6	I will dismantle the system of government oppressing my place of business.

d6	Flaws
1	I am a relentless gossip. I must have the dirt on everyone.
2	I tend to overreact to drunken challengers. There isn't a bar I won't brawl in.
3	I tend to drink too much of my own stock once I get started. Some have called me unreliable because of this, but I consider myself functional.
4	I hate authority, don't ever tell me what to do. I will almost certainly do the opposite out of spite.
5	I make a better drink than you or anyone else. Period. I do not take criticism well.
6	I lack the resolve to make firm commitments, interpersonally, romantically. I don't usually do long-term. It would take truly extraordinary circumstances to make that happen.

Conspiracy Theorist

Is the king secretly an evil chromatic dragon? Is the town council controlled by cranium rabbits who serve an unknown master? Is another plain of existence poisoning the waters with a dangerous mind control substance? Do you profess faith in a god that doesn't exist, or do you perhaps believe in a system or politician that would as soon annihilate you as look at you? Are you really that gullible? Or are you spinning conspiracy theories that will justify acting against those whom you simply do not like? Your gifts have always skewed toward making people believe you, and you know your history, so it's not like you can't draw on things that have happened in the past as justification for whatever fabrication you latch onto as a truth.

Skill Proficiencies: Deception, History

Tool Proficiencies: Forger's Kit

Languages: Two of your choosing

Equipment: A set of Common Clothes, a diary full of ideas and connections (both real and false), and a pouch containing 10 gp.

Feature: Conspiracy Ragtime

You can always find a town crier, newspaper, tabloid, or other source to feed you the latest conspiracy theories. If a town has already been persuaded to believe one or more of the conspiracies you mention, you have advantage on all Charisma checks related to them believing extrapolation and building on the lie. You can spin a yarn like a song and play the gullible like a fiddle.

Feature: Bunker Down

You and your party need a place to hide? Look no further than the vast network of other Conspiracy Theorists and "Survivalists," to hunker down in underground dwellings, basements, bunkers, and other various hidden places away from prying eyes. These dwellings frequently block magical detection, electrical signals, the ability to find consenting intimate partners, and some would say, "common sense."

Optional Feature: Un-seducible Crucible

All Charisma checks made in relation to any attempt at seduction are made at disadvantage. Yours, theirs, anyone's involving you. You are at disadvantage in all ways relating to seducing and being seduced. You are immune to the Charmed condition, but you also cannot inflict the Charmed condition on others.

Suggested Characteristics

Conspiracy theorists are next to incurable. There's almost nothing that can sway them from their relentless pursuit and support of wild assertions. Sometimes they're even imprisoned for espousing these unfounded, and largely impossible beliefs, and thereby disturbing the peace. Those who are imprisoned generally don't leave the confines of their bunk amongst the general population, leaving their status kept upon the magically updated records to be listed as "in-cell."

d8	Personality Traits
1	Question everything. Except my unquestionable theories that there definitely aren't gaping holes in, nor my conviction that I'm right about everything despite all evidence being to the contrary, and my not having a vetted source for any of my wild information and theories.
2	Hey, hi, hey, hi, hi, hi, hi. Fine. You're just like all the others. You aren't that beautiful anyway.
3	I'm a very nice guy. Why does everyone always go for jerks?
4	I tend to twist everything that is said to me to suit my theory, and, failing the ability to do that, twist my theory to have "always been" in alignment with undeniable fact. Or deny I held the theory entirely.
5	I will deny proven facts as unvetted. I will deny vetted sources as untrustworthy. There is no end to what I can deny.
6	"Actually..."
7	I am a shameless gossip, true or not. The more unbelievable and outlandish, the better.
8	"M'lady."

d6	Ideals
1	Self-Righteousness. Everything I say is both reasonable, and correct. Anyone who doesn't believe me or side with me in every regard is both wrong and deserving of wrath. (Evil)
2	Persecution Complex. Everyone that accuses me in any way, shape, or form of wrongdoing is a witch hunt. (Evil)
3	Meritocracy. Everyone is equal. I don't see "species," and everyone should be able to do just as well as anyone else without any assistance. No one has had it rough from the onset due to anything, and nothing whatsoever is holding anyone back. That's why I don't subscribe to charity or charitable actions. (Evil)
4	Faulty Logic. Your gain is my loss. If you gain money, I lost it. If you gain rights, I somehow magically lost rights. It should be my right to talk down to, bully, and otherwise abuse others simply because they are different. (Evil)
5	Slippery Slopes. I tend to side with things that are slippery slopes into detrimental actions and systems for all involved, and I claim that things that aren't slippery slopes, things that are helpful to all, are somehow slippery slopes into chaos. (Evil)
6	Complicity. I'm just doing my job and obeying the law. So is the city guard. (Lawful Evil)

d6	Bonds
1	I will prove that I'm right about my wildest theory, or I'll tear the world apart and claim I was right all along when none are left standing to argue.
2	I will stop a group of people that I find hard to understand or disagreeable in some way (of whom there is no evidence of any real wrongdoing), from doing a specific wrong (which again there's no evidence of them ever actually doing) while supporting another group of people who I find more aligns with my personal philosophy and goals (and whom it's been outright proven have been doing the very thing the first group is accused of).
3	I will be so alpha. You have no idea. I'm a total alpha. The alpha-est alpha.
4	I will meet those who I see as disagreeable with first with condescension, then with derision, and if they continue to stand "against me" because they're certainly not "with me," outright aggression and violence.
5	I will find the seemingly unfindable: a willing partner.
6	I will keep an open mind, so long as what I'm being told perfectly aligns with that which I already believe to be true, despite evidence or logic.

d6	Flaws
1	I take disinterest and rejection as a personal insult.
2	I take someone pointing out all of the holes in my theories as a personal insult.
3	I tend to think I'm owed something for practicing the bare minimum amount of kindness.
4	I claim to know and serve a "silent majority" of people, who are in point of fact just a very vocal (in no way silent) minority of conspiracy theorists like me.
5	I tend to play devil's advocate. Very, very literally.
6	I tend not to groom my neckbeard, nor wash my backside.

Disillusioned

Maybe you escaped the cult of an evil god masquerading as good. Maybe you were thrown out. Maybe you discovered that the high priest was embezzling money, harming children, and/or having a hypocritical affair outside of wedlock. Maybe you moved away from an entire nation for a government wrongfully persecuting people who did no wrong simply to have something "meaningless" to argue over politically. Maybe you were a Paladin who broke your oath when you learned that it had become corrupted. You detest hypocrisy, and you call it out whenever you see it. You will not be controlled; you will not be contained. You will be on the right side of history.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: One set of Artisan's Tools of your choosing

Languages: Two of your choosing

Equipment: A set of Common Clothes, a trinket or mark from your life before that you cannot or will not part with, and a pouch containing 20 gp.

Feature: Grace has Fallen

For those whom the cults and governments of the world have become a nonfactor in self-governing moral decision-making, you cannot be swayed by religious or political means. You have advantage on all insight checks, wisdom, and charisma saves against such attempts. You are immune to the Charmed condition from those whose power is manifest from a god or patron.

Feature: Shelter of the Shunned

You were forced to run from your previous life with very little or nothing. If need be, in cities, in the woods, anywhere, you can find free or create makeshift shelter in which you and your allies can rest. While in this shelter, you need not fear arrest or even any (or at least much) molestation, and you also know the warding glyphs to temporarily (maximum of 8 hours) avoid magical detection within the space.

Suggested Characteristics

You know better than to follow the religious dogma and zealotry of others, but sometimes it's difficult to parse how those people behaved away from how normal people behave. You're coming into a brand-new world, broken free, and experiencing the world through new eyes.

(See Suggested Characteristics tables on Pages 14-15)

d8	Personality Traits
1	I see through your lies and bigotry masquerading as religious dogma.
2	I was denied every bit of fun in my previous life, due to ascetic adherences. Now I love a raucous good time, and I will deny myself nothing if I have even the barest of means.
3	I love art and books, especially those pieces that go against the teachings of the group which I escaped.
4	If I see someone fighting to escape a dogmatic institution or controlling and abusive relationship, I immediately become protective of that person especially against their abuser. If I see hypocrisy or inequity to fight, I'll join whoever I need to join in order to fight it.
5	I don't really have a routine. My old life was very strict, dawn until dusk. I prefer to keep things loosey-goosey.
6	I question myself when I find that any aspect of the teachings of the cult which I escaped had any value, merit, or truth.
7	I very much want friends and companions, maybe even romance, but for one reason or another from my past, I am conflicted about approaching new people.
8	I will discuss my past with people, but the depth to which I am prepared to dive is an effort, and is sometimes proportionate to the level of alcohol in my system.

d6	Ideals
1	Autonomy. My life, my body, my choice. (Neutral)
2	Freedom. Your life, your body, your choice. (Good)
3	Pleasure. My body, your body, their body, that food, that music, that art, this wine, sheer ecstasy of experience. (Chaotic)
4	Morality. I am not a good person out of fear of divine wrath. I am a good person because I choose to be. I adhere to my own moral code, and I do so strictly. (Lawful)
5	Processing. One's trauma is not their own fault, but it is their responsibility. I must take the time to process major events, so as to not take their weight out on others. (Good)
6	Facts. In all matters pertaining to final judgment, we must know every conceivable fact before we act, lest we judge incorrectly, hypocritically, or in any way untrue, and divorce our personal rulings on all judgements from any and all religious dogma. (Neutral)

d6	Bonds
1	I will stop the evil entity that corrupted the church or government, or else avenge them when they fall.
2	I will stop the evil church or government from spreading its vile reach into the realm or kingdom that I've made my new home.
3	I will try every joyous and taboo practice previously denied to me by dogmatic principles at least once...okay maybe twice. Fine, if I like it, maybe it'll become a thing I do regularly.
4	I will protect those who escape cults, abusers, and persecuting governments.
5	I will wear whatever I want, whenever I want, do my hair however I want, and love whoever I want as fiercely as I want. I will not back down from those who challenge me on that.
6	I will never go back to the way things were for me before.

d6	Flaws
1	I sometimes see commands or attempts at control where there are none.
2	I will sometimes do something so socially "out there," just to be the opposite of my former life, that I'm the one who makes it weird.
3	I can be stubborn about doing things my own way, or stubbornly independent given that my former life would force groupthink and certain specific methodologies for vastly more specific and seemingly mundane daily tasks.
4	I still sometimes judge myself (and inadvertently others) by the standards of a morality and society of which I am no longer a part, despite my efforts to deprogram myself. Or to judge others for displaying minor attributes of that cult's lifestyle out of my detestation of it.
5	I automatically distrust anyone of strict religious convictions.
6	I often feel lonely in that not many have had the same life experiences that I have, and having been ostracized within the cult, I tend to isolate myself preemptively to avoid rejection by new people.

Escaped Mental Patient

Ever take a vacation to a place with socks with rubberized bottoms, rooms with soft walls, and coats that make you give yourself a nice warm hug? No? Are you sure? Alright fine, don't tell me the truth. I know a lot of people get put there wrongfully, I know some people want to break out. Many of those treatments are downright medieval. Ice baths, shock therapy, attempts to get you to "convert" or find whatever religion sponsored "healing" your broken mind. Oh, that is you! I thought I saw you there. Me? Oh no, I was just visiting. I think you'll find one of the doctors has a bit of a problem. He's gone missing, somewhat permanently. Oh, his barbaric treatments had everything to do with it, so should you be forced back however wrongfully, I hope you find it less disagreeable than you did before. Given this background, you may have had a single depressive episode, you may have been shipped off for rage issues, or you may have been wrongfully entombed within the walls of the nearest asylum for something as baseless and nondescript as "hysteria," should your family or some rival in business or politics have wished to write you off.

Skill Proficiencies: Sleight of Hand, Survival

Tool Proficiencies: Thieves' Tools, Disguise Kit

Languages: Common and one Language of your choosing

Equipment: A set of mismatched Common Clothes, makeshift Thieves' Tools, a cheap Disguise Kit, and a pouch containing 5 gp.

Feature: Asylum Seeker

Should you or any member of your party be caught, tried, and convicted for any various ill-deeds, you can, instead of being forced into a prison, choose to be taken to an asylum, where security may be lighter, but where you will have to face your demons, inside and out, likely undergo painful "psychiatric" treatment, and hold out against doctors, nurses, alienists, and other patients before being able to form a plan and break out.

Feature: Psychic Rebuke

Your mind is so singularly jumbled that any attempt to read it or control it in any way backfires on the creature attempting to do so. You are immune to the effects of Command, Detect Thoughts, and Suggestion, and you are immune to the Charmed condition overall. If an enemy attempts to control you psychically or read your mind via these spells (or others like them), the spell rebounds upon the originator, and, if they rolled above their own AC to hit, they must make an Intelligence Saving throw against their own Spell DC, or be considered Feebleminded by their journey inside of your mind.

Suggested Characteristics

You're an enigma wrapped in a cloud of fairy lights, and sunken onto a very odd-looking coral reef with daddy issues, though don't tell the reef that, it's very self-conscious. You decide who you are, what you are, why you escaped, and how you respond to things.

d8	Personality Traits
1	I'm a bit of a wild card, I might do anything at any given moment.
2	I find the best way to deal with pain is to laugh it off, although I've been told that my laugh comes off as maniacal and off-putting.
3	I'm saner than most people. Quite frankly I was shipped off for no good reason.
4	Personally, I love potatoes. Oh, and corn, I really like corn.
5	I broke out because I could, I went in because I could. It was a test, I passed.
6	Reality is subjective. One person's abject horror is another's Tuesday.
7	Define "acting out."
8	Listen, I'm having a hard time. I was having an even harder time in there, so I left. It made things worse, not better.

d6	Ideals
1	Lightness. Making light of something dark is my way of processing things. Sometimes people say I have "Gallows' Humor" whatever that means, but we have to laugh to keep ourselves from crying. (Good)
2	Organized Chaos. Listen, I've got my own way of going about things, and it's not always readily apparent, but I have my reasons, and if you just trust the process...peanut butter. (Chaotic)
3	Measured Responses. I do not think it proper to over or under react. I prefer to exactly-the-right-amount react. That way no one can say I belong back inside of those walls. (Lawful)
4	Food-driven. Will work for snacks. (Chaotic)
5	Family. I have a family somewhere, and when I find them...well, I don't really know, but we'll find out together, won't we? (Chaotic)
6	Whistle-Blowing. I will expose the corruption within the mental health institutions of this land.

d6	Bonds
1	I will not go back inside of a cell, be it barred or padded.
2	I will find whoever put me there, and I will have my revenge.
3	I will find the doctors responsible for my torture, and I will have my revenge.
4	I will prove that I belong in this world, the one on the outside.
5	I will win my family's approval.
6	I will not withstand others being cold, hungry, and tortured. And, if that means breaking everyone out of that asylum, so be it.

d6	Flaws
1	I don't tend to think all of my actions through to their ultimate implication.
2	I tend to find humor at highly inappropriate times.
3	Sometimes people think me childish because some of my emotions read as childlike, even though I'm a full-grown adult.
4	Flipping tables and running away in the confusion is far too readily my solution to every problem.
5	I lose track of time with some degree of frequency.
6	I can get too carried away when I get caught up in something, and take it way too far.

Farmer

You till the land, sewing seeds and raising beasts by the sweat of your brow. Perhaps your farm is failing, perhaps someone bought up your share, perhaps your fields were burned and made barren in the war. Perhaps you were forced to flee. Maybe you even willingly left a family farm to start anew somewhere else. But you are a Farmer, it is the only life you've ever known.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Herbalism Kit

Languages: Common and one Language of your choosing

Equipment: A set of mismatched Common Clothes, Herbalism Kit, Mess kit, and a pouch containing 15 gp.

Feature: Farmer's Tan

Your skin is soaked in whatever light you farmed in (most commonly sunlight, but sometimes moonlight, and other times even phospholuminescence and bioluminescence). At will, you may choose to emit dim light within a 10-foot radius around you from your skin. This light overcomes even magical darkness.

Feature: Farmer's Magic

You may speak to animals and beasts that are not aggressive towards you. They will gain a cursory understanding of your intent, and basic requests. You can read positive or negative "yes or no" answers and responses to requests. You may speak to non-aggressive plants, and they have an increased chance at understanding you, but you cannot read their responses.

Suggested Characteristics

You're a simple farmer, or at least you were until your world changed. You can choose to do with that what you will.

d8	Personality Traits
1	I'm a person of the land. I'm not afraid of a day's hard labor.
2	If it's furred or feathered, I can raise it.
3	These city folk really chafe my chaps sometimes.
4	I don't need any highfalutin' mechanisms to defend myself, just an iron and a few rounds.
5	I'm an early riser, up with the roosters. I like my routine.
6	I'm often misunderstood as an uneducated bumpkin, but I'm actually quite well-read.
7	I like animals more than I like other humanoids.
8	I better get with the times, these cities move fast, and they keep sprawling out to take up more countryside.

d6	Ideals
1	Level-headedness. I might be going out into the world, but I won't let it go to my head. I know who I am. (Neutral)
2	Hard work. A hard day's labor is the only way to make an honest living. (Neutral)
3	Nurturing. Animals take care to raise, crops take care to cultivate. People take care to flourish and grow. (Good)
4	Unselfishness. Good company, a place to lay my head, and the warm sun on my face are all I need. I won't take more than I need in order to comfortably keep those essentials. Everything else I'm given is just gravy. (Good)
5	Education. Teach a man to fish, he'll eat when he catches. Teach a man to farm, he'll eat when he wants. (Good)
6	Finality. Sometimes you have to clear a field with fire before you can plant anew. (Chaotic)

d6	Bonds
1	I will start fresh wherever the wind takes me.
2	I will separate myself from being a simple farmer like my parents before me.
3	I will reclaim or avenge the land taken from my family.
4	I left my home because my family was on the wrong side of history, I will right those wrongs.
5	I will work hard, I will see this new road through.
6	My farm was once a major source of food within my homeland. Now I will honor that work. I will sustainably feed as many as I can.

d6	Flaws
1	Sometimes I have a hard time speaking to people because I'm more used to speaking to animals and plants.
2	I have a hard time spending money on non-essential items because I feel that I should be able to make them with my own two hands.
3	Sometimes I have difficulty asking for or accepting help. I've taken care of myself so far, it's hard for me to rely on others.
4	I don't follow politics, and I don't care much for it. Very seldom has there been any political power that benefits the common folk.
5	My family was once great in power and influence, but they were on the wrong side of history (which is why I left). However, I still take pride in their once-great name and reputation.
6	I often work myself past the point of exhaustion, sometimes past two points of exhaustion.

Journalist

Maybe you're a freelance journalist, maybe you're returning from the front where you were an ace war correspondent for a major paper. You are a master of the written word, and a sleuth for truth. Maybe you want to start your own paper, maybe you write for a tabloid, and social intrigue is a little slow locally. Maybe you want to transition into writing a book, your great opus.

Skill Proficiencies: Investigation, Persuasion

Tool Proficiencies: Calligrapher's Supplies

Languages: Common and two Languages of your choosing

Equipment: A set of mismatched Common Clothes, a set of formal clothes, a notepad, a pen that never runs out of ink, and a pouch containing 18 gp.

Feature: Gift of Gab

You have years and years of experience in uncovering a story, and the truths surrounding it. Sometimes you ask confident and intimidating questions, sometimes you seek to deceive to pretend to be a friend of your subject. You are an expert in communication, and you can read between the lines and lies that people tell with some level of confidence. In an investigation, interview, or interrogation, you have advantage on all Charisma Rolls and Insight Checks if, and only if, those rolls follow a direct question.

Feature: Local Rag

You have relative ease navigating the news industry. You can read between the lines of local papers, knowing the hidden expressions of language: Journalist's Jive. If you can read the local language, you can pick up on the way things are worded to see what another journalist really wants to say, but can't necessarily, and you can nearly always find someone, however large or small the reach of the paper, willing to publish your stories.

Suggested Characteristics

You're early to the scene, you're the documentarian of contemporary history. You are a repository of information both useful and expository, and you always know just what to do with a scoop.

d8	Personality Traits
1	I've seen war from the front lines, I would do and write anything to prevent another taking its toll on my people.
2	I like to think of myself as cleverer than most. I've been able to talk my way to many on-the-record confessions.
3	I'm a reporter, I've got to run with whatever scoop I see. I do have a job to do.
4	I have my sources, vetted sources, and I protect those sources.
5	Day, night, doesn't matter to me, we follow the story when we have the lead.
6	Writing the story down is incidental to knowing the answer, solving the mystery, or finding the evidence.
7	I want to helm my own paper someday, not for power or influence, but for truth.
8	I want to helm my own paper one day, do you have any idea the power you wield when you control the narrative?

d6	Ideals
1	Truth. I write the truth, it's important for the people to know, no matter how exciting or boring. (Good)
2	Truth as I see it. I write the truth as I see it, maybe this truth is mixed with a bit of opinion, or a call to action. Once the truth is out there, we can let those chips fall where they may. (Chaotic)
3	Story. I write a story, I get paid. The truth is often relative and irrelevant. (Evil)
4	Strategy. I write what makes the impact I need to make. True, False, the ends justify the means. (Neutral)
5	Consequence. Those who have done wrong must be shown in the light of truth before real justice can be done. (Good)
6	Fame. Readership matters more to me than truth or morality, the only way to success is through maintaining the limelight. (Evil)

d6	Bonds
1	I will find the truth, no matter how hard it may hide itself from me.
2	I will redeem my name that was blackballed for telling the truth at my old paper.
3	I will rise through the ranks, and own my own paper one day.
4	I will report what the people have a right to know, and hopefully keep those less fortunate from becoming even moreso.
5	I may not be the best, but when it comes to breaking stories, I'll certainly be the first.
6	I've always been fascinated by stories venerating the fallen. I got my start writing the local obituaries.

d6	Flaws
1	I'd much rather report the story than become the story.
2	I don't take criticism of my writing very well.
3	I tend to treat everything with military precision, discipline as though I'm still reporting on the frontlines.
4	I only selectively hear the phrase "off-the-record." There's nothing I won't report.
5	I'm only as loyal as the story. I will sell my own mother for a byline.
6	I can smell a story, but I can never smell its consequences.

Pleasure Guild

As a member of the Pleasure Guild, you may have earned a living in a number of ways. You may have simply been an Escort, arm candy for the wealthy elite. You may have been a full-fledged Courtesan, making your living behind closed doors. Or perhaps you were employed for more nefarious intents and used one of the other two titles as a cover to be an Thief, Assassin, or a Spy. In any event, you have been either trained or self-taught in the art of seduction.

Skill Proficiencies: Insight, Persuasion, Perception

Tool Proficiencies: Disguise Kit, and either Forgery Kit OR Poisoners Kit (your choice)

Weapon Proficiencies: Whip

Languages: Two of your Choice

Equipment: A set of artisan's tools (one of your choice), two sets of clothes (one fine, one dark including a dark hood), and a pouch containing a comfortable pair of shackles, a blindfold, and 25gp

Pleasure Guild Specialty

Escort

You have had wealthy patrons in the past who have paid for the pleasure of your company at high brow events. Perhaps one or two of them expected more, and perhaps for a fee you obliged, perhaps not. Your specialty has been until this point the manner of high society and the discretion of a confidante. This specialty may open doors for you that would be closed to most known Courtesans.

Specialty Feature: High Society Contact

Whether a former patron, or someone who vetted potential patrons on your behalf, you have a wealthy contact in high society, who, by simply writing a letter, can open virtually any door to you, allowing you access to nobility, or their modern equivalent. These people may even bail you out of prison, should you find yourself on the wrong side of the law.

Courtesan

You have had many patrons in your time, wealthy, lowly, you didn't discriminate based on status. Your specialty has been pleasure, and maybe even pleasure through pain. The wealthy and powerful often wish to experience a lack of control, the poor to dominate entirely. You fed one or both sides of that equation delivering sheer ecstasy to those who paid the right price. You do what you want when you want, and though you may not be invited to high society galas, you've certainly developed the contacts that would get you in the back door, sneak you past guards and prying eyes, delivering you to a paying party.

Specialty Feature: Low Society Contact

Whether a former business partner, a cunning rogue who would bring you to clients, a patron, or even another Pleasure Guild Member, you have a contact in low society, who, when simply asked to do so, can help find the right plan or group to open back doors or side-windows for you, to bribe guards with what they desire, allowing you entry into the halls of high society beyond the prying eyes of those who would deny you passage at the door or gate. These people may act as a fence on your behalf, moving stolen goods with ease, or they may bestow you with illicit materials if the need for them arises.

Suggested Characteristics

Members of the Pleasure Guild tend to run hot and cold in regards to love, flirting, or acts of passion, some will flirt with entire rooms, while being very selective about who they take to further steps. Some will barely speak, preferring to allow their bodies to speak for them. Some will lay it on heavy, only to break a heart at the final moment. Deal breakers are deal breakers, and consent is revocable at any time.

d8	Personality Traits
1	Love is love, lust is lust, they can be separate, but they're better together.
2	Intimacy is honesty, you reveal more about yourself in a single breath than at any other time.
3	I find unbridled honesty to be both seductive, and the best way to avoid complications in life.
4	Perhaps, perhaps not, but perhaps...
5	I can always find what people desire; the real challenge is finding why they desire it.
6	I pride myself on giving people what they want and need, whether or not it's for a price.
7	Sometimes breaking a law or a taboo is necessary to do the right thing, or the pleasurable thing.
8	If you do not appreciate me then that is your loss.

d6	Ideals
1	Freedom. Some would call me a libertine, if that is one that practices at the altar of personal liberty, that's me. (Good)
2	Hedonism. Does it feel good? Does it look good? Does it taste good? Then it is good, so indulge. (Chaotic)
3	Survival. I do what it takes. (Neutral)
4	Misanthropy. Everyone is only out for themselves. So why shouldn't I be? (Evil)
5	Aid. Sometimes we need two helping hands, a shoulder to cry on, a warm body, as it were. (Good)
6	Adaptability. If you go into every situation in life without expectation, you'll never be disappointed, and seldom surprised. Go with the flow. (Neutral)

d6	Bonds
1	I will never go to bed hungry or wanting.
2	I choose who I work for, and always will. It will never work the other way around.
3	Those whom I truly care for, I fight for. I will defend them.
4	I will never stop bettering my station.
5	If I find that I can help love bloom, I will most certainly not mind my own business.
6	I will never be tied down. Tied up, on the other hand...

d6	Flaws
1	I sometimes get caught up in the romance of a moment be it lust or just excitement to a point of absolute detriment.
2	I find it difficult to maintain a separation of my career and my personal life, or at least aspects of my career affecting other aspect of my personal life.
3	I often find cause to doubt my personality or my looks being as they are without aid, trained as I am in utilizing them to my advantage. I don't know who I am without my persona.
4	I fall back onto my training when I find myself uncomfortably close to serious emotions. It's a comfortable wall to hide behind.
5	I am a shameless social climber.
6	I have been accused of being smothering on occasion. I don't see how.

Politician

Do you really think that you can make a difference? Do you want to? Are you out for the people, or out for yourself? Were you born into campaign finances, or are you running on a platform squeezed through by the sweat of your own brow? You are great at leading a crowd, fantastic at getting your point across (whether it's true or it isn't). For better or worse, you've thrown your hat in the ring at least once in the course of your life. Maybe you've given it up, maybe you're just starting out, but at heart, you have always been a politician.

Skill Proficiencies: Deception, Performance, and Persuasion

Tool Proficiencies: Calligrapher's Kit, Forgery Kit

Languages: Common, and Two of your Choice

Equipment: Calligrapher's Kit, two sets of clothes (one fine, one common), a talking point (either a carried trinket or clothing accessory), and 25gp

Feature: Rabble Rouser

You have the innate ability to whip any gathered crowd into an outright frenzy once per long rest, and direct them towards a purpose. They are considered charmed by mob hysteria, a kind of charm that can lead to outright violence if your words are not actively proven untrue to any one crowd member (or more) before they act.

Feature: Doublespeak

You have the ability to speak a lot without saying anything whatsoever. This feature can be used at any time when asked direct questions to avoid giving a direct answer, or if you wish to serve as a distraction.

Suggested Characteristics

You have beliefs, and you believe in imposing them onto the rest of the world, at least if those beliefs win the popular vote. Maybe you're unshakeable in those convictions, maybe you accept it when the people rule against you, but in any event, you are a professional talker, a total politician.

d8	Personality Traits
1	Sometimes if I espouse something, I will forget, and cite myself as a source when, in actuality, I lack proof.
2	I am what some would call "a talker."
3	I have been told that my voice, as well as my arguments, are quite piercing.
4	I am not above muckraking if there's muck to be raked.
5	I have a good memory for my supporters, my detractors, and those frustrating individuals who sit on every available fence.
6	The war never ended; I'm still fighting for the will of the people. The end of Monarchy was only one step towards the end of Tyranny.

d6	Ideals
1	Hypocrisy. The rules apply only to my opponents. They do not apply to me. (Evil)
2	Distraction. When in doubt, change the subject entirely to make myself "right" in an argument. (Evil)
3	Grifting. It's totally fine to use your office in ways to benefit yourself. (Evil)
4	Idealism. I will fight for the people. (Good)
5	Realism. I will accomplish what good I can, but this is a job for me like any other. (Neutral)
6	Change. I will change the world. Just change it, I don't know how, but variety is the spice of life. (Chaotic)

d6	Bonds
1	I will have the last word, and the last laugh.
2	I will change the world for the better.
3	I will change the world however I want.
4	I will do what's necessary.
5	I will show up. I will be there.
6	I will use my political power to do something great (be it revenge, saving my homeland, or saving an oppressed people)

d6	Flaws
1	Sometimes I believe my own tall tales.
2	I think I know best, even if I have absolutely no knowledge about that which I am speaking.
3	I will stick to my guns, even if my guns are doing more harm than good.
4	I can get a bit self-righteous when confronted with my own shortcomings.
5	I tend to think every little thing I think is worthy of announcement.
6	I am optimistic to the point of naivety.

Professor

You have spent years researching, practicing, and honing a specialized set of skills. You have taken lectures, earned degrees, and now are one of the foremost experts in your field (enough that you've made a career of it). You hold or have held classes in at least one college or university, and some of your former students, upon whom you've made an impression, may recognize you.

Specialties

Medical

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Surgeon's Tools (See Table Below)

Weapon Proficiencies: Surgeon's Tools

Languages: Sylvan, Draconic

Equipment: A pocketwatch, a wallet containing 10 gp, a Doctor's Bag filled with: 2 Surgeon's Tools of your choice, a vial containing a Green viscous fluid, a note from a fellow Professor, a journal containing the observations from an unfinished study, a stethoscope, thermometer, paper, ink, rubbing alcohol, smelling salts, 3 syringes, and a tourniquet.

Surgeon's Tools

Name	Cost	Damage	Notes
Bone Saw	10 gp	1d6 Slashing	With enough focused hits, can amputate body parts (DM's discretion)
Lobotomist's Kit	25 gp	1d4 Piercing (Orbitoclast), 1d4 Bludgeoning (Light Hammer), 1d8 Piercing (Both used together)	Two Tools (One in each hand)
Scalpel	2 gp	1d4 Piercing	Finesse, light, thrown (Range 20/60)
Trepan	5 gp	1d6 Slashing	Makes burr holes (Meant for skull, but can also cleave holes in flesh and slash skin)

Linguists

Skill Proficiencies: Arcana, Performance

Innate Spells: Comprehend Languages

Tool Proficiencies: Typewriter, Forgery Kit

Languages: 3 of your choice

Equipment: A small pouch containing 3 gp, paper, ink, and a Book Bag: A bag enchanted to hold an unlimited number of books without ever weighing more than 5 pounds, but only books, and if anything else is placed in the bag, it will regurgitate all of its contents.

History

Skill Proficiencies: History, Arcana

Tool Proficiencies: Shovels, Cartographer's Tools

Weapon Proficiencies: Shovels (See Table Below)

Languages: Sylvan, Draconic, and one of your choice.

Equipment: A pack including a shovel, a chisel, a hammer, a dusting brush, a single waterskin.

Shovels

Name	Cost	Damage	Notes
Spade	5 gp	1d8 Slashing	Two-Handed
Coal Shovel	3 gp	1d8 Bludgeoning	Versatile (1d10)
Mattock	5 gp	1d10 Piercing	Heavy, Reach, Two-Handed
Hoe	4 gp	1d8 Slashing	Light, Reach, Two-Handed
Trowel	2 gp	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)
Ace of Spades	Crafted	1d10 Slashing, 1d4 Bludgeoning	Magical Item*, Two-Handed
The Exhumer	Found or Bought	1d8 Slashing, 2d8 Bludgeoning	Magical Item**, Two-Handed

* 1.5x Dig Speed, Grants "Lucky" feat while worn or wielded.

** 2x Dig Speed, Grants Resistance to Necrotic Damage when worn or wielded.

Suggested Characteristics

You are learned, and you realize that knowledge is a continuous journey of constantly absorbing new ideas, new techniques, new skills, new technology of the trade. Maybe you have tenure, maybe you have a grant to study something in the field. Maybe you're trying to return stolen artifacts to the museum on your school's campus, or tour your new medical treatment to various operating schools around the country. In any event, you are a professor. Knowledge and study are more than strictly academic pursuits for you, they are your life and livelihood.

d8	Personality Traits
1	I sometimes test unproven methods and dangerous theories if I think they'll forward my research.
2	I made a serious mistake once by taking an unnecessary risk. Never again.
3	I will fight for the right to keep learning.
4	If someone finds out my secret, it could be very bad for me.
5	I jealously guard my discoveries until I am ready to publish.
6	Tried and true methods are proven for a reason.
7	Books are my refuge. They have been my friends since childhood.
8	The most exciting part of research is that moment of discovery.

d6	Ideals
1	Altruism. The research I do is to save lives. (Good)
2	Proof. The research I do, however reckless, is to prove I'm right. Benefiting or harming society is merely a side effect. (Chaotic)
3	Knowledge. The knowing is what's important, the gathering and amassing of knowledge. Facts are neither good nor evil. (Neutral)
4	Ambition. Knowledge is power, power is an unquenchable thirst. (Evil)
5	Rules. Knowing what is, and what has been the letter of the law since the onset of civilization is of great import. (Lawful)
6	Education. The recording and passing on knowledge is the most important. The next generation will further the work of our own. (Good)

d6	Bonds
1	I will find the answer to the question at the heart of my research.
2	I will make a name for myself in my field of study.
3	I will achieve tenure.
4	I will keep anyone from discovering my greatest failure.
5	I will record everything I can before I perish.
6	I will find a way cure the incurable, save the unsavable.

d6	Flaws
1	I am so accustomed to the academic side of things; I sometimes treat practical applications of principles as though they should work without question.
2	I have spent so long with books, study, and lecturing that I am ill-prepared for human interaction beyond a captive audience.
3	I don't think the rules apply to me or my research methods.
4	The pursuit of knowledge is more important to me than anything or anyone.
5	I refuse to accept that I am wrong without empirical proof.
6	I have an unhealthy drive to learn, and will often forego sleep to do so.

Spiritualist

You can see beyond the veil. You can contact the spirits of the dead, and, failing that, you fake it to make a quick buck. Many of your contemporaries have been exposed as frauds. Maybe you are and maybe you're not, but even if you aren't, not every single house has a ghost with any unfinished business, and you still have to eat.

Skill Proficiencies: Insight, Perception, Performance

Tool Proficiencies: Forgery Kit, Ball Bearings, Tarot Deck

Innate Spells and Cantrips: Thaumaturgy

Languages: Common and 2 of your choice

Equipment: A small pouch containing 10 gp, Forgery Kit, a bag containing 100 Ball Bearings, and an inherited or second-hand Tarot Deck

Feature: Death's Denizen

As an expert in the field, you know where death has touched. You can tell which homes you pass are in mourning; you know when and where funerals will occur; you can find the nearest morgues and funeral homes; you can find the nearest dead creature; and you can sense undead, spirits, or ghosts within 60 feet, even if blinded and/or deafened.

Feature: Speak for the Dead

Despite never having heard the voice of those to whom you are trying to communicate with, you may manifest an approximation of what you think the voice of the deceased would sound like. This approximation, released in a cacophonous tandem with your own voice as though you speak as one, will be convincing to up to three targets within 60 feet of you. However, if you attempt to do this and the person in question is not dead this will convince no one, will give away your location, and will cause the creature you are trying to fool to become hostile. If the person is dead, present as a spirit, and disagrees with what you are saying, the spirit will become hostile toward you, but you will still be convincing to those three targets given that the spirit cannot prove you are lying or find other means of communication to argue in their own voice. Once you use this feature you cannot use it again until you complete a long rest.

Suggested Feature (Optional): Familiar Haunt

You have been in the business of the dead for a long time. You can't get out of this business without forming some attachment from the other side. Yours may be friendly or dangerous. Work with your DM to determine the powers and implications of this ghostly follower. What does it call itself? Who was it before it attached itself to you? How did it die? Is there a reason that you haven't balanced the scales to make it crossover yet? An attachment haunting can be a great opportunity for more depth of backstory and roleplay.

Suggested Characteristics

You know death personally. You've seen its touch, you've seen what the veil between life and death means. Whether or not you're the genuine article, even if you're just feigning mediumship (and I'm not saying that you are or you aren't), you cannot avoid having been at least touched by death's grave influence.

d8	Personality Traits
1	I find myself quite distracted by the whisperings of the dead. When this happens, my face becomes blank, and I stare off into space.
2	The dead can sometimes be quite aggressive, either through open hostility or simple intensity of communication. While I am used to this, I am not immune to apprehension from having to deal with it.
3	I've got friends on the veil's other side. When I was a child, I thought they were imaginary. Turns out they're just dead.
4	Once I finally relaxed into mediumship, and accepted who I was, the job became much easier.
5	Sometimes the spirits are real, sometimes they're unwitting manifestations made by the living, and sometimes, they're thaumaturgy and ball bearings to give the living closure. In any event I'm not dishonest when the spirits actually are present, I just know that if I told one household that their ghosts weren't real, they'd just seek another medium for closure until they found a total swindler.
6	People will pay a lot of money for someone to tell them what they want to hear. Most of my job is the ability to read the living.
7	Sometimes I work with the city watch, guards, or police to solve crimes.
8	I happen to believe that death is just another part of the journey. I've seen too far beyond the veil to think otherwise.

d6	Ideals
1	Survival. Some call it "preying on people's grief." I call it "a living." (Evil)
2	Closure. The living and the dead both need closure to heal. That is what I provide. (Good)
3	Stewardship. I guard the veil between the two by whatever means necessary. (Chaotic)
4	Ambition. Knowledge is power, power is an unquenchable thirst. (Evil)
5	Rules. Knowing what is, and what has been the letter of the law since the onset of civilization is of great import. (Lawful)
6	Education. The recording and passing on knowledge is the most important. The next generation will further the work of our own. (Good)

d6	Bonds
1	I will resolve the unfinished business of my loved one(s).
2	My first interaction with the other side has always been my biggest mystery. I will solve it.
3	I will help the dead find closure any way I can.
4	I will make a quick buck off of anyone I can.
5	I will finally silence the voices of the dead.
6	I will guard the veil between life and death, and protect the delicate balance.

d6	Flaws
1	Sometimes I'm overwhelmed by the presence of the dead.
2	Sometimes I'm overwhelmed by the presence of the living.
3	Sometimes I rely too much on the ideas of others, rather than my own instinct.
4	Given my proximity to death, I am slow to trust, and usually slow to be trusted. People tend to look down on those so connected to the other side unless we're needed.
5	Sometimes I drive myself to distraction with excessive drink and/or debauchery. It quiets the voices.
6	I take my duty as caretaker and the one who ferries the dead far too seriously, to the point where it prevents me from having a life of my own.

Suffragette

Women deserve equal pay and equal rights. Maybe in your world the Suffragettes fight for a right to vote, a right to consume alcohol and whatever other substances a humanoid, monstrosity, or fey can put in their body. Maybe they're fighting for equality for someone beyond the small scope of "womanhood." In any event, they are Activists, fighting for what they believe is right.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One set of Artisan's Tools of your Choice

Languages: Common and 2 of your choice

Equipment: A small pouch containing 7 gp, a paint brush, a small container of black paint good for five uses, a set of common clothes, a set of formal clothes, and a pass that allows them to peacefully protest in any city or town they wish (though more backwards communities may not choose to honor it)

Feature: Activist's Art

You have advantage on performance checks to determine the efficacy of slogans and artwork you paint on protest signs, and persuasion checks once you begin chanting said slogan.

Feature: Voice of the People

You may choose, once per long rest (or its equivalent) to treat an intimidation check inside or outside of combat as a natural 20 without ever rolling. The voice of the people flows through you as you shout at your enemy, and everyone in your party who can hear you use this feature, gains 1d4 inspiration, and cannot be frightened until the end of your next turn.

Suggested Characteristics

You have been put down, thrown around, and silenced your entire life because of what you were born. You gained your voice, and will now shout your truth from the rooftops to any who will hear and support your staked claim for whatever cause in which you most believe.

d8	Personality Traits
1	I have a passionate, fiery disposition.
2	I hold my head high, sometimes a bit too high to be able to hear anyone else.
3	I take pride in my activism. It shows that I care as a citizen, and as a person.
4	I am proud to be who I am.
5	I didn't choose to become an activist. When I discovered something about myself, I found it not in accordance with the norms that would have allowed me the same rights guaranteed to others. It became a necessity to fight for those rights.
6	I try to avoid violence at all costs, but if I am attacked, I will defend myself.
7	Our history has been one revolution after another, why should this call for change be any different?
8	I highly value my privacy. While sometimes this can look like stubbornly refusing to open up, my body and my life decisions are no one's business but my own.

d6	Ideals
1	Equality. It is unacceptable for one person to treat another as lesser due to happenstance of birth. (Good)
2	Privacy. What I choose to do with my body, whether that's imbibing substances, any medical treatment, or any act of passion, is entirely my business. What you choose to do with your body is entirely your business. (Neutral)
3	Freedom Fighter. I will stand up and fight for what I believe in, with the power of my voice, and if that fails, whatever other power is at my disposal, be it magical, mechanical, or martial. (Chaotic)
4	One-upmanship. Someone else got a right that I didn't have, so I demand more. (Evil)
5	Reformation. The letter of the law already guarantees these rights for all, but we must enforce that the people have rights. (Lawful)
6	Family. If it allows me to care for me and mine, I must win my rights. (Good)

d6	Bonds
1	I will fight for my own rights.
2	I will fight for the rights of all.
3	I will fight until the laws of the land are enforced for all, and not just the wealthy, landed few.
4	I will not sink to the level of my opponents in this fight.
5	I will have a say in what happens to me in my life. I will not be silenced.
6	I will have a say in what happens to my family during my lifetime. I will not quit until I have achieved victory.

d6	Flaws
1	I tend to be dismissive of the rights of others in the face of my own fight.
2	I tend to disregard the opinions of others in how I go about my activism.
3	I have been accused of having a single focus, a one-track mind.
4	I can be a bit intense, a bit hard to get along with.
5	I've been told that my political opinions can get a bit extreme.
6	I tend to overanalyze every minor dismissal as a personal slight.

Whaler

According to you, traditional fisherman might as well be pleasure cruise sailors. You've seen the monsters of the murky deep. Eldritch Horrors may or may not have shifted the seas beneath you, you've negotiated with the humanoid species of the open water, and you've brought back the mighty mammals known as whales for their bones, blubber, musk, meat, and any other parts that can be salvaged before the rot takes them. What's left, you've returned to the watery grave as nature intended. You may have tales of one whale that got away, outsmarted you, or mercilessly harried you and your crew. You may have moved away from the sea to the desk, but you've made your start in this industry, and you intend to keep your head above water.

Skill Proficiencies: Arcana, Nature

Weapon Proficiencies: Harpoon, Speargun

Tool Proficiencies: Dice Set, Fishing Tackle, Navigator's Tools

Languages: Common and 2 of your choice

Equipment: One set of Common Clothes including a bulky, warm leather and wool whaler's coat (+1 AC), a pair of well-worn boots, a tobacco pipe inlaid with real pearl, a set of fine clothes that has seen better days, a fisherman's cap, a speargun, and a pouch containing 30gp.

Feature: Whale of a Tale

Once per long rest, when time comes to tell a story (typically seated at a bar or other hole-in-the-wall establishment), you have the well-honed ability to hold a group of people (here defined as 3 or more) enraptured, knowing all of your old whaling stories and almost all legends of the deep, giving advantage on all stealth checks made by allies in this "crowd."

Feature: Whaler's Delight

Every morning, you can rise early (having the ability to take a long rest in 7 hours rather than 8) and read what the weather will be for the day from the look of the sky in the dawn twilight. You also have permanent advantage on all nature checks pertaining to the weather over the next two-four hours.

Suggested Characteristics

You've sailed the seas by the sweat of your brow, between the strength of your ship's ballista, your own wits, harpoons, and spearguns, you've brought in the haul. Through both hard times and swollen coffers, hopefully more the latter than the former, you have lived by the will of the tide.

d8	Personality Traits
1	I don't give up on catch, on the sea or off.
2	I embellish stories with details to amaze. Those details may be true or false, but what matters is my audience having a good time...
3	I make sure the crew is safe, and patient.
4	I know well that sometimes the catch winds up chasing you. I know when I need a bigger ship.
5	I know how to loosen up at the end of the day.
6	I live for today, a squall or a monster of the deep could send us ass over tea-kettle into the watery abyss at anytime.
7	Ain't a squall that's ever been able to sink me yet, best to keep it that way.
8	My ship may be threadbare, but she's mine, and I pity the man or beast that tries to take her.

d6	Ideals
1	Relaxation. There's nothing time, tide, a good bottle or a good pipe can't fix. (Neutral)
2	Comradery. It doesn't do much to not have the mutual respect of your crew. (Good)
3	Tempestuousness. The sea could sink us all tomorrow. Best to keep even the inky depths on their toes. (Chaotic)
4	Greed. Whaling is a job like any other, no catch, no cash, and always catch. (Evil)
5	Worldliness. The sea, like the land is a place of customs and cultures all its own. Best to heed their rules so as not to offend. (Lawful)
6	Commitment. A captain goes down with the ship. (Neutral)

d6	Bonds
1	I will catch the one that got away.
2	I will not go home until I've made my riches on the sea.
3	I will have discipline on my vessel.
4	I will take defend these waters. If I must raise my colors and sail off to war, so be it.
5	I will surpass the legends of even the mightiest of old sea dogs.
6	When the sea refuses my crew their rightful bounty, we will line our pockets elsewhere.

d6	Flaws
1	I can't be dissuaded from my pursuits. I am too driven.
2	I tell stories to one-up other stories, sometimes even my own. The whales get bigger with every re-telling. Not even I know what the truth is anymore.
3	I make sure the crew is obedient, and efficient.
4	I don't back down when a quarry puts up a fight, even if I'm outmatched. Some may call me foolishly relentless.
5	I have a habit of getting roaring drunk when the sun goes down.
6	Sometimes I don't think about the implications of my actions past tomorrow.

Species

Androcubus

To say that Incubi, Succubi, and gender non-conforming Androcubi are misunderstood (even more than their close relatives, the Tiefling) would be an understatement of monumental proportions. An Androcubus may be abyssal or even infernal in nature, but to their core, the reason that they are on our Material Plane rather than in one of the Nine Hells is that despite their obvious lustful nature, they, or their bloodlines, however chaotic or even evil their beliefs and natures, were exiled for their worship of love.

Most Androcubi who inhabit the Material Plane were both too absorbed in their worship of love, and too neutral or good to ever be truly accepted back into a society of demons. Unlike the Tiefling, they suffer no bloodline curse, but rather might have been the curse had they remained in their homes. Though many Androcubi are mistrusted automatically, they prefer mischief of the heart and the body, causing escapades and romantic intrigue everywhere they go.

Typically horned, fanged, and small-winged, the hair colors of Androcubi include Crimson, Orange, Blue, Purple, White, and Onyx Black. Their skin ranges the entire infernal spectrum from yellow through orange and red all the way to white hot, blue, and near-lavender of flames. They have no tails and in all other ways resemble humans.

Outcasts of the Highest Order

Androcubi are the outlanders of the Nine Hells. To understand this is to understand that the Infernal Plane does not want them, and the Celestial Plane will not take them. They are granted long existences on the Material Plane, mortality only coming for them when they are multiple hundreds of years old, at which time, they hope to be united with their respective God of Love in a sort of pocket dimension.

Because of their demonic origin, they are often visibly mistrusted from place to place, which is why they have learned to disguise themselves as ethereally beautiful beings to whom people will be very attracted.

Androcubus Names

Male Names: Asmo, Prometheus, Onieder, Maleficum, Graven, Clahtoo

Female Names: Grimroux, Dité, Marika, Nickto, Samán, Catacomb

Gender Neutral Names: Hohndo, Ossuary, Veratta, Laurentian, Akashic, Maki

Androcubus Traits

Ability Score Increase: Your Charisma increases by 3.

Age: You mature at the same rate as humans, and age very gracefully over the next 500 years, give or take a few years.

Creature type: You are a Fiend.

Size: Androcubi are within the same average height and weight range as humans. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Small of Wing: You have small wings, giving you a flying speed equal to half of your walking speed.

Darkvision: You were born on the infernal plane, a land of blinding flame, and the blackest darkness. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Fiendish Resistance: You are a Fiend. You have resistance to fire Damage, and physical attacks from Fiendish enemies.

Face of Seduction: You know the spell Disguise Self, and may cast it as a Cantrip, not exerting any spell slots to do so.

Infernal Seduction: You know how to magically manipulate a target. For up to one minute (with Concentration), you may use this skill to have advantage on all Charisma checks directed at one creature of your choice that isn't hostile to you. When the spell ends, the creature has no idea that you influenced them in any way. You may only use this Trait once per short rest.

Dreamwalker: If a player is asleep or unconscious and in a state of dreaming, you, and up to two creatures of your choosing within 10 feet of you may enter their dreamscape. If you fall unconscious within the dreamscape, you will be expelled, and cannot enter again until both the creature wakes and sleeps again, and you yourself have completed a long rest.

Natural Weapons: As a bonus action, if you are within two feet of an enemy, you may make a bite or horned attack equal to 1d6 piercing Damage + your Strength Modifier.

Chanticleer

Chanticleer, also known as Chickenfolk or Roosterfolk, are the semi-flightless relatives of the Aarakocra and Owlin. Sometimes lumped in with their high-flying relatives, they do not sequester themselves in high mountains or tall trees, preferring instead to make their living toiling and singing amongst the common folk on the ground, often preferring wide open farmland or bustling downtown areas, Chanticleer are not usually found in middle-ground suburban zones. Given their shorter lifespans, they tend to seek out lives of merriment or peace over anything else.

Plumage

Feathers cover the bodies of Chanticleer, the plumage is typically passed from parent to child, but can differ due to recessive genes and different mixes of parental coloration. However, some plumage is dyed to denote status, or to add a shock of color beyond the typical white, reddish-brown, black, or mottled mixes thereof, to make their skill as bards or some other profession more marketable and recognizable.

Clucking like Hens

Chanticleer tend to be incredibly social creatures, prone to shameless levels of gossip. Rather than being the source of drama themselves, they tend to wish to discuss the drama of others. This is not to say the Chanticleer cannot stand and fight, in fact most are known for it in terms of either competition, or defense of their "roost" (their home, their group, or their young), but unless their family raises them in that competitive environment, they may be hard pressed to naturally seek it out, preferring instead, in most instances, to live, work, and gossip peacefully.

Chanticleer also tend to have mannerisms close to that of typical chickens and roosters. They may cluck, bock, or chirp in normal conversation, or move their heads on their necks rapidly to make an observation.

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Chanticlearian Names

Given the harsh consonant nature of the Chanticlearian Language, the names of Chanticleer tend to be simple, double or monosyllabic, Gender Neutral, and easy to pronounce via beak, close to noises that Chanticleer sometimes naturally make in conversation.

Gender Neutral Names: Brok, Cack, Moxi, Mak, Gat, Buhka

Chanticleer Traits

Ability Score: Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age: Chanticleer reach maturity by age 16, and don't typically live longer than 55 years.

Creature Type: You are a Humanoid.

Size: You are Medium or Small. You are around 5 feet tall, never taller than 5'3" and even that is usually due to a generous measurement of a rooster comb. Beneath their feathers, Chanticleer are heartier than their Aarakocra relatives.

Speed: Your base walking speed is 25 feet.

Glide: Given their heartiness, Chanticleer find it very difficult to achieve true flight. When you fall at least 10 feet, you can use your reaction to flap mightily and glide a number of feet equal to your walking speed for every foot over 10 fallen, and you take zero Damage from the fall. You may use your wings to influence the direction of the glide. If you are wearing medium armor, this skill only allows you to glide half of your walking speed for every foot above 10, and only halves the Damage taken from the fall. You cannot use this skill while wearing Heavy or Plate Armor.

Talons: Your talons are natural weapons and can be used to make unarmed strikes. On a hit, you deal 1d4 Slashing Damage + your Strength Modifier. Starting at Level 3, you may choose to arm your talons with metal coating, blades, or developing new sharpening techniques for Damage increases. Starting at Level 5, your unarmed Talon Strike becomes a critical on a Natural roll of 19 or 20.

Languages: You can speak, read, and write Common, Aarakocra, and Chanticlearian.

Erinyes

Also known as Furies, the Erinyes (ih-RIN-eez) are an all-woman species of a feathered nature. They typically fall within two subspecies: Valkyrie or Siren. Valkyries are known well for their ferocity and sometimes even their healing of the fallen. Sirens, a race of temptresses, nigh angelic in appearance, usually dwell upon warm islands. The latter of these are known to lure sailors either to great prosperity, or great doom. Either way, a body count is implied.

Feathered and Fierce

The Valkyries, most popularly ferocious Clerics, hold the line of warriors between life and death. The Sirens, most popularly those of the Bardic arts, hold the line between pleasure and pain. The Erinyes are, and always have been, creatures of dichotomy. However, despite common depictions, they are not winged, but rather feathered. That is a common misconception, as they do have feathers and the ability to fly. That being said, there are those of both species who do not hold to tradition and become excellent Rangers or Bounty Hunters.

In all cases, if they choose to settle in place, their wooden homes are often reflective of the environments around them. They insist on living in community with nature, living off the land, and defending that land as fiercely as they would their family. This territorial nature has earned some a poor reputation.

Erinyen Names

Erinyes are all thought to be women by human society at large, and they do tend to develop feminine bodily characteristics regardless of what genitalia they are born with. However, the word 'woman' does not actually exist in their culture as a differentiator, as gender at large is not recognized as a valid social construct by their species. The exception to this would be when interacting with the rest of the world, in which they would adopt the customs that honor the other culture and the identities of others. When communicating with those other societies, 'She' and 'Her' typically become titles of honor as they are worshipers of feminine gods and feminine beauty in all its forms.

Their names are largely taken from goddesses of myth. However, those who leave home and experience other cultures, sometimes choose to leave the typical Erinyen way of life. This does not earn them exile from living within Erinyen lands or participation in Erinyen society. They may leave if they choose to do so, as any might. Erinyes value freedom and autonomy above all.

Outside species view that which the Erinyen worship as 'divine feminine,' and, based on any particular Erinyes' experience with gender norms of the outside world, they may choose new, more masculine or gender-neutral sounding names from those other cultures in which they feel that they are a better fit. Unlike with some human cultures and forms of worship, they are not shamed for doing so, but are instead honored in the strength it takes to explore and become their truest self, and their outside pronouns and names are honored as well.

There is no shame put upon the masculine, whether it is the norm or not. What a church would typically label Heretic or Apostate, the Erinyes label simply as 'Odyssean' indicating those who must take a slightly longer journey to find and be who they truly are.

Erinyes Names: Persephone, Aphrodite, Isis, Sekhmet, Brigid, Freya

Odyssean Names: Fortis, Mack, Bailey, Robin, Rick, Fidus, Devon

Erinyes Appearance

Despite being of two distinct subspecies, Erinyes all share any number of physical characteristics. From the area atop their shoulders to their wrists, they are feathered, ending in four-fingered talon-like hands, the thumb more centered to the wrist than those of a typical humanoid. Their faces, human in appearance, are typically sharp and angular, but not harsh, simply statuesque. Their noses are sometimes nearly beak-like, but in a regal and aquiline way. Some queens of ancient times have been Erinyes, their faces lending themselves very well to being stamped to coinage while maintaining their distinct, recognizable features. The Erinyes are built to outlast, given this, they are heartier than some of their feathered counterparts.

The plumage that sprouts from the tops of their heads extends to fall almost like hair, though still being very recognizable as feathers, full and distinct. These feathers typically only reach the small of their back before molting season, but they may be as short as each Erinyes chooses to trim them. Some pluck themselves completely bald by choice, and others still gather their fallen feathers to create magnificent headpieces or extensions as long as the floor.

Those Odyssean who identify as masculine will often seek ways to grow feather beards to further masculinize their appearance. Though, depending on subspecies and environment, this plumage can vary wildly in color, while each of their four toes do retain the talon-like appearance of the fingertips, their legs remain unfeathered, their feet, not quite as bird like, more and more human in appearance, despite the lack of a fifth toe.

Erinyes Traits

Ability Score Increase: Your Constitution increases by 2.

Age: Erinyes mature and age at the same rate as their human counterparts, though their habit of engaging in battle, or following it as Clerics can often get them killed before the age of 70.

Size: You are the same approximate size as a human. Your size is Medium.

Speed: Your base walking Speed is 30 feet.

Natural Weapons: As a bonus action, if you are within two feet of an enemy, you may make a claw attack equal to 1d6 piercing slashing + your Strength Modifier.

Flight: You know the spell Fly, and may cast it on yourself, and only yourself, as a Cantrip. Your flight speed, while casting, is equal to your walking speed.

Languages: You can speak, read, and write Common and Celestial.

Creature Type: You are Humanoid.

Valkyrie

Valkyrie are known as 'those who choose Valkyrie are known as 'those who choose the fallen'. They are often Clerics or Paladins, and don leather or plate armor, their braided plumage glistening in golds, browns, auburns, and even fiery ginger. These warriors glide over battlefields, typically choosing whichever side they feel morally right, or perhaps more respecting of nature and balance. There is rumor, in an ancient story, of malevolent Valkyries known as the Keres who serve evil aligned gods.

Ability Score Increase: Your Wisdom increases by 1.

Stabilizer: You know, and may cast the Cantrip 'Spare the Dying,' up to twice per short rest, given that the creature has been at zero hit points for less than 24 consecutive hours.

Proficiencies: You are Proficient in Leather and Plate armor.

Siren

The beautiful Sirens of the coasts and isles, with their bright and vibrant plumage to rival the most wildly colored parrots, sing of pleasure, of pain, of beauty, of glory, of any number of things with their angelic voices. Known for luring sailors of course to great fortune or greater misfortune still.

Ability Score Increase: Your Charisma increases by 1.

Siren Song: You can always sense the nearest land, and on land, an approximate number of ships within 5 miles, given an adequate Nature check (DM's Discretion). Regardless of nature check, you may choose to use this skill to navigate any ship within 2 miles towards its nearest land, harmed or unharmed (given their rations last). You do not have to be aboard the ship.

Proficiencies: You have Proficiency in the Performance Skill.

Faun

The skittish half-deer relatives of the half-goat Satyrs, these gentle spirits prefer quietude and peace to the hustle and bustle of city life, their prey animal ears have given them the advantage on alertness, their antlers an unarmed defense system, and lower-bodies being two deer legs an incredible leg up on speed. These doe-eyed, usually freckle-faced creatures are fairly common, especially in forested areas, loving to make flower crowns and practice the druidic arts. However, with the encroaching urban sprawl of modernity, the faun have, in many areas, had to learn and adapt to city life taking on common jobs, positions within holy orders, collegiate studies, and sometimes (though rarely), lives of crime. They are highly intelligent but may not have the longest attention spans. They tend to find themselves in assistantship positions given their meek nature, and willingness to work for a more powerful and protective boss (even sometimes to their own panicked detriment).

Faun Names

Faun names tend to end in vowel noises, and be two syllables, often fewer than three or four letters, so that names can be called out quickly in wooded areas, less names, in essence, than danger signals for predators.

Gender Neutral Names: Ara, Etee, Obo, Ywee, Uwou

Faun Traits

Ability Score Increases: Your Intelligence increases by 2, and your Dexterity increases by 1.

Age: Fauns mature and age at about the same rate as humans.

Size: Fauns range in size from under 5 feet to just over 6 feet.

Creature Type: You are Fey

Speed: Your base walking Speed is 40 feet.

Fey: Your creature type is fey, rather than humanoid.

Rut: You can use your antlers to make unarmed strikes. Upon hit, you deal Piercing Damage $1d4 + \text{Your Strength Modifier}$.

Magic Resistance: You have advantage on saving throws against spells and other magical effects.

Escaping Bound: If you are in a creature's melee range, as a bonus action, you may leap 25 feet from standing without provoking an attack of opportunity, and without expending any movement. If a creature rolls to hit on any attack, you may use this skill to leap 25 feet out of range of the attack and take no Damage. Once you use this ability, you may not use it again until you take a long rest, or you will suffer one level of exhaustion per extra use.

Wild-Sense: While outside of cities, due to your keen senses that help you avoid predators, you are immune to the surprised condition, and cannot receive sneak attack Damage.

Snowfus

This subspecies of Faun has all white fur from the waist down. It is typically found in Northern climates where the snow is plentiful.

Sub-species Feature: Snowhoof. When in snow or on ice, your movement speed is not impeded, and you run no risk of slipping and falling.

White-Tail

This subspecies of Faun has reddish-brown, and sometimes speckled fur from the waist down. It is typically found in temperate climates, keeping the woodlands, sometimes in fire watch towers, sometimes as game wardens.

Sub-species Features: Poison-Proof Gut. If the poisoned condition would arise from digesting food or water, your dual-chambered stomach processes the poison right out, leaving you without the poisoned condition. Any vegetation that can be chewed and swallowed, to you, is perfectly serviceable food.

Gremlin

Spritely, gunmetal-skinned folk with large ears, and very little body hair, (males typically shave their heads to remain slick enough to slip in-between gears to make repairs). These small creatures, so very close to Goblins in physicality, know what they're doing with machines both inside and out. Gremlins came to the attention of the world as the industrial age rose (in large part) out of their detailed and ceaseless tinkering. Born from a great Archfey known only as "The Mechanism," Gremlins were the most fantastic inventors of the deepest reaches of the Feywild. If there are lots of moving pieces, if there is a combination of magic and machinery, at least one Gremlin was involved. Gremlins live in small family units, usually hidden within the walls of clock towers and other places with a lot of machinery, and they tend to keep to themselves unless sought out for work, or wronged. Gremlins are not to be trifled with, they will enact vengeance in the best way they know how: logically, mechanically. Maybe a wheel falls off of your wagon, maybe the lights go out when you need to see the most, maybe a crane breaks, and a pile of bricks lands on your unfortunate skull.

Gremlin Names

Gremlin Names tend to simply be sounds that machines make.

Gender Neutral Names: Clank, Clunk, Blurt, Spee, Cathump, Woo.

Gremlin Traits

Creature Type: You are a Humanoid. You are also considered a goblinoid for any prerequisite or effect that requires you to be a goblinoid.

Size: You are Small.

Speed: Your walking speed is 30 feet.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors within 30 feet in that darkness as normal, and beyond that as shades of gray.

Fey Ancestry: You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Strikeback: When you take melee damage from a creature, you can rebuke attack or spell damage equal to your proficiency bonus, and negate it from the damage you take. You can use this trait a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest, and you can use it no more than once per turn.

Ghost in the Machine: You have Expertise with Tinker's Tools, and advantage on all rolls for checks while using them. You may also cast Dimension Door a number of times per day equal to your proficiency modifier, and you may cast it to enter any machine or construct, and you take no damage if you Dimension Door in an occupied space within a machine, instead appearing in the nearest unoccupied space within the machine. If you use this feature during battle to escape the melee range of another creature, it does not trigger any attacks of advantage.

Machinist's Resilience: You cannot suffer bludgeoning damage from the interior mechanisms of a machine.

Morphean

The Morphean, or more commonly "Sandmen" or "Dreamfolk" are a species that are usually found along coastlines and in deserts. Their skin is reminiscent of the sands from which they sprung, varying from coarse as the sand itself to smooth as glass (especially those who have been in intense heat or struck by lightning forces in their lifetimes). Their voices are soft almost like the rustling of sand in the breeze. Sand often appears to swirl around them, sometimes accumulating where they sit or stand, though vanishing moments after they move, as if they were never there.

The Morphean have a reputation for psychological fortitude, a naturally calming presence, and even the ability to dream walk, entering the psyche while one sleeps to influence their emotions.

Those of Dune and Drift

The Morphean make their homes in sandy locations, be they desert or the sands of a beach, and given both their nature and the nature of those environs, the homes they build are typically small, and often mobile, able to shifted with time, wind, or tide. These homes are typically full of comfort luxuries such as pillows and blankets made up of the finest silks and softest plush fabrics imaginable.

Morphean Names

Morpheans have dreamy names, things that are typically just words that are associated with night or sleep in Celestial, but because so few people can actually speak that language (which to the uninitiated can often sound like a series of tone beyond natural speech, like the ringing rim of glasses filled with varying degrees of water), their names, which lack gender entirely, are typically translated into Common for interaction with other humanoids.

Gender Neutral Names: Cloud, Skye, Star, Dream, Whisper, Lullaby

Morphean Traits

Ability Score Increase: Your Wisdom increases by 2, and your Charisma increases by 1.

Age: Morpheans mature at the same age as humans, but live slightly longer, up to 125 years.

Size: On average Morpheans range from just under 4 feet to just above 5. You are Medium.

Speed: Your base walking speed is 30 feet.

Calming Presence: You can cast Calm Emotions as a Cantrip, expending no spell slots, and requiring no arcane focus or materials. Once you use this ability, you must complete a short rest before using it again.

Sleep: You may cast the Sleep spell as a Cantrip, expending no spell slots, and requiring no arcane focus or materials. Once you use this ability twice, you must complete a long rest before using it again.

Pocket Sand: You may spray sand from each hand creating 2 10-foot cones at

a range of 30 feet. Creatures within those cones must make a Dexterity saving throw. A creature takes 2d6 slashing Damage on a failed save, or half as much Damage on a successful one. If the cones cross over one another, the Damage does not double. Once you use this ability twice, you cannot use it again until you finish a long rest.

Dreamwalker: If a player is asleep or unconscious and in a state of dreaming, you, and up to two creatures of your choosing within 10 feet of you may enter their dreamscape. If you fall unconscious within the dreamscape, you will be expelled, and cannot enter again until both the creature wakes and sleeps again, and you yourself have completed a long rest.

Mothrum

Whether deep in the forests, abandoned buildings, speakeasies or back alleys, this reclusive species of humanoid evokes an air of mystery. In ancient times Mothrum were said to be bringers of prophecy, often ill-omens, which led to persecution and social isolation of the species, which in-turn, caused the evolution of their reclusive behavior. They are bartenders, factory workers, forest-dwellers who live off the land, and are often nocturnal to avoid the masses who dwell in daylight. This isn't a qualifier though, as some Mothrum choose to disguise themselves, cover their wings and dwell in daylight.

Setae

Oftentimes Mothrum will disguise themselves using their ample-hairlike scales called "setae" to appear "bushily bearded," or "feathered," which at a passing glance will work, but often not live up to further scrutiny. Mothrum are very careful to never be seen eating unless with a protective group, lest their long proboscises give them away.

Their wings are as varied as their environs, some small and easily hidden, some towering, most are much longer than the arm span of the owner themselves. Most tend toward browns, perhaps with orange spots, some are as dark as to look almost black, but they also span the natural spectrum all the way to translucent greens, sometimes flecked with white, yellow, or orange. Their large eyes consist of many lenses, and their plumose antennae can give the appearance of feathers, causing some to mistake Mothrum for Owlins given the right disguise kit or illusion.

Mothrum Names

Mothrum names in the age of common, tend to be object or concept words about things that are small, rare, soft, or hard to perceive.

Gender Neutral Names: Silk, Thimble, Bean, Whisper, Shadow, Dusk, Blur.

Mothrum Traits

Languages: You can speak, read, and write Common and Mothrumic

Natural Armor: You have a naturally tough exoskeleton. When you aren't wearing armor, your AC is 13 + your Dexterity Modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Speed: Your base walking speed is 30 ft.

Flying Speed: You have a base flying speed equal to your base walking speed.

Creature Type: You are Fey.

Lifespan: Mothrum reach adulthood at around 25 and live for approximately 150 years, a relatively short period for fey.

Darkvision: You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. Unlike others with Darkvision, you can see colors in that darkness.

Mothrum Subspecies

Generally speaking, there are three well-known subspecies of Mothrum, there may be more yet undiscovered, given the reclusive nature of the species overall.

Polyphemus

Polyphemus, by far the largest and therefore most well-known of Mothrum subspecies are the workhorses of the group. They are the biggest, and the strongest, and can easily be intimidating while looming over someone in a dark alley two stories up. However, these gentle giants usually take to the forest to raise owlbears like one might train a dog. Sometimes adventuring Barbarians or Druids can spring up, even the odd Ranger.

Ability Score Increase: Your strength increases by 2, and your Constitution increases by 1.

Looming Presence: You have Proficiency in the Intimidation Skill.

Size: Your size is Medium or Large, you choose a size when you select this subspecies.

Massive Build: You count as Large when determining your carrying capacity and the weight you can push, drag, lift, or fly while holding, regardless of your selected size.

Lunara

The Lunara are almost exclusively naturally nocturnal for two reasons: their stark-white hairlike scales are a bit of a giveaway, and while being the smallest of the known Mothrum subspecies, their wings are the largest relative to their body size, and under clothing without illusion, would stick out as odd at best. This is not to say that they cannot survive in groups or adjust their Meditation and Rest schedules. However, by night, their beautiful translucent green wings refract the moonlight and the saffron glow city lights into a beautiful watercolor-like pattern as they travel from their homes to their places of work.

In early stages of development, these Mothrum do not have their fully developed wings, and often spend time divided between socialization and intense study of books. Innately magical, the Lunara are best known as casters "favored by the Moon."

Ability Score Increase: Your Charisma Increases by 2 and your Intelligence Increases by 1.

Natural Magic: You have Proficiency with the Arcana Skill.

Size: Your size is Small or Medium, you choose a size when you select this subspecies.

Medium Build: You count as Medium when determining your carrying capacity and the weight you can push, drag, lift, or fly while holding, regardless of your selected size.

Magiluminescence: Given the innate magic flowing within the bodies of Lunara, their wings give off a faint glow, which may make it possible for those without Darkvision around them to see as if they have it. They may choose to douse this glow for stealth purposes, but if they do, they may not use it again until completing a short rest.

Meditation: You do not require sleep and may choose to remain conscious (in a meditative state) during a long rest. During this meditation you are still awake enough to avoid ambush, if perceived, and you may choose to read (at DM's discretion). You may not, however, engage in strenuous physical activity, or speak with anyone, lest the meditation be broken.

Death's Head

By far the most mysterious and dreaded of the Mothrum, the Death's Head are a tight knit group of almost exclusively Rogues. So named for the skull-like markings over their faces, not much is known about the Death's Head themselves. Black and sometimes brown in appearance, they tend to appear as if from nowhere in times of great strife and confusion, or in the darkest alleys. Otherwise keeping their hoods up, Death's Head Mothrum are ghosts in a crowd, virtually unseen, unheard. They make excellent Assassins.

Ability Score Increase: Your Dexterity Increases by 2 and your Intelligence Increases by 1.

Size: Your size is Small or Medium, you choose a size when you select this subspecies.

Medium Build: You count as Medium when determining your carrying capacity and the weight you can push, drag, lift, or fly while holding, regardless of your selected size.

Ceiling Dweller: Your base climbing speed is 30 feet, and you may climb on seemingly flat walls and ceilings. And difficult terrain involving surfaces that would register as sticky is traversable as normal terrain. If on rooftops, your movement speed increases by 5 feet per turn.

Natural Stealth: You have Proficiency with the Stealth and Sleight of Hand Skills.

Rattus

Rattus, commonly known as Ratkin, are incredibly skilled craftspeople and tinkerers, with small hands extremely adept at designing, placing, and maintaining tiny working parts. The most famous of these long-snouted rat people is Scamper Tollhand, maker of fine timepieces, and designer of the great clock of Time's Point in New Taukett City. Though Rattus typically have large families, sometimes numbering in the hundreds, they are also known for being very efficient in their use of space, which means many Rattus live in each of their homes, which they refer to as "burrows."

Not reclusive in the least, these creatures develop as much in found family scenarios as within their own large families. They view every other person as part of an interconnected community, they know no strangers, just friends they haven't met yet. Though sometimes naturally wary of Tabaxi, given the nature of cats and rats, they trust and warm up very quickly (sometimes even to their own detriment).

Rattus Names

Rattus names tend to keep to a trend of dealing with their traditional occupation as fine clockmakers, or their own personal movement, such as "scampering" with very little variance.

Male Names: Sprocket, Clanker, Scamper, Wrench, Gauge, Coglan

Female Names: Blinker, Wing-Nut, Tiptoe, Geary, Tink, Washer

Gender Neutral Names: Chronis, Pendle, Timpletin, Caliber, Gasket, Cap

Rattus Traits

Ability Score Increase: Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Age: Rattus mature at the same rate half-elves and have lifespans similar in length to theirs.

Creature Type: You are a Humanoid

Size: Rattus are generally the size of a small Human. Your size is Medium.

Speed: Your base walking speed is 30 feet. You have a base digging speed equal to your walking speed given that the earth beneath you is soft enough to lend itself to digging, with harder earth slowing or stopping you (DM's discretion). Your base climbing speed is equal to your walking speed. You have a swim speed equal to your base walking speed.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and darkness as if it were dim light. You cannot perceive color in darkness, only black, white, and shades of grey.

Maze Rat: A route, once traveled (regardless of obscured or blocked vision), is never forgotten. You can recall, with accuracy, anything you have seen or heard within the last month, or smelled within the last year.

Natural Weapons: As a bonus action, if you are within two feet of an enemy, you may make a bite attack equal to 1d6 piercing Damage + your Strength Modifier.

Magical Cleanliness: Like all Rattus, you absolutely hate being dirty. You know the Cantrip Prestidigitation.

Tool Proficiencies: You are Proficient with Tinker's Tools and Thieves Tools.

Tail: You have a thin opposable tail, you can use this tail to use your Tinker's Tools or lift non-weapon objects classified as light, but cannot use it to make an attack.

Sphynxon

The "Children of the Sphynx" also known as the Sphynxon are an interesting and enigmatic lot. As humanoids who are from the bloodlines of the sphinx, they are not winged as one might expect, given the nature andro and gyno sphynxes. Their hair, always voluminous, falls around their heads like a mane, where their irises and sclera glow orange. While heartily built, they are only slightly taller than humans, and in most ways, resemble tall, well-proportioned members of that species. However, their forearms, calves, hands, and feet are furred and clawed, and their canines, top and bottom are a bit longer than those of a normal human. Though some adopt regular wear of gloves to appear non-threatening, others still paint their claws, dye, or adorn their fur, and wear trinkets in their mane-like hair.

Sphynxon appreciate a good riddle, and even more a good joke, naturally charismatic and intensely prideful, they can regale those around them with stories aplenty for hours, given their long lifespans, and their tendency to take on the most daring of challenges and adventures. To account for their lack of wings such as their bloodlines would suggest, the Sphynxon often adorn their armor or jewelry with feathers as a call to their race, something which they do not feel the need to hide. Some even have their faces made-up or tattooed to be even more birdlike or catlike than their otherwise normal human visage (though few go this far).

Battle Casters and Storytellers

Due to their innate Charisma, Sphynxon make excellent entertainers and casters. Due to their innate Strength and Constitution, Sphynxon also make excellent brawlers. No matter what they do, Sphynxon are used to praise, and quick to find insult to their pride, and they almost never back down from a fight or challenge once set upon the path. They are not battlefield strategists, instead they have a plan: attack the bad folk, defend the good folk.

This trait has resulted in many a wild bar room brawl story, and friendship gained through besting or being bested in battle, or even finding unlikely allies in a fight. While they tend to recount these stories at length, their innate Charisma enraptures and entertains all around, sometimes to the point of distraction.

Riddles and Enigmas

Despite their fantastic gift for oratory, Sphynxon, when they mean to hide something, will bury it under riddles and vagaries. They cannot resist a puzzle or riddle, and they are adept at solving both, especially those designed by an androsphinx or a gynosphinx.

Sphynxon Names

Sphynxon tend to value family names of their bloodlines more than first names, and will call each other by their family names rather than their first names. The first names they take on tend to be mythological in nature, with added endings determined by gender, or gender neutral identity.

Female Names: Hestiana, Irisana, Nikenna, Morganna, Perspephona, Hekatena

Male Names: Haster, Sether, Hadier, Merler, Osirier, Herculer

Gender Neutral Names: Nyctem, Aphroditem, Aurorem, Odem, Circem, Arthem

Family Names: Thunderdrome, Westerlinde, Mephistalorn, Baphomeme, Gizambique, Leoryphon

Sphynxon Traits

Ability Score Increase: Your Charisma increases by two, your Strength increases by 1, and your Constitution increases by 1.

Creature Type: You are a Monstrosity.

Size: You are between 6 and 7 feet tall. You are Medium.

Age: Sphynxon have long lifespans, some living as long as 350 years, reaching maturity around 60 years old.

Speed: Your base walking speed is 30 feet.

Natural Orator: You have Proficiency with the Performance Skill

Natural Weapons: As a bonus action, if you are within two feet of an enemy, you may make a bite attack equal to 1d6 piercing Damage + your Strength Modifier, or a claw attack equal to 1d6 slashing Damage + your Strength Modifier.

Lion's Cunning: On Insight, Perception, and History Checks relating to Puzzles or Riddles (DM's Discretion as to what qualifies), you have advantage on all rolls.

Powerful Build: You count as large when determining carrying capacity, and the weight you can push, drag, or lift.

Armor of the Pride: Your pride has raised you to wear armor as a second skin. You are Proficient in all armor types. If you are a caster who would be prevented from casting in different levels of armor, you can ignore this requirement if attuned to your armor.

Language: You can speak, read, and write Common, Sphynx, and Celestial.

Spindelfolk

Spindelfolk often dwell in darkness due to mistrust by general society. However, these people are commonly simple menders and weavers, a mistrust based solely on their appearance driving them into exile. Some turn to dark magics out of necessity, but some dedicate their lives to serving Eilistraee, or even to the Traveler. Spindelfolk are as varied a species as they come, some look like centaurs with the body of a spider trailing from the torso of a humanoid creature. Some resemble humans but with "fibrous" hairy arms, eight eyes, and fangs. Some choose to hide all but one set of eyes below simple hats, beautifully woven turbans, elegant hair, or constant illusions. Some Spindelfolk are kind, some very wary of a society that is unjustly wary of them.

Spindelfolk are usually solitary creatures, though those with the ability to hide their true species tend to be able to manage an often-fruitful social circle.

Spindelfolk Names

Spindelfolk, for the beginning of their lives often choose societally Common Gender-Neutral names for their offspring, these names often become middle names for the children themselves upon expressing their gender identity when they are old enough to distinguish how they wish to be perceived, often keeping the Gender-Neutral names or taking Male or Female names in early adulthood in private ceremonies involving close family and friends.

Gender Neutral: Ari, Aster, Rhodes, Kyrie, Alex, Cal, River

Male Names: Harry, Doc, Hopper, Friedrich, Murph, Peter

Female Names: Pippa, Nellie, Ariadne, Sprite, Roxie, Nimble

Spindelfolk Traits

Ability Score Increase: Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age: Spindelfolk mature at the same rate half-elves and have lifespans similar in length to theirs.

Creature Type: You are a Monstrosity

Size: Spindelfolk range in size from that of a Centaur to that of a small Human. Your size is Medium.

Speed: Your base walking speed is 30 feet. Your base climbing speed is 30 feet, and you may climb on seemingly flat walls and ceilings. And difficult terrain involving surfaces that would register as sticky is traversable as normal terrain.

Darkvision: You can see in dim light within 60 feet of you as if it were bright light, and darkness as if it were dim light. Unlike others with Darkvision, you can see dim color in darkness, and perceive colors on a vastly more vibrant and detailed spectrum in bright light.

Poison: Your arachnoid nature gives you a natural weapon, either fangs OR a semi-prehensile scorpion-like tail (which cannot hold objects due to its smooth exoskeleton). If you hit with a bite or sting attack, you deal Damage equal to $1d6 +$ your Strength Modifier, and the target must make a Constitution Saving throw equal to $DC 8 +$ Your Proficiency Bonus, or else suffer the Poisoned condition.

Innate Spellcasting: As part of a short rest, due to your innate spider-like skills you may cast Mending as a cantrip, but only on fabric or leather items. Starting at 3rd level, you can cast Animal Friendship an unlimited number of times but may only target arachnids with it. Starting at 5th level, you can also cast Suggestion with this trait. Starting at Level 20, you can cast Command with this trait. Once you cast Suggestion or Command, you cannot do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Poison Immunity: You are immune to Poison Damage and the Poisoned Condition.

Natural Armor: You have a naturally tough exoskeleton. When you aren't wearing armor, your AC is 13 + your Dexterity Modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages: You can speak, read, and write Common and Undercommon.

Volpentine

Distant relatives of Giant Foxes from the Feywild, Volpentine come in varying degrees of fox-like appearance and different abilities. Of the two subspecies of Volpentine, those of the Foxhead are a more reclusive group of tall, furred, and clawed humanoids with heads of foxes. They live ascetic and minimalist lifestyles in small rural towns, sometimes at the tops of mountains. The Kitsune, who appear near-human with fox ears and tails, live almost everywhere that humans live and thrive in those environments.

Like foxes, all Volpentine are known to be clever and stealthy, making them an excellent addition to any adventuring party, be they hunters, thieves, or simply those in need of smooth-talking problem solvers.

Volpentine might have different sleep schedules due to their leftover nature as nocturnal and diurnal hunters, depending on when food was most abundant for the Foxes with which they share common ancestry.

Volpentine Names

The Volpentine are widespread and have a wide variety of common names, most popularly those featuring the letter X in some way shape or form, though this is far from always the case.

Gender Neutral Names: Xeron, Hexal, Gex, Max, Jax, Flaxon

Male Names: Xerxes, Dex, Jox, Vaxen, Hawx, Marx

Female Names: Trixi, Minxi, Vexen, Vixen, Doxi, Loxi

Volpentine Traits

The Volpentine share some traits, regardless of subspecies.

Languages: You can speak, read, and write Common and Sylvan.

Creature Type: You are Humanoid.

Age: You have a slightly advanced lifespan for a humanoid, Volpentine reach maturity around age 30 and live roughly 175 years.

Size: You are medium, though Foxheads tend to be slightly taller than average humans.

Speed: Your base walking speed is 30 feet.

Darkvision: You can see in dim light within 120 feet of yourself as if you were in bright light, and in darkness as if it were dim light. You can see colors in that darkness as shades of grey.

Sly and Stealthy: You have Proficiency in the Stealth and Persuasion skills.

Foxhead Traits

The Foxheads make their dens in the foothills and mountains, sometimes burrowed next to popular spots for roving bands of Goliath or even their more permanent settlements. They prefer sparring and trade with those as large or larger than themselves and hunting their food upon plains so as not to intimidate those in larger human cities. Those of the North are white of fur, while those of the red and even gray fur inhabit most other regions.

Ability Score Increase: Your Strength Increases by 2, and your Charisma Increases by 1.

Languages: You can speak, read, and write Giant (even though most Giants can't read or write).

Size: You are between 6 and 7 feet tall, you are Medium.

Natural Weapons: As a bonus action, if you are within two feet of an enemy, you may make a bite attack equal to 1d6 piercing Damage + your Strength Modifier, or a claw attack equal to 1d6 slashing Damage + your Strength Modifier.

Furred Hillborn: You have resistance to cold Damage. You're also acclimated to high altitude, including elevations above 20,000 feet.

Kitsune Traits

The Kitsune, unlike their fox-faced relatives, retain only the ears and tail (or tails, dependent on their age), all other traits are-- more or less-- human. They are delicate and light-footed, and typically fall under the cultural ideals of one of two clans: The Zenko and the Yako. The Zenko are benevolent, graceful, typically either followers of Good deities, or bardic worshipers of beauty, grace, and love. The Yako are typically those who sow discord and conflict, following evil deities, or turning to lives of thievery and warmongering thinking all is fair in survival of the fittest and most cunning. Kitsune do not appear to age, instead growing more tails, and their fur whitening as time goes on.

Ability Score Increase: Your Dexterity increases by 2, and your Wisdom increases by 1.

Languages: Those of the Zenko speak Celestial while those of the Yako speak Abyssal.

Size: You are typically between 5 and 6 feet tall, comparable size to Humans.

Kitsune Silvertongue: You have advantage on all Performance and Deception checks.

Meditation: You do not require sleep and may choose to remain conscious (in a meditative state) during a long rest. During this meditation you are still awake enough to avoid ambush, if perceived, and you may choose to read (at DM's discretion). You may not, however, engage in strenuous physical activity, or speak with anyone, lest the meditation be broken.

Subclasses

The age of steam has given rise to a number of new occupations, schools, and innovative integrations of science, technology, the holy, and the arcane. It isn't all just Witches and Splicers, this section of the Compendium features the archived content, the new labor unions, the new functions of the oldest of adventurer archetypes. From intelligent Barbarians learning to cope with their uncontrollably frenzied side to Wizards who become living Spell Books, and imbue the very skin of others with their arcane art, the good folks in this modern age never cease to astound. We hope you can find your place in this brave new world. From urchin newsie to oil baron, you gotta start somewhere, and, in the end, you gotta go somewhere.

Barbarian

Path of the Severed Mind

Some barbarians did not choose this life, some struggle every waking moment to maintain the beast within. Whether through stress or passage of time, their sanity balances on a razor's edge at any given moment. Don't make them angry, I don't think you'd like them very much when they're in that state. You have a Sanity Point pool from which you will draw. This Sanity Point pool resets every long rest.

Sanity Points = Intelligence/2 (Max 10)

Sanity Check: Roll 1d4

- 1 - Lose 2 Sanity Points***
- 2 - Lose 1 Sanity Point***
- 3 - Lose No Sanity Points***
- 4 - Gain 1 Sanity Point (Max 10)***

Madman's Frenzy

Starting when you choose this Path at 1st Level, you can choose to go into a Madman's Frenzy when you rage. If you do so, for the Duration of your rage, you can make a single melee weapon or unarmed attack (with Advantage, and 1d4 Damage on hit on each of your turns after this one. When your rage would normally end, you must roll a 1d4 Sanity check, if your Sanity Points drop to zero, you maintain rage and are considered in a state of "Madness" Unarmed Attacking whatever is closest until subdued either through Hypnosis, Medication, or your Hit Points dropping to zero. For every minute of combat (10 Rounds), maintained, your split personality suffers two points of exhaustion, and at 4 falls unconscious, dropping rage, having taxed your body next to death. If no one around makes any effort to heal you, you will have to make death saving throws for every subsequent turn.

Self-Medication

Beginning at 3rd Level, your Split Personality loses some control in Madman's Frenzy, and you can control to use your bonus action, instead of attacking to self-medicate, restoring 1d4 Sanity Points to your pool, and ending your rage early, suffering one level of Exhaustion for the effort it caused you.

Murderous Intent

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your Reaction to make an Unarmed or Melee Weapon Attack against that creature, upon failure of a DC 12 Dexterity Saving throw, the creature is knocked prone, and takes 1d8 bludgeoning damage from the force of the fall.

Playing Nice

Starting at Level 20, your Split Personality is more willing to share your body. You may choose to spend 1 Level of Exhaustion to end your rage without a Sanity check).

Bard

College of Love

Everyone desires love, no? Bards of The College of Love welcome you with open... hearts. With a sensuous sigh in the ear, a lip bitten at just the right moment, these masters of the arts of love, seduction, and often pleasures of the flesh will charm the pants right off of you, and with it the truth you try so hard to keep hidden. They work their trade in poetry, song, dance, and physical grace. Both one of the most sought-after Bards by many, and one of the most feared by the smart enough to know better.

Oftentimes employed as Courtesans or Escorts, these charming individuals often traffic in secrets. Slipping unnoticed from place to place, they are sent in as assassins, or simply for espionage. Other bards have a love-hate relationship with the College of Love, viewing it as both enticing and potentially deadly. However, these bards make no attempt to hide what they are, those who simply love the very concept of love and who love freely. They just happen to turn a profit at it.

Some may be quick to distrust a College of Love Bard, but most are simply the objects of desire, the type of people who, upon entering the room do not actually turn heads, but rather they receive repeated and hungry sidelong glances from all present.

We all ache for love, these Bards simply deal in it.

Bonus Proficiencies/Expertise

When you join the College of Love at 1st Level you gain proficiency in Persuasion, Insight, and Performance in addition to those granted by race and background. If any of these skills has previously been granted, you gain Expertise in said skill. You also gain the ability to grant Bardic Inspiration through flirtation, dance, seductive poses, and sultry glances.

Enthralling Seduction

Beginning at 3rd Level, as a Bonus Action, choose one creature within 60 feet of you that can see, hear, or smell you, that creature must succeed on a Wisdom Saving throw against your Spell Save DC, or be Charmed so thoroughly that they will stand for neither insult nor injury to you (nor for anyone else flirting you), shielding you from damage, and wildly attacking the object of your ire. The effects last for one hour, or until the creature is incapacitated. If not fighting, the creature will obey your every Command short of self-harm (without expending a spell slot for any Command given). If a target succeeds on its saving throw, the target has no hint that you tried to charm it beyond your usual winning seduction.

Once you use this feature on a target (whether or not they make their save), it will not work on that target again at any point. Once you use this feature twice, you may not use it again until you finish a short or long rest. Seduction is tiring work.

Setting the Mood

At 6th Level you gain the Cantrip Thaumaturgy.

Stunning Good Looks

As a Bonus Action, at 6th Level you may expend one use of your Bardic Inspiration to stun a creature within 60 feet of you that can see you. The Creature must succeed on a Wisdom Saving throw against your Spell Save DC, or be stunned until the end of its next turn.

Once you use this feature, you may not use it again until you finish a short or long rest.

Pheromone Control

Starting at 14th Level, you gain the ability to magically manipulate your very pheromones. As an action, you magically create an invisible cloud of your own pheromones in order to influence a creature in any way you see fit (whether they be charmed, frightened, or simply overlooking your existence, making you invisible to them). The Target must make a Wisdom Saving Throw against your Spell Save DC.

If the target fails its saving throw, you may choose if the target is charmed by you, frightened of you, or simply cannot see you for the next 8 hours. While charmed in this way, the creature obeys your commands for the love of you. It won't risk its life for you or fight for you as with Enthralling Seduction, unless it was already inclined to do so. It treats you as a close friend, trusted confidante, and ally.

While frightened in this way, the creature obeys your commands out of sheer terror at your very presence. If the creature is attacked, steps outside of a 60-foot range, or you are in any way restrained, the creature will attempt to flee.

While you are invisible in this way, the creature cannot see you. However, if you touch the creature in a way it notices (their Perception versus either your Stealth or Sleight of Hand), or speak near the creature, you will become visible to them again, ending the effect.

When the effect ends, the creature has no clue that the effect ever took place. It believes that you are either its friend, its feared (though not enough to invoke the frightened condition) enemy, or simply went unnoticed until you spoke up, or they caught you in whatever Stealth or Sleight of Hand you were attempting to pull off.

Once you use this feature, you cannot use it again until you finish a long rest.

Cleric

Pulse Domain

Bards use the power of sound to play their instruments and charm the masses. Clerics of the Pulse Domain use the magic of sound to deliver the booming will of their Gods. Gods and Deities of this Domain include Apollo, Echo, The Muses, Pan, Hathor, Bragi, Ogma, Milil, Xochiquetzal, and Kokopeli. Expanded by some of the most ancient bardic colleges (those started as Bardic Churches worship gods of music and song), Pulse Domain Clerics can often be seen traveling in the company of entertainers, though usually they aren't performers themselves. They prefer instead to take jobs and dispatch the will of their God as they interpret it as sound Gods can often be cryptically poetic. Pulse Domain Gods send their Clerics to inspire the common folk, whether through operating as a muse or a divine hero and healer themselves, or very frequently delivering prophecy, they simply wish to spread the joy and prophetic truth of the sounds they have been taught by their God or Gods.

Pulse Domain Spells		
Cleric Level	Spells	
1st	Magic Missile	Comprehend Languages
3rd	Shatter	Mind Spike
5th	Banishing Smite	Arcane Hand
7th	Mordenkainen's Sword	Disintegrate
9th	Foresight	Destructive Wave

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor. You also gain proficiency with 3 musical instruments of your choice, and may use musical instruments as an arcane focus for all of your Cleric and Pulse Domain Spells.

Pulse Back

Also at 1st level, you can raucously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 3d6 Force damage on a failed saving throw, and half as much damage on a successful one.

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

Channel Divinity: Force Push

Starting at 2nd level, when you deal Force damage to a Large or smaller creature, you can also push it up to 25 feet away from you (your choice unless your attack was critical, which automatically pushes it the full 25 feet), without provoking any attacks of opportunity. Any creature too large to be pushed using this feature instead receives the maximum damage automatically without you having to roll.

Mark of the Prophet

At 6th level, you begin having dreams of the future, and can sense when an attack is incoming. You may now replace any failed Saving Throw with a success. You may do so a number of times equal to one quarter of your Cleric level, rounded down. Once you use this feature the specified number of times, you must finish a long rest to regain use of it.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Ball of Protective Force

At 17th Level, as an action, you present your holy symbol, and a sphere of force encases you. The sphere is centered on you, has a 10-foot radius, moves with you, and it lasts for 3 of your turns or until you are incapacitated or die. Enemies cannot enter the sphere, and all melee attacks made against the sphere automatically fail, forcing the attacker back 10 feet and dealing 1d4 Force damage. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

- *You grant it temporary hit points equal to 1d4 plus your cleric level.*
- *You end one effect on it causing it to be charmed, confused, feeble-minded or frightened.*

Druid

Circle of the City

Druids of the Circle of the City commune with what little nature is left, from weeds to wind, from stray animals to fungi, they can read and feel the vibrations of the city around them. The bright lights and bustle fall silent to this Druid's singular focus on nature. Where a normal city-dweller finds country life boring and quiet, the Circle of the City Druid's extreme sensitivity to nature may become overwhelmed in a country or forest setting, where more nature, and therefore more "noise" exists.

Many of these druids have spent their whole lives in cities, knowing little else, often coming from small, cramped homes with many family members, these Druids might burst into a swarm of rats or insects just as easily as they converse with other city-dwellers in their native lingo.

City Speech

When you choose this Circle at 1st Level, you gain the ability to converse with plants including fungi, and all small city creatures including: insects, arachnids, roaches, mice, rats, cats, dogs, and small birds such as sparrows, robins, pigeons, crows, woodpeckers, and ravens. You may use this ability to ask questions about recent goings-on in a given area or curry favor as you would with any nonplayer character.

You also gain the ability *Vibe Check*: While in a city, you may take 1 full minute to meditate by feeling the wind, the ground, and whatever small bits of nature are nearby in order to psychically tell how the majority of the city feels emotionally, and you know the city's weather for the next 24 hours.

Form of the Swarm

Starting at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, your wild shape may take the form of a Swarm of Animals with a hive mind, if the Swarm has a CR of 1/4 or lower, their Health is increased by a multiplier equal to your Druid Level.

All Swarm Forms have advantage on investigation checks, and their.

Starting at 6th Level, all Swarm Forms retain the higher of either your Armor Class, or their original Armor Class + your Intelligence Modifier + your Dexterity Modifier.

Swarm Strike

Starting at 6th level, your attacks in Swarm Form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Deadly Swarm

Starting at 10th level, the swarm may attack a number of times per turn equal to your Proficiency Bonus.

Additionally, at 10th level, each member of the swarm making an attack benefits from Pack Tactics. If at least one member of the swarm is within 5 feet of the creature being attacked, and is not incapacitated.

Chrysalis of Healing

At 14th level, if you drop to zero hit points, you may choose to use this feature to instead drop to 1 hit point, and instantly enter a magical cocoon. The cocoon has your Armor Class, and your Hit Points when at Maximum, is resistant to all damage, and all attacks made against this cocoon are made at disadvantage. You cannot move or take any action, bonus action, or reaction for four turns. At the end of the four turns, you emerge from the Chrysalis, healed to whatever hit points it has left. If the Chrysalis drops to zero hit points in those four rounds, it is destroyed, and you emerge with 1 hit point.

City Walk

Starting at Level 18, within large cities, you've learned to move faster so as not to get run over. As such while within the city itself, your movement speed is doubled, and you cannot be slowed by a change in terrain, magical or otherwise.

Fighter

The Escapist

Now you see me, now you don't. Escape Artists have been some of the most sought-after individuals of all times. Their tricks have been known to baffle the eye and mind, fantastic and daring feats that only the most learned in locks, knots, and sometimes even a bit of real-life magic, can achieve.

Proficiencies & Expertise

When you choose this Subclass at 1st Level you gain Proficiency with Thieves' Tools, with Expertise when using them against Padlocks specifically. And you gain Proficiency with using Rope as a Weapon.

Average Escapist

Starting at 1st Level you gain a cursory knowledge of Escapism, granting you advantage on all rolls (be they skill checks or saving throws) against being restrained or grappled, and all rolls to break free of successful restraint or grappling.

Magician's Vanishing Rope

Starting at 1st Level, you own and are proficient with using the Magician's Vanishing Rope. This rope takes on magically expanding length for you and only you (to anyone else it appears to be 50 feet of normal hempen rope), being attuned to you as long as you stay alive. Once in active use, the rope becomes intangible and invisible except to you and to any creature to which it is tied. Once a creature frees itself from the rope, the rope teleports back to your belt, where it again becomes visible.

Magic Knots

Starting at 3rd Level, you learn 3 Magic Knots of your choice from the Magic Knot Table. You learn two more at 10th Level, and one each at 15th, and 18th Levels.

(See table on Page 67)

Magic Knots	
Provoker's Knot	You tie an invisible knot around a creature of your choosing, for its next two turns, until it makes a DC 17 Strength Saving Throw, or until your hit points drop to zero, all attacks made against creatures who are not you are at disadvantage. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Trip Knot	You tie an invisible knot around the ankles of a creature of your choosing, for its next two turns, or until it makes a DC 17 Constitution Saving Throw, or until your hit points drop to zero, any attempt at using their legs for movement will knock the creature prone. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Grappling Knot	You tie an invisible knot around a creature of your choosing. The creature is considered grappled for its next two turns, until it makes a DC 17 Strength Saving Throw, or until your hit points drop to zero. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
False Knot	You pretend to tie an invisible knot around a creature of your choosing. On its next turn, the creature must succeed on a Perception check equal to your Charisma+your Performance or Deception (Player's Choice) modifier, and any attacks it makes, in its confusion, are at disadvantage. If your enemy can see through Illusion or Invisibility, this ploy fails automatically. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Disarming Lasso	You can attempt to use your Magician's Invisible Rope to Lasso a physical object or weapon out of the hands of your enemy. They must roll and contest against either your Strength or Dexterity (DM's discretion, may or may not allow for Player's Choice). This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Swing Knot	During your initial attack, you throw your rope around something either attached to, or near a target of your choosing. Using your momentum, as a bonus action you may swing off of the rope, making a melee attack against another enemy within 10 feet of the first. This melee attack is equal to 1d6+your Strength Modifier. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Ambusher's Knot	You tie an invisible noose and dangle it so that slips around the head of an enemy that has not noticed your presence (DC 16 Perception Check), and before initiative is rolled. On a failed check, you may choose to jump down acting as a counterweight causing said enemy to be hoisted no more than ten feet in the air and grappled, suffering 1d8 crushing damage, and continuing to suffer another 1d8 crushing damage once per turn until they magically escape, succeed on a DC 18 Strength Saving throw, until you free them, their hit points drop to zero, or until your hit points drop to zero. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Finger-Trap Knot	You tie an invisible knot onto two creatures within your field of movement, rolling against both of their ACs to do so. These creatures cannot physically move farther away from each other for four turns, or until they both willingly use their movement to move towards each other. They must succeed on a DC 15 Insight Check to figure this puzzle. This tether does not have any effects or even exist as far as the rest of the environment or other creatures are concerned.
Lasso of Latching	You throw a lasso at a creature within 60 feet of you, which may attempt a Dexterity contest with you immediately as a save, or else the Lasso is attached. It may attempt to slip or break free once per turn using its Dexterity, however, you or an adjacent ally may climb this rope, attempting to close the distance to enemies once they are speeding or flying away. Other allies may see and grab hold of this tether.

Practiced Escapist

Starting at 3rd Level you cannot be grappled or restrained by physical means unless you allow it to happen.

Slippery Fingers

Starting at 3rd Level, you gain Proficiency in Sleight of Hand.

Consummate Entertainer

Starting at 7th Level, you gain Expertise in Performance.

Master Escapist

Starting at 7th Level, you can no longer be restrained or grappled by magical means unless you allow it to happen. If you are conscious and not knocked prone, your movement speed cannot be dropped to zero by outside means.

Wrist Restrainer

Starting at 10th Level you learn *Wrist Restrainer*. As a reaction you may attempt to dodge any melee attack, tying your enemy's hands together in a slipknot in the process. They must first contest with your Dexterity. On a success they dodge the restraint, on a loss their wrists are tied together, preventing all attacks that require separate use of each hand, and making all two-handed attacks at disadvantage. If they wish to be free, they must use an action to untie themselves from on a DC 18 Dexterity Saving Throw that is halved every subsequent attempt.

Theodore's Lasso

Starting at 15th Level, you learn the defensive Technique Theodore's Lasso. As a reaction, to defend any ally within 25 feet, you can pull the legs out from under an enemy, knocking them prone (if they are not airborne, in which case they make a strength contest against you, and upon failing fall to the ground). If you are also mounted, and your mount has a movement speed and strength stat, you may choose to have your mount contest strength with your target, pulling them away through the air, dragging them for said mount's entire movement speed, doing 1d8 fire damage in burning friction. Once the action ends, the lasso vanishes, appearing once more as the Magician's Vanishing Rope at your side.

Alternatively, you may use this feature as a reaction to lasso one willing creature and pull them out of harm's way without provoking an attack of opportunity.

Once you use this feature, you may not use it again until you finish a long rest.

The Great Escape

Starting at 18th Level, you learn the magical technique known as The Great Escape. As an action, you, and up to 8 willing creatures within 50 feet of you are instantly teleported up to 200 miles in a random direction with whatever you are holding. You must roll a d100 to find out where you wound up on The Great Escape table.

Once you use this feature, you may not use it again until you finish a long rest.

Great Escape Table

0-7 Accidentally Plane Shift (DM's discretion as to which plane)

8-15 Atop a mountain

16-21 In a forest

22-28 On a beach

29-35 In a cave (DM's discretion as to what else is in the cave)

36-42 On a country road

43-49 In a crowded city

50-56 In a dank cellar

57-63 In a pub or tavern

64-70 In a stranger's home

71-77 Party teleported in different directions (DM's discretion)

78-84 Into a body of water

85-91 Into the lair of a Giant

92-99 Into the church of an ancient god

92-99 Into a magical treasure vault

Monk

Way of the Fisticuff

Those "Boxers" of the Monks who follow the Way of the Fisticuff can often be found in the fighting ring proving their mettle against all others, but if lured to adventure, they're willing to give fighting even larger opponents the "old one-two." Some prefer raucous drunken brawls, others are formally trained, but this oddball monastic order knows its own, and takes care of its own, whether or not they always get along.

Fisticuff Techniques

Starting at 1st level when you choose this subclass, you gain the following knowledge you can choose to expend 1 ki point to add one of the following to each of your attacks. Starting at 2nd level, attacks made with Flurry of Blows may add one of the following Techniques without expending any ki points.

Hand Heel Jab

As you bend back your wrist to spare your main weapons, those fierce knuckles, you sharply jab into your enemy. When you make an unarmed strike against any enemy, that strike does an extra 1d4 piercing damage for every point of your proficiency modifier.

Sliding Strike

When you make an unarmed strike against any enemy, you scrape your ulna against the initial point of contact generating enough friction to add 1d4 fire damage for every point of your proficiency modifier, as contact occurs. On a critical, if this is used, your enemy catches fire, and must use an action to put it out, or suffer 1d4 fire damage for every point of your proficiency modifier at the end of their next turn.

Hook and Hammer

As you go to make a standard unarmed hook punch, you switch tactics transforming it into a wild haymaker, pummeling into your intended target. When you make an unarmed strike against any enemy, that strike does an extra 1d8 bludgeoning damage for every two points of your proficiency modifier.

Trapped Wrist

If you make an unarmed strike against an enemy in a defensive stance, this attack cancels all disadvantage, you knock one of their own body parts directly into their head, disorienting them for an extra 1d4 bludgeoning damage. For the next two rounds, all physical attacks made against this target (including by your teammates), are made at advantage.

Flourish of Blows

Starting at 3rd Level, as a bonus action, you may choose to expend one ki point to gain the following benefits:

- *If you are prone, you leap to your feet. If you are not prone, you may make another single attack (with no added techniques or ki features).*
- *You may move outside of a target's melee range without triggering an attack of opportunity.*

Sleeping Dogs Lie

Starting Starting at 6th level, if you have at least 1 ki point remaining, you may choose to use it to cast the spell Faithful Hound. If you choose to take a short rest to meditate, the peace of mind brought forth by your companion affords you all the benefits of a long rest, including regaining the ki point used to cast Faithful Hound in the first place.

Eye of the Champion

Starting at 11th Level, as an action, you may choose to take a single level of exhaustion to restore all ki points, and Health Equal to 1d10+your Constitution modifier. All allies who can see you receive 1d4 inspiration on their next roll.

Beyond the Fist

Sometimes your fists of fury aren't enough, sometimes life is like punching at a cement wall. You may do damage, but ultimately, you will tire before it does. Starting at 17th Level the following weapons count as Monk Weapons, and may be used in tandem with any class or subclass feature previously stated to work exclusively with monk weapons or unarmed strikes:

- *Brass Knuckles*
- *Daggers*
- *Firearms*

Paladin

Oath of Iron Grit

The Oath of Iron Grit has been around as long as slings and arrows, and their sole purpose is to answer the call. What call? The call of the wild? The call for aid? The call for action? Yes. Sometimes simply called "The Vigilant," these sentinels of history have kept with the times, and value things such as acts of service. Bandits or Dragons attacking your town, and stealing everything for themselves? Call on the Iron Grit. Need a regular old card shark to take down the cheating scum running the largest Poker game in town? Call on the Iron Grit. Need someone who will see literally any job through? You guessed it, call on the Iron Grit, but don't abuse the privilege, if the Iron Grit sense you're using them to take advantage of others, they'll change sides and level that playing field against you.

Tenets of Iron Grit

Answer the Call. Acts of service define me, but I must be wise in who I act to serve.
See things through. Whether I hold to my initial task, or change sides, I see all things through to resolution.

Answer the Challenge. If someone has issued a formal and serious challenge to me, I will answer, but sometimes the wisest answer is "No."

Level the Field. Fair's fair. Maintaining order means a fair shake for all, regardless of species, race, color, creed, or presumed rite of birth. If the one is stealing from the many, that's not level, and that doesn't sit right with me, and I will say so. If it comes to doing something about it, I'll be doing it.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Iron Grit Spells		
Paladin Level	Spells	
1st	Identify	Bane
3rd	Pass Without Trace	Phantom Steed
4th	Command	Hold Person
9th	Counterspell	Locate Creature
13th	Locate Object	Guardian of Faith
17th	Glibness	Hold Monster

Channel Divinity

When you take this oath at 1st level, you gain the following two Channel Divinity Options:

Quickdraw: At the onset of battle, before rolling for initiative, you may choose to instead simply go first. Any attack rolls made with your ranged weapons will be Critical at 15-20 for this attack, and for this attack only (regardless of the creature's armor class).

Ricochet: While behind half cover or more, you may channel your divinity to guide an attack made with your ranged weapons. If there is any reasonable surface including but not limited to: stone walls, hard ground, or someone else's helmet between you and your target, your connection to the Divine guides the projectile to bounce off of those surfaces and hit the target without an attack roll (damage will not be critical unless placed under the spell effect of another player in your party).

Proficiency

When you take this Oath at 1st level you become proficient with Firearms and Darts, and gain Expertise with Playing Cards, and Animal Handling (but only if that animal happens to be a horse).

Ranged Smite

When you take this Oath, starting at 2nd level, your ranged weapons can be used to deal your Divine Smite.

Aura of Grit

Starting at 7th level, at all times, your resolve is such that you and all allies within 10 feet of you cannot be frightened. You may also, once per long rest, use a reaction to attempt to intimidate your enemy within this aura out of attacking, you make this check at advantage. On an unsuccessful check, the enemy is still scared enough that the attack does half damage.

At 12th level, you gain one more use of the reaction per long rest, and the range of your aura extends to 20 feet.

At 18th level, you gain your third and final use of the reaction per long rest, and the range of this aura extends to 30 feet.

Last Stand

Starting at 15th level, when you are reduced to zero hit points, you can choose to fall prone, and barely cling to life until the end of your next turn. During this time, you still have zero hit points, and may take no action, reaction, or bonus action until your turn comes, nor can you move. However, if an enemy attacks you before your next turn, you fall unconscious and fail one death saving throw. You may only take the attack action for one final ranged attack, at advantage, at a single enemy of your choosing. As you are clinging to life enough to hear, you may receive Bardic Inspiration

from another member of your party, though you may not inspire yourself if you've multiclassed. After this final attack, you must still make your first Death Saving Throw as normal. You may not use this feature again until you finish a long rest.

Cold Blood

At 20th level, you become the ultimate finisher, which gives you the following benefits:

- ***Reactionary***: Whenever a creature damages you, you may choose whether you attack as a reaction for a chance at full damage (this is a free-reaction and does not count against your normal reaction for the round), deal half of your attack damage in radiant damage automatically, or simply take the hit. Once you use this feature you cannot use it again until you finish a long rest.
- Whenever a creature makes any ranged or area of effect attack against you (physical or magical), you may choose to ***Barrel Roll***, taking half damage on a success, the physical movement of this action also works against psychic attacks, magic missiles, and silvery barbs that could otherwise not be dodged. You move 6 feet in any direction, this counts against your movement and reaction for the round. Once you use this feature twice, you cannot use it again until you finish a short rest.
- ***Hot Shot***: All ranged attacks dealt with firearms or darts are now automatically critical on 17-20 (including throwing darts as a competition rather than in combat). When standing over a prone enemy, all of these attacks count as double critical (dealing triple damage).
- ***Gambler's Bluff***: If you are within a Zone of Truth, you automatically resist its effects, and may choose whether you tell the truth or lie. Once you use this feature to answer a single question, you may not use it again until you finish a long rest.
- ***Poker Face***: If anyone makes an Insight check against you to determine if you are telling the truth, it indicates that you are being truthful. (Passive ability that you may choose to drop if necessary)

Ranger

Hardboiled Hunter

Running down a dark alley, sitting in a smokey speakeasy, these city-dwelling rangers learned to adapt as modernity encroached on nature. The cobbles and city speak to this expert tracker from the age of steam. Far from a cog in the machine, these Rangers sometimes find themselves at odds with the local constabulary (usually because they're better at their own jobs).

Bonus Proficiencies

Subclass Feat: Keen Mind

Tool Proficiencies: Disguise Kit, Tinker's Tools

Weapon Proficiencies: Steam Bow (See Table Below)

Darkvision: Within 60 feet you can see as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness on shades of gray.

Steam Bow	Cost	Damage	Weight	Notes
1st	70 gp	1d8 piercing	5 lbs	Ammunition (range 80/320), Concealable, Light, Reload as Bonus Action after 1 Shot, Two-Handed
3rd	50 gp	1d6 piercing	2 lbs	Ammunition (range 80/320), Concealable, Light, Reload as Bonus Action after 1 Shot, Two-Handed
4th	60 gp	1d8 piercing	2.5 lbs	Ammunition (range 150/600), Not-Concealable, Heavy, Reload as Bonus Action after 1 Shot, Two-Handed
9th	Crafted (or bought, DM's Discretion)	1d6 piercing (per bolt)	6 lbs	Ammunition (range 30/120), Concealable, Light, One-Handed, Reload as Bonus Action after 6 Shots, Fires two shots per Attack as Action (separate rolls, must be at same target)
13th	Crafted (or bought, DM's Discretion)	1d6 piercing	2.5 lbs	Ammunition (range 80/320), Concealable, Reload as a Bonus Action after 2 Shots, Two-Handed
17th	Crafted (or bought, DM's Discretion)	1d8 piercing	3 lbs	Ammunition (range 150/600), Concealable, Reload as Bonus Action after 1 Shot, Two-Handed

Spellcasting Ability

Wisdom (Insight) is your spellcasting ability for all spells, since you learn your spells through constant life experience with graveyards, graves, and the dead. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Spell attack modifier = your Proficiency Bonus + your Wisdom modifier

City Rat

When you choose this subclass at Level 1, in Cities, you are immune to being Surprised and gain a +1 to your AC. Due to your discerning eye, you may roll, with advantage, Insight checks to make sure you're headed in the right direction of specific buildings, or in the right district of the city, given that you have experience with city layouts, and you can judge the type of people and the architecture well enough to know if you're in the general vicinity, even if not given a map outright. You may choose (by informing your DM) to make Nature checks to see if cats, dogs, rats, mice, or common city insects are reacting to anything within a 60 foot range.

Persuade Informants

When you reach Level 3, if not already proficient in Persuasion and Intimidation, you gain Proficiency in these skills, if already proficient, you gain Expertise in these skills. You may also cast "Speak with animals" as many times as you want, but only on rats.

Steamsteady

When you reach Level 3, as a bonus action, you may give yourself advantage on your next ranged attack roll if made with a Steam Bow. Once you use this skill you cannot use it again until you complete a long rest.

Thrill of the Chase

At 7th Level, you may Dash with your Bonus Action up to your full movement speed during a fight or chase. However, in your zealous need to catch your prey, you have disadvantage on any Perception checks regarding your surroundings. After 3 consecutive uses on your turn, you must make a Constitution Saving Throw (Original DC at DM's discretion) of which the DC increases by 2 for every success in order to use this ability again, or become "Winded," and your movement drops to 0 for two turns. On a Natural 20, you gain 3 more uses, having caught a "Second Wind." This is stackable with Haste and/or Boots of Haste. At the end of a Second Wind, you cannot use this ability again until you complete a long rest.

Up All Night

At 7th Level, in lieu of a long rest, you may (at DM's Discretion), use whatever materials you have with Tinker's Tools to attempt to craft new arrow types, weapon enhancements, etc.

Hard Moxie

At 11th Level, your Constitution is such that if you drop to 0 hit points, you can choose to use the moxie you've built over a hardboiled life to instead drop to 1 hit point. If this is already granted by a species, class, or feat feature, you can stack, falling instead to 2 hit points.

Human Lie Detector

At 11th Level, you have been investigating these vicious felonies for long enough that you gain advantage on all Insight Checks and Saves.

Vengeance of the Night

At 15th Level, you gain Innate Spellcasting with which to overwhelm, frighten, and take down your enemies. You learn the spell "Conjure Animals," but only to summon a swarm of either rats, bats, or insects. You learn the spell "Fear." You gain proficiency with any Improvised Weapon (usability at DMs discretion). And all Stealth checks made within 60 feet of a Hostile Creature are now made with advantage.

Rogue

Graverobber

Some thieving Rogues prefer those they steal from to have no use for what they've stolen, and to stay bloody well still and silent while their valuables are taken. They have refined the art of graverobbing, working tirelessly to be able to quickly dig holes and cover them up. Sometimes they must resort to trickery, but they have not escaped without being touched by the darkness of the grave themselves.

Grave Digger

When you choose this subclass at Level 1, you gain weapon and tool proficiency with Shovels (as shown in the table below). You may now dig at one-quarter of your movement speed. You also gain the same effects of a Ranger's "Favored Terrain" when in a Graveyard, Burial Site, Tomb, or within the Underdark.

Spellcasting Ability

Wisdom (Insight) is your spellcasting ability for all spells, since you learn your spells through constant life experience with graveyards, graves, and the dead. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your Proficiency Bonus + your Wisdom modifier

Spell attack modifier = your Proficiency Bonus + your Wisdom modifier

Passing On

At 3rd Level, you gain the ability to cast spells, 2 First Level Spell Slots, and learn the spells *Pass Without Trace*, allowing you to leave no remnant of coming or going from graves, and *Speak with Dead*, as you've learned that the dead often have more to say, and therefore more to give. You may cast these as First Level Spells (which may affect their efficacy according to your DM's discretion).

Grave Touched

At 9th Level you gain Expertise (doubling your proficiency modifier) with Shovel weapons and tools. You may now dig at half of your movement speed, and all attacks with Shovel Weapons count as magical for the purposes of overcoming immunity to non-magical damage. You learn the Cantrips Chilling Touch and Minor Illusion. You gain 2 more First Level Spell Slots, and 2 Second Level Spell Slots. You learn two 2nd Level Necromancy Spells of your choice.

Graveyard Hound

At 13th Level you learn the spell "Faithful Hound" as a 3rd Level Spell (which may affect its efficacy according to your DM's discretion), and unless the

Hound makes an attack, you do not expend a spell slot for casting it. You gain 1 more Second Level Spell Slot and 1 Third Level Spell Slots. You learn 1 3rd Necromancy Spell of your choice.

Friends on the Other Side

Starting at 17th Level, you may cast the spell "True Resurrection" as a 4th Level Spell (which may affect its efficacy according to your DMs discretion). You gain 1 more Third Level Spell Slot and 1 Fourth Level Spell Slot.

Name	Cost	Damage	Notes
Spade	5 gp	1d8 Slashing	Two-Handed
Coal Shovel	3 gp	1d8 Bludgeoning	Versatile (1d10)
Mattock	5 gp	1d10 Piercing	Heavy, Reach, Two-Handed
Hoe	4 gp	1d8 Slashing	Light, Reach, Two-Handed
Trowel	2 gp	1d4 Piercing	Finesse, Light, Thrown (Range 20/60)
Ace of Spades	Crafted	1d10 Slashing, 1d4 Bludgeoning	Magical Item*, Two-Handed
The Exhumer	Found or Bought	1d8 Slashing, 2d8 Bludgeoning	Magical Item**, Two-Handed

* 1.5x Dig Speed, Grants "Lucky" feat while worn or wielded.

** 2x Dig Speed, Grants Resistance to Necrotic Damage when worn or wielded.

Sorcerer

Sphynxon Bloodline

Your innate magic comes from Sphynxon magic that was mingled with your blood or that of your ancestors. Most often sorcerers with this origin either trace their descent back to a particular Sphinx, or to a cursed sorcerer who ran afoul of a Sphinx's riddle, granting the boon of power to their bloodline, but also a Sphinx's bargain, a kind of deal that their bloodline would serve the Sphinx's noble cause.

As a Sphynxon Bloodline sorcerer, you decide how you acquired your powers. Were you born with them or did you acquire them as boon from a Sphinx? Consult the Sphinx of Old table for possible origins of your power, and the glorious purpose with which you are burdened, or work with your DM to create a new Sphinx that better suits your character.

Sphinx of Old	
Khafre	Known as the master of truth and light, Khafre bids those of his blood and servitude seek enlightenment, and live their truth.
Thebian	Known as the master of secrets and illusion, Thebian bids his bloodline and followers sew seeds of chaos wherever they go.
Luxoria	Known as the mistress of natural goodness, Luxoria bids her friends leave this world better than they found it.
Miysis	Known as the mistress of battle, Miysis bids her soldiers attain glory through wondrous battlefield prowess.
Anubin	Little is known of the one who safeguards death, other than that they seek to maintain balance and fate.
Pharon	The one who acts in servitude begs of all to allow acts of service to become their purpose.

Telepathic Master

Starting at 1st Level, you can speak telepathically to any creature you can see within 60 feet of you. Your telepathic utterances are in a language you know, and the creature understands you only if it knows that language. This communication ability doesn't give the creature the ability to respond to you telepathically.

Strength of Mind

Also starting at 1st level, you gain resistance to psychic and force damage, and you have advantage on saving throws against being charmed or frightened.

Riddling Existence

Starting at 6th level, you may choose one creature within 60 feet of you that you can see must succeed on a Wisdom saving throw when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

d10 Behavior:

- 1 - The creature makes a melee attack against the open air, accidentally harming itself.*
- 2-5 - The creature doesn't move or take any actions this turn.*
- 6-8 - The creature uses its action to make a melee attack against a randomly determined ally within its reach. If it has no allies within its reach, the creature does nothing this turn.*
- 9-10 - The creature can act and move normally.*

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At 14th level, you may choose two creatures within 60 feet of you. At 19th level, the range increases to within 120 feet of you.

Once you use this feature, you may not use it again until you complete a long rest.

Unmired Mind

Also at 6th level, you may touch one creature (including yourself) and give them advantage on all perception, investigation, and insight checks for the next hour, until you dispel this advantage, or until their hit points drop to zero. You may use this feature a number of times equal to half of your proficiency modifier (rounded down) before needing to complete a short rest (which restores half of your uses (rounded up), or a long rest which restores all of your uses of this feature.

Force to be Reckoned With

Starting at 14th level, when you cast a spell that deals force or psychic damage, you may add your 1d8 to your damage roll for that spell. At 18th level this becomes 1d10, and at 20th level this becomes 1d12. Once you use this feature, you can't use it again until you finish a long rest, unless you spend 2 sorcery points to use it again.

Mind Over Matter

Starting at 18th level, you may spend four sorcery points to end any undesired effect on yourself. You also regain 2d20 + your sorcery level hit points.

Avenging Claw

Starting at 19th level, when you are hit with a melee attack, you may make an unarmed attack that manifests as a magical lion's paw around your hand dealing 1d12 slashing damage on a hit. You may use this feature twice before needing to complete a long rest.

Sphinx's Flight

Starting at 20th level, if you are not wearing armor, spectral feathered wings erupt from your back, giving you a flying speed double that of your walking speed. The effects of this feature last for one hour or until the feature is dispelled. You may not use the feature again until you complete a long rest or expend 5 sorcery points to use it.

Warlock

The Graven Image

Thou shalt follow the Graven Image. This otherworldly spirit of madness, chaos, and sometimes vengeance taps its followers into the worst fears of their enemies. Good, evil, the followers of the Graven Image typically do not care, their detection, their illusion is created to expose truth, through fear that could almost as easily drive someone to madness as to exposure of their deepest darkest truths. Sometimes they're investigators, sometimes alienists, sometimes even journalists. These are not the only paths available to tread for these intrepid warlocks. Some are simply artists looking to make mad art containing deeper truths of the world. The Graven Image longs for the deepest, darkest truths, and the lends its maddening magic to those willing to seek it on its behalf.

Expanded Spell List

The Graven Image lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you:

Graven Image Expanded Spells		
Spell Level	Spells	
1st	Disguise Self	Silent Image
2nd	Pantasmal Force	Magic Mouth
3rd	Fear	Major Image
4th	Phantasmal Killer	Black Tentacles
5th	Seeming	Hallow

Reckless Chords

Starting at 1st level, when a creature misses you with an attack, as a reaction, you may throw caution to the wind to make a magical attack against them at advantage. On a hit, you hone your focus onto the target of your casting. When you do this, you learn its damage vulnerabilities (if any), and gain a vague mental image of one fear of the target. On a Critical, you learn a clear mental image of your target's greatest fear. However, in using this skill, their next attack against you will be at advantage.

Deepest Delirium

Starting at 6th level, you may call upon your patron to inflict effects of the spell Confusion and the Frightened Condition on your enemies within a 30-foot circle of your location, on a failed Wisdom Save equal to your Spell Save DC, every attack you make for the time the target suffers Deepest Delirium is at advantage and deals an extra 1d4 Psychic Damage. The target may re-attempt the save once per turn, the DC being cut in half with every attempt.

Horrible Sanity

Your patron is a creature of madness, sewing its seeds wherever it goes. Due to this, starting at 10th level you are immune to the effect of any spell that would cause confusion and any illusory spell that would instill fear. In addition, when you are reduced to 0 hit points, you can use your reaction to drop to 1 hit point instead and cause your body to erupt with hallucinatory and terrifying terrain within a 60-foot circle around your location. Each creature within 30-feet of you takes 1d10 Psychic Damage + Your Warlock Level. You gain one level of exhaustion. Once you use this reaction, you can't do so again until you finish 1d6 long rests.

Darkness Peering

Starting at 14th level, when you hit a creature with any attack, you can use this feature to trap any non-undead creature (with an intelligence higher than 3) inside of their own mind. The creature is rendered incapacitated, trapped inside of a mental hell of their own making. The creature is considered blinded, deafened, frightened, and paralyzed for the duration of the effect, completely unaware of their own reality. All attacks made against this creature during the effect are at advantage. Other attacks that would create any effect already created by this feature do their typical damage, but those effects also end as the effects themselves cannot be "stacked." At the end of your next turn, the creature returns to conscious reality, all effects are dropped, though they suffer 10d8 psychic damage from the darkness and torment of peering inside of their own mind, and their own fears.

Wizard

School of Ink & Needle

You focus on your magic on the self-determining art of transformative tattooing. You learn to make yourself a living work of art, and you may complete singularly magical and transformative tattoos as others as well. Some tattooists of the School of Ink & Needle take their art seriously, trying to make the linework and the ink as perfected as they possibly can, and push the bounds of what tattoos, especially magical tattoos can be. Others travel with entertainers, sideshows, or various fairs and expositions, rarely, in this new age, they manage to set up permanent shops, many are attempting to raise the money and awareness to do so.

School of Ink & Needle Spells	
Cantrips	Mending
1st	Color Spray, Illusory Script, Charm Person, Cure Wounds, Healing Word, Command
2nd	Aid, Alter Self, Animal Messenger, Arcane Lock, Barkskin, Calm Emotions, Flame Blade, Lesser Restoration, Magic Mouth, Mirror Image
3rd	Blink, Counterspell, Haste, Hypnotic Pattern, Vampiric Touch
4th	Arcane Eye, Stoneskin, Wall of Fire
5th	Creation, Mass Cure Wounds, Scrying, Seeming
6th	Chain Lightning, Heal
7th	Polymorph, Prismatic Spray, Project Image
8th	Maze
9th	Mass Heal

Bonus Proficiencies

Arcane Focus: Tattooist's Needle

Equipment: Tattooist's Supplies

Proficiencies: Performance, Medicine

Human Spell Book

Starting at 1st Level when you choose this subclass, you are your Spell Book, you may use your tattoo needle as an arcane focus, and you have the ability to give Common Magic Tattoos to anyone you choose including yourself. These simple Magic Tattoos take 1 hour worth of sessions to complete, and their bearers may only have one active at a time. Cost and time to tattoo Ink & Needle Spells to yourself is half the time and cost it would take to copy the spells into a Spell Book (as you are your Spell Book).

Twisted Resistor

When you reach 2nd Level, a serpentine tattoo slithers around your left arm, as it settles into a form you choose (it is not required that it remain a serpent), you also choose the tattoo's color: red (fire), blue (cold), black (necrotic), green (acid), or grey (thunder). The color grants the bearer a single damage resistance type as specified. Once settled, this cannot be changed. Choose wisely. You gain an AC bonus equal to your intelligence modifier (minimum of +1). You may cast Disguise Self without material components, without expending any spell slots, spells known, or spells prepared.

Additionally at 2nd Level you may now tattoo Uncommon Magical Tattoos on yourself and others. These tattoos take 4 hours of tattooing sessions to complete, and their bearers may only have one active at a time.

Extra Attack

Starting at 6th Level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Electric Buzz

Also, when you reach 6th Level, a tattoo of a peregrine falcon spreads its wings across your chest or back (it is not required that it remain a falcon or even a bird at all). As it settles into its permanent form, you gain a fly speed equal to your walking speed (which increases by +10).

Additionally at 6th Level you may now tattoo Rare Magical Tattoos on yourself and others. These tattoos take 8 hours of tattooing sessions to complete, and their bearers may only have one active at a time.

Linework

Starting at 10th Level, runes and glyphs encircle all known-spell-tattoos these sigils are in many languages and seem to glow and shift as the spells they encircle are used.

Additionally at 10th Level, when you cast an Ink and Needle spell of 1st level or higher that targets only one creature, you can have it target a second creature. If you target only one creature, on a hit, add 1d4 to any damage roll, and if that creature's hit points fall to zero, the remaining damage rebounds to nearest enemy within 30 feet, if the initial attack roll was above the second enemy's AC. You gain Expertise on all Performance checks.

Further, at 10th Level, you may now tattoo Very Rare Magical Tattoos on yourself or others. These tattoos take 24 hours of tattooing sessions to complete, and their bearers may only have one active at a time.

Graveyard Shift

Starting at 16th Level, you may now tattoo during a long rest without needing to sleep. All spells that do healing are doubly effective outside of combat. You have advantage on any History Checks pertaining to art of any kind. You comprehend all written languages.

Additionally at 16th Level, you may now tattoo Legendary Tattoos on yourself or others. These tattoos take 60 hours of tattooing sessions to complete, and their bearers may only have one active at a time.

Flash Tattoo

Starting at 20th Level, you've honed your art style to the point where all tattooing time requirements are now decreased by half.

Classes

Psychonoclast

Psychonoclasts, usually maligned by gods for their rejection of usurious and abusive relationships, preferring instead to seek self-empowerment and peace of mind, are the students of the various schools of the Psychic Plane. They can read minds, become visible to only those whom they wish, and create Psychometric objects and creatures, and use Telekinetic forces that move things and creatures that already exist.

The Psychonoclast					Spell Slots per Spell Level								
Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	Psychometric Spellcasting, Psychometric Cantrips, Psyon Society and Ability	2	4	2	-	-	-	-	-	-	-	-
2nd	2	Telepathy	2	5	3	-	-	-	-	-	-	-	-
3rd	2	Psyon Society Ability	2	6	4	1	-	-	-	-	-	-	-
4th	2	Ability Score Improvement, Stroke of Genius	3	7	4	2	-	-	-	-	-	-	-
5th	3	-	3	8	4	3	2	-	-	-	-	-	-
6th	3	-	3	9	4	3	3	-	-	-	-	-	-
7th	3	Psyon Society Ability	3	10	4	3	3	1	-	-	-	-	-
8th	3	Ability Score Improvement, Fiery Resolve	3	11	4	3	3	1	-	-	-	-	-
9th	4	-	3	11	4	3	3	2	1	-	-	-	-
10th	4	Shifting Power Dynamics	4	13	4	3	3	2	1	-	-	-	-
11th	4	Short Recovery	4	14	4	3	3	3	1	1	-	-	-
12th	4	Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13th	5	-	4	16	4	3	3	3	2	1	1	-	-
14th	5	-	4	17	4	3	3	3	2	1	1	-	-
15th	5	Psyon Society Ability, Upgraded Short Recovery	4	18	4	3	3	3	2	1	1	1	-
16th	5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17th	6	-	4	20	4	4	3	3	2	1	1	1	-
18th	6	Psyon Society Ability	4	20	4	4	3	3	3	2	1	1	1
19th	6	-	4	21	5	4	3	3	3	2	2	1	1
20th	6	Ability Score Improvement, Bonus Casting, Boundless Will	4	22	5	4	4	3	3	2	2	1	1

Class Features

As a Psychonoclast, you gain the following class features.

Multiclass

Multiclass Requirement: Constitution 13, Wisdom 13

Multiclass Gain: Proficiency in Wisdom Saving Throws & Hit Dice permanently becomes d10 for every level, regardless of the class in which the level is taken, from there on (whether this is positive or negative).

Hit Points

Hit Dice: 1d10 per Level (regardless of class)

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

Hit Points at Higher Levels: 1d10 (or 6, whichever is higher) + your Constitution modifier per Psychonoclast Level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, Psychic Hilt

Tools: Mechanisms of Coping

Saving Throws: Constitution, Wisdom

Skills: Choose two skills from Arcana, History, Insight, Medicine, Nature, Perception, and Persuasion

Equipment

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

- (a) a *Psychic Hilt* or (b) a *Psychic Focus*
- (a) *leather armor* or (b) *sensory friendly clothes*
- (a) a *Scholar's Pack* or (b) a *Diplomat's Pack*

Psychometrics

As a student of Psychometrics, you have the opportunity to practice a number of crafts and master a number of gifts. Your Cantrips and Spells use an entirely unique wavelength more aligned with the mind than the weave or with any divine, infernal, eldritch, extra-planar, or otherwise otherworldly source.

Psychometric Cantrips

A Psychometric Cantrip is a minor psychometric spell or effect that you have mastered. At 1st level, you know one psychometric cantrip of your choice. You learn additional cantrips of your choice at higher levels. The Cantrips Known column of the Psychonoclast table shows the total number of cantrips you know at each level; when that number goes up for you, choose a new cantrip. You chose your cantrips from the Psychometric Cantrips list. Psychometric Cantrips are not subject to being dispelled or counterspelled as magic, and they cannot be detected as magical by normal means. However, Cantrips not on the Psychometric Cantrip List are still subject to their usual limitations, rules, strengths, and pitfalls.

Psychometric Spell Slots

The Psychonoclast Table shows how many spell slots you have to cast your Psychometric Spells of 1st through 6th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Psychometric Spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have three 3rd-level spell slots. To cast the 1st-level spell Mage Armor, you must spend one of those slots, or you may cast it as a 3rd-level spell, instead using one of those spell slots.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the Psychometric Spell List.

The Psychometric Spells Known column of the Psychonoclast Table shows when you learn more Psychometric Spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Psychometric spell, which can be 1st, 2nd, or 3rd level.

If a Psychonoclast Spell is Counterspelled at its own level or a single level higher, a Competition Roll is called for. If it is more than one level higher, the spell rebounds on the caster at half damage with no status effects.

Counterspell Competition Rolls

Both the Psychonoclast and the Counterspeller must roll a d20, the higher roll is the winner. If the casters roll evenly, the spell is counterspelled as normal, having no effect either way. Also, Inspiration may be added to rolls on either side.

- *If only one of the casters rolls a Natural 1, the spell hits the counterspeller or the original caster at double any damage, and with all status effects (allowing for status immunities).*
- *If the difference in rolls is 1-10, the spell hits the counterspeller or the original caster at half damage with no status effects.*
- *If the difference in rolls is 11+, the spell hits the counterspeller or the original caster at full damage with no status effects.*
- *If only one of the casters rolls a Natural 20 the spell hits the counterspeller or the original caster at full damage and full status effects.*

Additionally, when you gain a level in this class, you can choose one of the Psychometric Spells you know and replace it with another spell from the Psychometric Spell List, which also must be of a level for which you have spell slots.

Spellcasting Ability

Constitution is your spellcasting ability for your Psychometric Spells, so you use your Constitution whenever a spell refers to your spellcasting ability. In addition, you use your Constitution Modifier when setting the saving throw DC for a Constitution Spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Constitution Modifier.

Spell attack modifier = your proficiency bonus + your Constitution Modifier.

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your Psychonoclast Spells.

Psyon Society

At 1st level, you choose a Psyon Society. Each Society specializes in a specific approach to Psychometrics. Your Society gives you features when you choose it at 1st level and additional features at 3rd, 7th, 15th, and 18th level. (See list on Page 88)

Strider Society
Visionary Society
Black Hat Society
Brimstone Society
Hermetic Society
Gaian Society

Telepathy

At 2nd level, your mind awakens to the ability to communicate via telepathy. You can telepathically speak to any allied or willing creature that you can see within 60 feet of you in this manner. You must share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

Magical Attacks

Starting at level 3 your attacks count as magical for the purposes of overcoming immunity to non-magical attacks.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Stroke of Genius

Starting at 4th level, you can replace your Proficiency in Constitution Saving Throws with a proficiency in Intelligence Saving Throws once per long rest, temporarily granting yourself Proficiency with both Wisdom and Intelligence saving throws.

Fiery Resolve

Starting at 8th level, you gain permanent Proficiency in Intelligence Saving Throws. Also, your Psychometrics have become so fixed that it takes Counterspelling at least one level higher in order to trigger the Counterspell Competition rules.

In addition, you may add your Wisdom Modifier to any damage roll where it was not already added.

Shifting Power Dynamics

Starting at 10th level, you may choose to sacrifice one Saving Throw Proficiency in order to totally ignore any effect of any counterspell or magic dispelling effect of any level against any level. You do not regain this proficiency until you take a long rest.

Short Recovery

Starting at Level 11 when you complete a short rest, you regain all spell slots of Level 3 or lower. At level 15, you regain all spell slots of Level 4 or lower.

Bonus Casting

At Level 20, once per long rest, you gain an extra cast, where you may cast any spell of 5th level or lower, without expending or even having a spell slot. Also,

choose two first level spells, you may now cast them at will without expending spell slots.

Boundless Will

At Level 20, your force of will knows no bounds. Your Constitution increases by +2 to a Maximum of 22.

Psychonoclast Cantrips

Darkflame

Concentration

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: 9 hours

You conjure a small fire that occupies a 3 foot sphere on the ground within 15 feet of you, the flames give off a faint purple glow only to you and allied creatures, showing as bright light for 10 feet and dim light for an additional 10 feet. It is not visible to creatures who are neutral or hostile towards you. Any creature in the fire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d6 fire damage. A creature must also make the saving throw when it moves into the fire's space for the first time on a turn or ends its turn there.

The fire ignites flammable objects in its area. If those items are being worn or carried, a second Dex save must be made to douse the flames at the start of the wielder's or wearer's next turn. If the objects are not doused, they take 1d6 fire damage until the flames on their person are put out.

The spell's damage increases by 1d6 when you reach 6th level (2d6), 11th level (3d6), and 19th level (4d6).

Enemies

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 5 minutes

For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you so long as the goal of the Charisma check is to make them hostile towards another creature. A creature prone to violence might attack the other creature. A creature not prone to violence might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it. When the spell ends, the creature does not realize that you used magic to influence its mood.

Fine Flavors

Concentration

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 hour

For up to 1 hour, you enhance your ability to prepare food to a point of gourmet expertise. During this hour you may:

- *Exhibit expertise in flavors.*
- *Ensure food and drink is safely prepared, including, but not limited to:*
 - *Avoiding or Disguising Poisoned or Tampered ingredients*
 - *Knowing which meats are safe to ingest, and to what temperature they need to be heated.*
 - *Prepare drinks, whether or not they're alcoholic.*

Forceful Strike

Casting Time: 1 action

Range: Self (5-foot radius)

Components: S, M (a melee weapon worth at least 1 bp)

Duration: 1 round

You brandish a melee weapon used in the spell's casting and make a melee attack with it against one creature within 5 feet of you. On a hit, the target suffers the weapon attack's normal effects, and must make a Constitution Save against being knocked back 5 feet, and a wall of forceful energy arises between you until the start of your next turn. If the target willingly moves 5 feet or more in your direction before then, the target takes 1d4 Force damage, is knocked back 5 feet and the spell ends.

At Higher Levels. At 5th level, the melee attack deals an extra 1d4 force damage to the target on a hit, and the damage the target takes for moving closer to you increases to 2d4. Both damage rolls increase by 1d4 at 11th level (2d4 and 3d4) and again at 17th level (3d4 and 4d4).

Frost Spider's Bite

Casting Time: 1 action

Range: 20 feet

Components: S, M (a small figure of a spider)

Duration: 1 round

You summon a tiny frost spider on one creature that you can see within range, that only exists to take the Bite action. The target must make a Constitution saving throw against your spell save DC. On a failed save, the target takes 1d4 cold damage and 1d4 poison damage, and is considered slowed to half movement speed. At the start of each successive turn they must make a Constitution Saving throw DC decreasing by half (rounded down), or remain slowed and poisoned continuing to take 1d4 poison damage per turn until they succeed, they fall unconscious, the DC becomes zero, or an antidote is given.

At Higher Levels. The spell's cold and poison damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Psych Out

Casting Time: 1 action

Range: 120 feet

Components: V

Duration: 1 round

With a verbal component, perhaps an insult, perhaps an accusation, perhaps just by being an annoyance, you target one creature that you can see within 120 feet. That creature must succeed on a Constitution Saving Throw Equal to your Spell Save DC, or instantly break concentration.

Slide

Casting Time: 1 action

Range: 30 feet

Components: S, V

Duration: 1 round

Once per round, when a creature within 30 feet of you moves via walking or dashing, you may use your reaction to cause them to slide an extra 10 feet in the direction of their final step. They must make a dexterity save against your spell save DC or slip enough to fall prone.

Other creatures or objects in their way end the sliding, but force them to take 1d6 bludgeoning damage or also be knocked prone and take 1d6 damage.

Space Out

Casting Time: 1 action

Range: 60 feet

Components: S, M (a wrench)

Duration: 2d8 minutes

Many machines in the age of steam require operators, some take multiple. Locate one machine operator, point at the target. They do something or forget something that causes the machine to malfunction. This effect lasts for 2d8 minutes.

Psychonoclast Spell List

1st Level

Alarm
Animal Friendship
Bane
Burning Hands
Charm Person
Comprehend Languages
Create Destroy Water
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
Expeditious Retreat
False Life
Faerie Fire
Feather Fall
Fog Cloud
Goodberry
Hideous Laughter
Hunter's Mark
Identify
Inflict Wounds
Purify Food and Drink
Silent Image
Thunderwave

2nd Level

Acid Arrow
Aid
Alter Self
Arcanist's Magic Aura
Blindness/Deafness
Barkskin
Calm Emotions
Darkness
Detect Thoughts
Enthrall
Find Traps
Gentle Repose
Gust of Wind
Hold Person
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Pass without Trace
Protection from Poison
Ray of Enfeeblement
Rope Trick
See Invisibility
Silence
Spider Climb

Spike Growth
Suggestion
Web
Zone of Truth

3rd Level

Animate Dead
Bestow Curse
Conjure Animals
Daylight
Dispel Magic
Fear
Hypnotic Pattern
Major Image
Plant Growth
Remove Curse
Speak with Dead
Tongues
Water Breathing
Water Walk

4th Level

Arcane Eye
Banishment
Black Tentacles
Blight
Confusion
Conjure Woodland Beings
Control Water
Dimension Door
Dominate Beast
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Stoneskin

5th Level

Animate Objects
Commune with Nature
Creation
Dominate Person
Hallow
Hold Monster
Insect Plague
Mislead
Modify Memory
Passwall
Planar Binding
Raise Dead
Reincarnate
Seeming
Telekinesis
Telepathic Bond
Teleportation Circle
Tree Stride

6th Level

Circle of Death
Create Undead
Disintegrate
Eyebite
Find the Path
Heroes' Feast
Instant Summons
Irresistible Dance
Magic Jar
Mass Suggestion
Move Earth
Programmed Illusion
True Seeing
Wall of Thorns

7th Level

Arcane Sword
Forcecage
Etherealness
Finger of Death
Forcecage
Magnificent Mansion
Mirage Arcane
Plane Shift
Project Image
Resurrection
Sequester
Symbol

8th Level

Antipathy/Sympathy
Control Weather
Demiplane
Dominate Monster
Earthquake
Feeblemind
Glibness
Maze
Mind Blank
Sunburst

9th Level

Astral Projection
Foresight
Gate
Shapechange
Storm of Vengeance
Time Stop
True Resurrections
True Polymorph

Subclasses

The Black Hat Society

Known to most as Witches or Hex Witches, The Black Hat Society serves no gods, and no masters. They adhere to the respect of others until disrespected. They adhere to doing no harm until harm is done to them. They do not start fights, but they routinely finish them. This has garnered them a reputation as "Nasty Folk." Society tends to shun them, through only the fault of their need to balance the scales.

Vengeful though they may be, members of The Black Hat Society value community, tradition, and celebrate at most of the traditional festivals, but instead of paying respect to this god or that for good fortune or a bountiful harvest, Hex Witches greet those they refer to as the "so-called gods" of the multiverse on equal footing, joining the revelry of their communities for the sake of a traditionally good time. Some have even been known to make deals, though it is rare, and they never give more than they receive, knowing to read the fine print of any contract more thoroughly than those who follow other life paths. Good business is just good business.

Coven Mates

Starting at Level 1, you have access to an interconnected network of fellow members of the Black Hat society, and learn to recognize the signs of each others' presence. These contacts exist in most major cities, and can provide information, shelter, or act as procurers or fences of illicit magical items depending on your needs.

Focused Familiar: Corvidae

Starting at Level 1, once per long rest you may summon a small Fae to serve you, this manifests as a member of the Corvid family (including but not limited to: Ravens, Crows, Magpies, and Bluejays, or virtually any kind of Jay for that matter). This creature is immune from the effects of being charmed or frightened, and can only be poisoned by magical means. It does not need to sleep, and can be tasked with raising the alarm during a long rest. While within eyesight and within 60 feet, this creature may be considered a spellcasting focus. This familiar can be used to carry messages as far as you need, but keep in mind, they are subject to their own flight speed as listed in the Focused Familiar: Corvidae Table. This Familiar may also join you in battle with the abilities and ability scores listed in the Focused Familiar: Corvidae table. Casting time: 10 minutes.

(See "Focused Familiar: Corvidae" table on Page 94)

Focused Familiar: Corvidae						<p><i>Mimic Message: The Corvid can mimic simple sounds it has heard, up to 5 syllables+PB. A creature that hears the sounds can tell they are imitations with a successful DC 9 Wisdom (Insight) check.</i></p> <p>Actions</p> <p>Talon: Melee Attack: Your spell attack modifier to hit, range 5 ft., one target. Hit: 1d4 + 2 + PB slashing damage.</p> <p>Peck: Melee Weapon Attack: + 4 to hit, reach 5 ft., one target. Hit: (1d4) piercing damage. Target must make a DC 10 Constitution Save or be blinded until the end of its next turn.</p> <p>When you reach Level 2, your Familiar's Attacks count as magical for the purposes of overcoming immunity to non-magical attacks.</p>
Small Fae Unaligned						
Armor Class: 14 + Proficiency Bonus						
HP: 3 + 4 times your Psychonoclast Level						
Speed 10 ft., fly 60 ft.						
Skills Perception + 4						
Senses Passive Perception 14						
STR	DEX	CON	INT	WIS	CHA	
2(-4)	14(+2)	4(-3)	12(+1)	12(+1)	9(-1)	
Senses Darkvision 60 ft., passive Perception 12 + PB						
Languages Understands the languages you speak						
Proficiency Bonus (PB) equals your bonus						

Imbued Mount

Starting at level 3, once every 1d4 long rests, a member of the Black Hat Society may imbue any unsecured object (with DM's approval) that they can mount with a flight speed equal to double their walking speed. While using that mount to fly and hit with an attack, the mount has the same AC as its rider and an HP equal to Twice the rider's Psychonoclast Level + 5, and takes damage first, acting as a shield. If destroyed, the rider takes the remaining damage, and will plummet to the ground taking full fall damage unless otherwise slowed. Once destroyed, it takes 1d4 long rests to create another. Only one inanimate object can hold the Imbuement at a time.

Hexer's Heal

Starting 7th level, once per turn (using your Psychometric Spell DC, and without using any Spell Slots), a snake made of a soft indigo glow slithers through the air towards a target from your arm, avoiding any creatures in its path that the caster desires it to wind around. On a hit, the snake strikes the target, sapping 1d6 HP from the target, giving it instead to the caster. Add 1d6 to this amount at 11th, 16th, and 19th Level.

Bad Luck's Jinx

Starting at 15th level, once per long rest, as a reaction to a successful attack roll, but before any damage or effects are assessed, you summon forth a cat made entirely of smokey void and shadow. The cat pounces forth from the caster, causing the target to instead fail.

Murder of Crows

Also starting at 15th level a number of times equal to your proficiency bonus per long rest you lift your hands, willing a truly massive number of purple ethereal crows to shoot forth in a thirty foot cone. The crows avoid allies and attack enemies within the cone, passing through them on a hit and dealing 6d6 Necrotic Damage. All enemies within the cone must succeed on a Dexterity Save equal to your Spell Save DC. On a miss, the crows deal half damage.

Dark Grimoire

At 18th level, you receive a tome full of your spells and cantrips, and, once per long rest, may summon said tome from a pocket dimension, presenting you with the opportunity, at once per turn, to change out your prepared spells. This lasts for up to three turns, until you banish the tome, or until it is destroyed. If the tome is destroyed, the final prepared spell you intended to change will not have that opportunity, it is banished back to its native pocket dimension, and the prepared spells you have on hand will be locked for 1d10 days. The Dark Grimoire has an AC equal to the wielder, HP equal to the wielder's Psychonoclast Level, and takes damage before the wielder on a hit. If destroyed, the wielder takes the remaining damage of the attack that destroyed it.

Murder Spree

Also, starting at 18th level, you may now use your Murder of Crows ability a number of times equal to twice your proficiency bonus per long rest, and rather than 6d6 Necrotic Damage, it now deals 6d8 Necrotic Damage on a hit, and half as much on a miss.

The Brimstone Society

Nothing exceeds quite like extreme intemperance. A hedonistic group founded by Sir Dashis Francewood, The Brimstone Society also referred to themselves as The Knights of Westwick's Comb, a land formation that looked like the comb of a lauded Chanticleer named "Westwick," of whom Francewood himself was a descendant. These intense revelers are known to have clubs throughout the material plane. Your connection to sin and vice is astounding, and you take the idea of adhering to worshipping no gods and serving no masters other than yourself to a glorious degree.

Houses of Excess

Starting at level 1, you may find Houses of Excess in any city in which they are located. You know the signs, the signature orders, the whispers of extravagant parties, the flamboyant clothing, perhaps even marking tattoos (discuss the secret way to find these houses with your DM).

Lustful Presence

You rakish bastard, you, at level 1 you gain advantage on all Charisma checks, and you may use Charm Person at will without expending a spell slot a number of times equal to your Proficiency Bonus once per long rest.

Pride's Passion

Starting at 3rd level you have honed your intensely passionate nature, and are now too prideful to ever be frightened, becoming immune to the condition entirely. Also, as your passion is only elevated all the more by encouragement from others, all of your inspiration rolls are multiplied by 1.5 rounded down.

Vainglory's Vibrance

Also starting at 3rd level, once per long rest you project an aura of confidence. Allies within fifteen feet cannot be frightened. Enemies that begin their turn within fifteen feet must succeed a Constitution Save against your Spell Save DC or be stunned for that round. This requires concentration.

You gain one more use of this at 6th and 14th levels.

Sloth's Embrace

Starting at 7th level you can influence even your enemies into engaging in a bit of the sin of Sloth. Twice per long rest, without having or expending a spell slot, you may cast the spell Slow.

You gain one more use of Slow at 17th level.

Glutton's Gullet

Also, starting at 7th level, you are immune to being poisoned. You also have advantage on Constitution Saves against being Intoxicated. However, you do require 1.5 times as many provisions to remain full. Going too long without your required portions of food will result in one or more levels of exhaustion. A hedonist must keep their energy up for life's endless pleasurable activities after all.

Green with Envy

The grass is always greener, as they say, and therefore, starting at 15th level, twice per long rest, point at a creature within 120 feet and within eyesight. Ethereal green grass springs up at their feet, and yours, and with a flash of bright green energy, you both swap places on the battlefield.

Eye of Avarice

Also at 15th level, your greed has given you an eye for finer detail. You have advantage on all Perception Checks towards locating money, gems, or items of immense and obvious worth. You have advantage on all Persuasion Checks while bargaining over payment, and you have advantage on all Intelligence Checks about contractual fine print as it pertains to monetary gain.

Retaliatory Wrath

Starting at level 18, if you are within melee of a creature that has hit you with an attack of any kind while in initiative, the number needed to score a Critical Hit on that creature with an Attack Roll is reduced to 17. Once per long rest, before your Attack Roll, you can reduce the number needed to score a Critical Hit on that creature all the way to 15.

You gain a second use of the reduction to 15 at Level 20.

The Hermetic Society

Founded by Lady Lucy Ascalon, whose excavation of the Tomb of the Drakean King uncovered numerous intensely powerful magical artifacts, the fully named "Hermetic Society of Historical Knowledge and Preservation" has spawned numerous adventurers in lands far and wide with a passion for not only uncovering the vast knowledge of millenia upon millenia, but preserving it, safe and sound, behind museum glass, usually in its native lands, though some pieces that are deemed "too historically important" and declared to "belong to the world" and circulate exhibits. Between the general public's entrance fee to explore these artifacts and various donations, grants can be written for new explorations and excavations.

Hermetic Clubs are also known to contain various artifacts that are gifted from club to club throughout the world, typically when one adventurer participates in a major archeological finds, and are allowed to relocate minor ephemera from that dig to their Club of origin. There have been some rumors of some members using the Clubs for minor levels of smuggling, but nothing has ever been proven, and the clubs themselves are generally seen as places of high esteem and culture in the cities where they are located.

Museum and Library Network

Starting when you choose this subclass at level one, along with the Hermetic Clubs and their private collections, you have handwave entry into exclusive collections of museums and libraries throughout the world. You may get this extended to your allies at your DM's discretion.

Librarian's Hush

You have gained the authoritative air of a librarian, therefore, at level 1, you may cast Silence a number of times equal to your proficiency bonus per long rest without expending a spell slot.

Speed Reader

Also, thanks to your time doing research in the Hermetic Club's collection, starting at level 1, you read at twice the speed of others.

Whip Grip

The club has trained in swinging, traversal, and moving around tombs, at level 1, you gain the ability to grapple enemies and objects within reach while wielding a whip, adding your Proficiency Bonus on each attempt or contested roll, and you may also use a whip to swing from sturdy protrusions, branches, and other things at your DM's discretion.

Keen Eye

At level 3, you have been on digs in bright and dim lighting, you gain advantage on a single Perception check per long rest. You gain another use of this feature at 5th, 6th, 13th, and 19th levels.

Cool Head

Also at level 3, while not holding concentration on a spell or sleeping you cannot be surprised. And a number of times per day equal to your Proficiency Bonus, you may use Uncanny Dodge as a reaction.

Bonus Proficiency: Firearms

If you are not already proficient with firearms, at level 3, you gain this proficiency. If you are proficient with firearms, you gain proficiency with one other martial weapon of your choice.

Discerning Ear

By level 7, you have accumulated a vast knowledge on any number of topics enough to be able to more easily realize when someone is trying to deceive or snow you over. You are immune to the charmed condition, and have advantage on Insight against Persuasion Rolls or when you are checking if a creature is lying.

Professor's Perfect Frankness

Also by level 7, you have either seen or given enough lectures on factual history to know how to have perfect delivery in your own speech. As long as you are telling the truth, once per long rest, you may use this ability to, with all of the complexity and jargon of a fact or situation, convince all whose attention you hold (earshot range maximum determined by volume and DM's discretion) of the truth and important weight of what you are saying. You cannot be silenced, or this will not work, and this requires concentration.

Horse Sense

By 15th level, due to your extensive study and field experience, your wisdom has become such that you may treat any roll of 9 or lower on Wisdom Checks and Saving throws as a 10.

Aura of Wisdom

At level 15, you also project an Aura of Wisdom. Upon entering battle, for a number of turns equal to your proficiency modifier, on all Saving Throws against being Charmed or otherwise mind controlled, all allies within 20 feet of you get a boost equal to your Wisdom modifier.

Long Overdue

At 18th level, you have seen the funerary rites of the ancients. You have studied these old ways, and you know how to tell someone that they have been here for far too long. The librarian in you wishes to collect the overdue fee. For a number of turns equal to your proficiency modifier, and as long as you are maintaining concentration on this ability, point at one creature within eyesight (no cover permitted). An ethereal book opens before you listing that creature's name as it would appear in your native language. That creature must succeed on a Wisdom saving throw equal to your spellcasting DC, or suffer 1d6 Necrotic damage per round for the duration to living creatures and 1d8 Radiant damage to undead as they are far more overdue than the living. The creature's Max HP is also reduced by that number until they can achieve a long rest. At level 20 you not only gain this HP, but you add it to your pool of Temporary Hit Points even if you're at maximum.

Steamplicer

Hanging by her own mechanical whip from a gargoyle, a drow uses her a bomb of hideous laughing gas to stop a murderer from claiming another victim. She can see him clearly, despite the gas seemingly blinding everything in its vicinity, and as he doubles over, still trying to inch forward, she climbs back up, and adjusts the length of her mechanical whip. With a flash of its blades, the whip sinks in, grappling the killer, and hoisting him up, up, and away from his potential victim.

A gnome lobs their single tinkered grenade over a wall, counting one, two, and on three the big boom comes in a shower of clockwork and flame. Literal finger guns blazing, they burst forward through the smoke and chaos, aided by the only member of their party not captured by the heads of a racketeering clan.

A human gives his mightiest roar, pistons churning as he rises from the floor. That first hit was a cheap shot, and now his bludgeoning metal fists will respond with steam assisted force and fury.

Living Weapons

Steamplicers don't just use weapons, they are weapons. Whether through necessity of battlefield amputation or voluntary body modification, Steamplicers use the technology of the day to modify their bodies to the task at hand.

While many steamplicing surgical procedures are occupational, such as those that allow Splicers to breathe underwater, splicing itself was originally developed during the war to give humanoid soldiers an edge in fights with their automaton counterparts.

Specialists

Splicing in warfare was a highly specialized skill resulting in many distinct specialties including (but not limited to): Infantryists (those who fight up close and personal), Munitionists (those who keep enemies at a distance with firearms and explosives), Reconnaissist (which includes those who engaged in surveillance, espionage, and sabotage activities, who featured slightly more specialized modifications).

Creating a Steamplicer

As you create your Steamplicer Character, consider how the splicer first became modified. Are they a veteran of the battlefield made living weapon? Did they start as a simple riveter in a factory, and now have realized the explosive power of steam-based firearms? Were they a spy or an assassin, choosing body modification to become the best at their craft?

What led you to seek out a new adventure? When you returned from war, had society cast out soldiers leaving you no real place? Do you owe money to the people who funded your initial back-alley splicing? Are you on the run from a government who has disavowed knowledge of your very existence? Maybe you took the wrong job, maybe you took the *right* one.

Class Features

As a Steamplicer, you gain the following class features.

Multiclass Requirement: 13 Intelligence

Hit Points

Hit Dice: 1d8 per Steamplicer Level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution Modifier per Steamplicer Level after 1st

Proficiencies

Armor: None

Weapons: Firearms, Martial Weapons, and Spliced Weapons

Tools: Tinker's Tools

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Acrobatics, Athletics, Insight, Investigation, Perception, Stealth, and Survival

Equipment:

- *Tinker's Tools*
- *A Spliced Weapon from your Specialty (Subclass)*
- *A Revolver with 6 rounds*
- *(a) a Burglar's Pack, (b) a Dungeoneer's Pack, or (c) an Explorer's Pack*

Unarmored Defense

When you choose this class at 1st Level, either by modified speed or plating spliced beneath the skin, you have a natural armor that equals 10 + your Strength Modifier + your Dexterity Modifier. You can use a shield and still gain this benefit.

Splicer Specialty

When you choose this class at 1st Level, you gain a Splicer Specialty (which will serve as a subclass for the Steamplicer class), this will determine the focus of your splicing and skill set for as many levels as you take in Steamplicer, and once chosen, cannot be undone. These surgical procedures are blunt in both their methods and their finality, and your Spliced Weapon and Secondary Spliced Weapon will receive Augmentations as you progress as indicated in the Steamplicer Table.

Spliced Weapons

At 1st Level, your spliced weapon has become an extension of yourself. You gain the following benefits while you are wielding only Spliced Weapons, and you aren't wearing armor or wielding a shield:

- *You can use Dexterity instead of Strength for the modifier of any attack or damage rolls made with your Spliced Weapons.*
- *You can add a d4 to the normal damage of your Spliced Weapons. This die changes as you gain Steamplicer levels, as shown in the Spliced Weapons column of the Steamplicer Table.*
- *Beginning at 6th-Level, when you choose a Secondary Spliced Weapon (from the Secondary Spliced Weapons table in your Subclass), and you use the attack action with your Primary Spliced Weapon, you may make an attack with your Secondary Spliced Weapon as a Bonus Action.*
- *Beginning at 6th level, all attacks made with your Spliced Weapons count as magical for the purposes of overcoming resistance or immunity to nonmagical attacks.*
- *You receive your choice of remaining Secondary Spliced Weapons at 11th and 15th levels.*

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 20th Level, you can increase one ability score of your choice by two, or two ability scores of your choice by one. You cannot increase an ability score above 20.

Action Surge

Starting at 5th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 16th level, you can use it twice before a rest, but only once on the same turn, and a short rest only rewards one of these uses as a long rest (or its equivalent) grants both.

Power Splice

Starting at 6th level, you receive a splice that empowers your primary Spliced Weapon, whether that is more range, easier critical, or a chance to hit multiple times.

Specialist's Splice

Starting at 9th level you gain a splice that makes you an even more highly specialized advantage in your chosen subclass.

Movement Splice

Starting at 11th level, you gain a subclass-dependent Movement Splice, this may grant a jump distance, climbing speed, or double your base movement. Starting at Level 20, these Splices get an Upgrade.

Mind Like a Steel Trap

Starting at 11th level, your mind becomes as mechanized as your body, making you immune to being charmed or confused.

Piping Hot

Starting at 14th level, you may, once per round, rev your mechanisms, causing the steam to build in the pipes beneath your skin, all melee attacks made against you receive 1d4 fire damage. You are also resistant to all fire damage not caused by Smelting Tools, Lava, or white flame.

Cast-Iron Stomach

Starting at 17th level, your insides are such that any poison is instantly metabolized. You are immune to the poisoned condition.

An Object in Motion

Starting at 17th level, due to mechanized power, you may replace rest with tinkering or study. So long as you do not engage in strenuous activity, you gain all the benefits of a long rest.

Metalhead

Starting at 20th level, you are now made of so much metal that you are naturally armored, you receive a +2 to all AC checks.

Subclasses

The Infantrist

Ever wanted to be a living tank, more machine than humanoid? Dream of pounding your enemies into oblivion with a fist as big, or bigger than your own head? Well, Barbarians aren't the only folks around here who pack a punch anymore, welcome, new Infantrist!

Hammerhand

Starting at 1st-Level, the Infantrist receives an upgrade to their dominant fist, a giant, mechanized fist attached weapon (that may count as an Unarmed Strike for the purposes of any qualifying multiclass strike, as it is now a part of their body). They may add their proficiency bonus to any attack made with their Hammerhand, and either their Strength OR Dexterity Modifier to both the attack and damage rolls. Hammerhand attacks that hit deal 1d12 + Proficiency + Chosen Modifier (Dexterity or Strength, locked and unchanging at Level 1) Bludgeoning Damage.

Secondary Attack Splices

They're shiny, they're new, they're your Infantrist Secondary splice choices! Starting at 6th, then again at 11th, and 15th levels, you receive your choice of Secondary Splices! As of right now, that makes the whole list, but technology moves fast, so who knows what could be cooked up in the future?

Upgrade	Effect
Retractable Syringe Fingers	On a hit, your enemy suffers 1d6 Piercing damage, and must succeed on a Constitution Saving Throw = 10 + Proficiency + Your Dexterity Modifier or be considered poisoned. They can attempt to shrug off the effects of the poison once per turn, the DC never changing.
Fire Breath	You release a 30-foot cone of flame from your mouth, dealing 1d8 + Your Proficiency Bonus + Your Constitution Modifier Fire Damage. The enemy can attempt a Dexterity Saving Throw DC = 17 + Your Proficiency Bonus to take half damage.
Electric Brass Knuckles	On a hit, you deal 1d6 + Your Strength Modifier + your Proficiency Bonus Bludgeoning + 1d4 Shock, and the enemy must make a Constitution Saving Throw DC = 12 or be stunned until the end of their next turn.

Power Splice: Jack-Hammer Strike

Starting at 6th level once per round, when you hit with your Primary Spliced Weapon you may choose to use your Reaction to trigger a *Jack-Hammer Strike*, rolling a second time for added damage, however, even if your attack is Critical or under the effects of Locomotion at higher levels, you only roll standard (non-critical, non-doubled) damage for this secondary strike.

Specialist's Splice: Rugged Stance

Starting at 9th level you have advantage on all ability checks or saving throws that could result in you being knocked prone. Your balance and bearing are such that once per long rest, you may shrug off being knocked prone entirely, ignoring the results of you rolls, but still taking whatever other effect(s) or damage those rolls also failed against.

Movement Splice: Locomotion

Starting at 11th level, you've got mechanical legs, Lieutenant Speedy. Once per long rest, given that you are on the ground, you may either Double your Movement OR, within your Standard Movement range, attempt an attack at Double Speed, which, on a hit (due to your bullet train nature), is automatically considered a Critical, which knocks your enemy back 5 feet and prone (this feature can be stacked with Jack-Hammer Strike for added standard damage to an already epic attack). At 15th and 20th Levels, you gain one more use of this feature per long rest.

Reconnaissist

Ever wanted to hang from the rafters and execute the perfect assassination? Ever wanted to be a fly on the wall, or the ceiling for an important discussion, or hide from guards under a nearby body of water for a prolonged length of time, such that any non-aquatic humanoid would've drowned? Ever wanted to swing from a gargoyle on a building or in an ancient tomb by using a whip? Take up the infiltrating arts of the Reconnaissist, and become the very ghost story that your enemies deny exists, yet check over their shoulders as they do so.

Ironlash

Cast in darkness, attached atop the dominant wrist, the Ironlash has become the near silent tool of those splicers looking to become spies and assassins. Starting at first level, when you choose the Reconnaissist subclass, this bladed whip does 1d12 Slashing Damage on a hit within its 15-foot reach. On a successful strike, as a Bonus Action, you as the wielder, may choose to contest strength to grapple and execute a **Yank** of your enemies to you, or to contest Dexterity for to execute a **Latch** onto your enemies and pull yourself to them for a second unarmed strike using your hands or feet. In movement, the Ironlash can be used as a grappling hook, extending to range so that its bearer can hang and swing from anything it can latch onto.

Secondary Attack Splices

They're hidden, they're purposeful, they're your Reconnaissist's Secondary splice choices! Starting at 6th, then again at 11th, and 15th levels, you receive your choice of Secondary Splices! As of right now, that makes the whole list, but who knows what new implements of death lurk in the shadows?

Upgrade	Effect
Venomous Syringe Fangs (Retractable)	You bite down, and the syringes extend from your gumline. On a hit, your enemy suffers 1d6 Piercing damage, and must succeed on a Constitution Saving Throw = 10 + Your Proficiency Bonus + Your Dexterity Modifier; or be considered poisoned. They can attempt to shrug off the effects of the poison once per turn, the DC never changing. Once you successfully use this feature 3 times, you must reload its supplies, either from a backstock of ammunition on your person, a dealer of Poison Supplies, or through Tinkering with various implements during a long rest.
Deafening Rebreather	Thanks to a device built into your very neck, you may now breathe underwater. Using the power of your Rebreather above water, you can create a 30-foot cone that deals 1d4 Force Damage (with no chance for a Dexterity save). All creatures within the cone must succeed on a Constitution Saving Throw with a DC = 15 + your Proficiency Bonus + Your Constitution Modifier; or else be considered Deafened. They may attempt, once per turn, to roll against being deafened, the DC of the save is halved by each attempt.
Hideous Laughing Gas (Only attainable after Deafening Rebreather)	You release a metal ball out of your palm, that, upon coming to rest within a thrown range of 60-feet, immediately shoots Hideous Laughing Gas in all directions. All Creatures other than you (or any other Reconnaissist who has received the Spy Vision Splice) that are located within a 30-foot sphere surrounding the metal ball are considered Blinded and all creatures regardless of class or species are considered Obscured as though in a cloud of magical darkness. Each creature (who is not a Reconnaissist with a Deafening Rebreather, a construct, reborn, dhampir, or any species that does not need to breathe) must succeed on a Constitution Saving throw DC = 17 + your Proficiency Bonus or else fall prone in a fit of howling laughter. They can attempt to save from this position once per turn as the smoke dissipates, which lasts for 4 rounds. If a creature fails 3 times against this save in a span of less than three days, they are considered Charmed for 1 hour even if normally immune to the Charmed condition. The level of this Charm is such that they will immediately cease attacking you and your allies and act outside of their character, including attacking people, and doing things they would not normally do. This condition drops if the creature takes any damage, or has their head submerged in or splashed by water. You may only use this feature twice before taking a long rest to recalibrate. Once you use this feature 3 times, you must reload its supplies, either from a backstock of ammunition on your person, a dealer of Reconnaissist Supplies, or through Tinkering with various implements during a long rest.

Power Splice: Bladed-Tornado

Starting at 6th level, your bladed whip's range now doubles to 30-feet. Twice per long rest, you may choose to make a Propeller Attack: Given that there are no walls blocking the movement, all creatures within 30-feet of you on all sides must make a Dexterity saving throw with a DC = 19 + your Dexterity Modifier + your Proficiency Bonus; or else be caught in a tornado of blades, suffering 1d8 + your Proficiency Bonus in Slashing Damage. At 15th and 20th Levels, you gain one more use of this feature per long rest.

Specialist's Splice: Eyes of the Spider

A spider has many eyes. Starting at 9th level, your vision is nearly untrammelled in any condition. You are immune from being Blinded and can see in both pitch darkness and magical darkness as if in dim light.

Movement Splice: Stiletto Climbers

These foot blades are a work of art. Starting at 11th level, when executing a **Latch** on a hit, you may choose to activate these spikes, to deal 2d4 Piercing Damage with your feet. These blades, much like the pickaxes used by climbers, now give you a climbing speed equal to your walking speed on walls and even ceilings.

Munitionist

Ever been described as “like a loaded gun?” Ever wished it were true? Willing to commit yourself to becoming the weapon? Many soldiers in the war (to compete with the rising production of automatons that fought against them) were turned into living weapons. Now the same surgeons who perfected these battlefield techniques are scorned to back alley operating rooms, sometimes criminal, sometimes the careful scalpel of justice that lends a hand where law enforcement fails. In any event, the Munitionist is an explosive medical marvel (quite literally), a wave of the future.

Side-ARM

Your dominant arm is held out straight, the barrel locks within the elbow, the muzzle opens in your palm, a small explosion takes place somewhere within you, and out flies a bullet. Since their redesign in the most recent war, guns don't tend to misfire anymore, but they may jam from time to time (usually on a Natural 1, but misfire and jam mechanics are at your DM's discretion). You are a gun now, and as such you can typically feel that sort of thing coming. Starting at 1st level when you choose the Munitionist subclass, your Side-ARM (or Automatic Rifle Mechanism), on a hit (range of 120 feet), does $2d10 + \text{Your Constitution Modifier Piercing Damage}$. (Tinkering modifications allowable for extra damage, or different damage types at DM's discretion). You may tinker your bullets from acquired materials, or you may purchase them for 3gp per 25 rounds. Tinkering checks for acquired materials typically result in bullets being made at a lower price, and never more than 3gp worth of materials per 25 rounds (DM's discretion).

Secondary Attack Splices

They're distanced, they're often explosive, they're your Munitionist's Secondary splice choices! Starting at 6th, then again at 11th, and 15th levels, you receive your choice of Secondary Splices! As of right now, that makes the whole list, but who knows what new shots you'll be able to take in the future?

Upgrade	Effect
Syringe Shot	You take aim and press the trigger, sending a dart flying out of the rifle that is your outstretched arm. On a hit your enemy suffers $1d6$ Piercing damage, and must succeed on a Constitution Saving Throw = $10 + \text{Proficiency} + \text{Your Dexterity Modifier}$, or be considered poisoned. They can attempt to shrug off the effects of the poison once per turn, the DC never changing. Once you successfully use this feature 3 times, you must reload its supplies, either from a backstock of ammunition on your person, a dealer of Poison Supplies, or through Tinkering with various implements during a long rest. This ammunition costs 2gp per 25 syringes (more if the filling must be changed from standard poison, i.e. Healing Potion or Sedative, though this can be done as a Tinkering check given you have those materials on hand).
Finger Guns	Using these smaller literal handguns, you may now make two attacks out of your fingertips as a bonus action. Each shot, on a hit, deals $1d6$ piercing damage. Cost of ammunition for this gun comes to 2gp per 25 bullets.
Wrist Flamethrower	You release a 30-foot cone of flame from a device that springs up out of your wrist, dealing $1d8 + \text{Your Proficiency Bonus} + \text{Your Constitution Modifier Fire Damage}$. The enemy can attempt a Dexterity Saving Throw DC = $17 + \text{your Proficiency Bonus}$ to take half damage.

Power Splice: The Deadeye

Starting at 6th level, one of your eyes gets replaced, and now attack rolls starting as low as 18 while using your spliced weapons count as Critical hits.

Specialist's Splice: Explosive Craft

Starting at 9th level, you may use your Tinker's Tools to craft grenades that **Launch** up to 65 feet from your location from an attachment on your dominant arm as an attack action. Grenades listed in the table below. You may internally carry 3 grenades of any kind before taking an action to reload (one grenade per action). If thrown instead of launched, grenades will not have the range nor the efficacy of their intended design.

(See Grenade table on Page 107)

Movement Splice: Expulsion Blast

Starting at 11th level, your non-dominant arm spliced into a blunderbuss. When aimed in an enemy's direction, this shot generates a minor cone explosion of buckshot, dealing 4d4 Piercing Damage with a Dexterity Saving Throw = 14 + Your Proficiency Bonus + Your Dexterity Modifier. When aimed below you, this Expulsion Blast adds 30 ft to any jump in a chosen direction (up, angled, or to any side), without harming the shooter on landing. On a direct hit, your enemy must make a Constitution Saving Throw with a DC = 16 + Your Proficiency Bonus + Your Strength Modifier, or the Expulsion Shot knocks them back 20ft and prone. On a success they are knocked back 15 feet, and do not fall prone. You can choose during this attack to negate this constitution saving throw for your enemy in order to willingly knock yourself back the same distance (15 feet) without triggering attack of opportunity. However, you must then succeed on a Constitution Saving Throw with a DC = 12 in order to not be knocked back the full 20-feet and prone. Your enemy must still make the dexterity saving throw against the cone of damage, even if you choose to negate the push. You must place your enemy within the cone of potential damage to avoid triggering attacks of opportunity. Cost of Buckshot is 2gp per 50 shells.

Grenade	Materials to Craft	Cost to Buy	Effect
Frag	Black Powder, Copper Pin (auto-removed upon Launch), Metal shards, Shell Casing	5 gp	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 8d4 Piercing Damage, or half as much damage on a successful save.
Acid	Cork, black powder, glass core, Vial of Acid, Tempered Glass Casing	7 gp	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 6d6 Acid Damage, or half as much damage on a successful save.
Shock	Copper Coil, Battery charge, auto-detonator.	8 gp	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 6d6 Lightning Damage, or half as much damage on a successful save. If a creature is wearing metal plate armor, they automatically fail the saving throw, and the damage is considered critical.
Flame	Black Powder, auto-fuse, distilled alcohol, Tempered Glass Casing	7 gp	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 6d6 Fire Damage, or half as much damage on a successful save.
Force	An Artificer tinkers with various pieces, sometimes concussive forms of sound, sometimes other forms of magical pulse. This grenade must be bought.	10 gp (Buy only)	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 7d6 Force Damage, or half as much damage on a successful save. On a failure, the enemy is thrown to the edge of the 20-foot blast radius, and is knocked prone.
Holy	Finding an Artificer or a Tinker who crafts Force grenades, a Paladin must then imbue a Force Grenade with divine energy during the Tinkering process. DC of 12.	Crafted Only (If no Paladin in the Party, DM's discretion on price to buy or where to find)	Each creature with 20-feet must make a Dexterity Saving throw DC = 16 + Your Proficiency Bonus or suffer 8d4 Radiant Damage, or half as much damage on a successful save. On a failed save, undead and fiends must spend their turn attempting to flee the spot of the explosion. If Cranium Rabbit is within range, it instantly fails and is cooked by the radiance. Cooked Cranium Rabbit is known to be quite delicious with potatoes.