

Vargons

Frost

Notes



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# House Rules

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This is a list of all the house rules used in my D&D games.

## Spell Materials Consumed

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Certain spells are being changed to consume their material components. The following are changes to a spell's material components:

- Goodberry now consumes it's material component.
- Identify requires a pearl only worth 50 gp, but now consumes it's material component.

## Identify

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When a character casts Identify, they must make an Arcana check after they have finished casting the spell. The result of this check informs how much information the caster receives. Whilst the bounds may change, a rough guide is as follows:

Roll	Result
1 to 5	The caster learns the base use of the item
6 to 10	The caster learns the base use and any secondary uses
11 to 15	The caster learns all uses of the item
16 to 20	The caster learns all uses of the item, numbers of charges, and it's name.
20 or more	The caster learns all uses of the item, numbers of charges and it's name. The caster also learns if the item is cursed, but not what the curse is.

Although Identify can reveal curses to the players, it will not reveal their functions, nor how they may be avoided.

## Flanking

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Flanking grants advantage. To gain this bonus, two characters must be exactly opposite each other on a target that is medium or smaller. For each size class above medium, characters may be an additional 5 feet away from exactly opposite.

## Feats at 1st level

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Variant humans are not allowed, however, all characters get a feat at first level. This feat cannot be replaced with an ability score improvement.

## Lucky Feat

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The lucky feat can be applied to a roll with disadvantage (as it can under base rules) It simply cancels out the disadvantage.

## Not all books

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Not all WotC classes, spells or races are available. If you wish to use something from a source other than the Player's hand book (PHB) or Dungeon master's guide (DMG), you must ask your Dungeon master first. This is because there are some books that are not entirely balanced (I'm looking at you Xanathar's)

## Holding turns and actions

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A player may choose to reduce their initiative at any point. This change lasts until combat has ended or initiative is re-rolled.

A player may hold a spell, this means that if a player holds a spell they do not need to concentrate on it, and they do not loose the spell slot if it is not cast.

Additionally, if a player holds their action, they may include up to half of their movement (provided they have not moved on their turn).

Players may decide what triggers their held actions, such as what they consider to be "hostile intent".

## Potions on a bonus action

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Drinking a potion is now a bonus action (although feeding someone a potion is still an action)



# Races

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Across the many version of Dungeons and Dragons there have been a huge host of playable races. These have, however, not always been the most varied.

Personally I've always found that the variance of the races to be a little lacking. With a lot of the races falling into the *Human with X* category. This is, of course, personal taste, however it is a problem I have sought to fix with the various races contained within these pages.

Instead of building these races as a Human with a touch of something else, such as a Human with a touch of fey (elf) or a Human with a touch of small (halfling), these races have been crafted to fit wherever they may.

## Obligatory Homebrew Warning

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Despite my best efforts, not all of the races within these pages are going to be the most balanced for every group.

You may also not be able to play these races in every game, and no, your Dungeon Master does not need a more valid reason than *I don't really want to have those in my world*. It's important to ask your DM nicely before you come up with a character based on any one of these races.

## Overview of each race

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Let's quickly go over what each race is, and where it may be played.

### Automaton

The automaton was specifically created as a race of machine like beings for a campaign I run (shout out to my Aftermath bois). This race was designed to be an ancient race created by the long-dead far more advanced civilisation. I know it's cliché, but it's a nice backdrop to a mental campaign, don't @ me.

The automaton is a race that you're going to struggle to find a reason to play, so be prepared for your DM to say no.

But if your DM is feeling generous, and you're playing one, you'll need to know what you want to be. Not all automatons are going to be built by ancient civilisations, you could be constructed by aliens who crash-landed on this planet, or worse.

### Celestite

This was another race made specifically for Aftermath. In fact it was made for a single NPC. This race is unlikely to fit into your campaign, but don't let that discourage you. It's an entirely viable race for a player character and can lead to some hilarious moments.

### Floria

This race wasn't created for any reason in particular. I saw the artwork and wondered *How would I play that?* And so the race was made.

It's a popular race among my players, and it's proved to be quite unique in it's play style so far. I think that a plant-like race is something that's truly missing from the official books by Wizards of the coast, and it has lead to some really interesting characters.

### Half Dragon

So I didn't really like the look of the artwork, nor the idea of a template from the Monster Manual. It's also, technically, not a player race, so I made one. It's a little different, and I quite like it.

Technically, I also needed this for a single NPC in Aftermath, but it never really came up beyond her description.

### Harpy

The harpy is a monstrous race and a non-monstrous race all in one. One sub-race is relegated to nopeville and the other is the race I made for a stupid character idea that I had, which I've turned into a so-far pretty cool character.

### Ignis

Ever felt like being fire? Well that's what the Ignis are. I really like the Novakid from starbound, and the Flames from Starships and Laserguns, which is where this unique race drew it's inspiration from.

### Kitsune

Based on a re-write I did of a homebrew Kitsune race I found on the D&D wiki, which turned out to be very un-balanced. This race has also been incredibly popular among players, and with four sub-races and an optional trait, it's quite expansive.

### Lamia

I played one in a monstrous campaign. Figured I'd make a PC version for three NPC's in a campaign I ran instead of using the base Yuan-ti thing.

### Primordial

This was one of the more unique races I've made, it's very random. If you like that, then this'll be right up your alley.

It's got six sub-races and you get to play all of them at once, so if you like rolling for resistances every day, then this is the race for you.

### Usagi

So I found some neat artwork for it, and decided that it would be interesting to try and make a race based on the traits of a rabbit-human hybrid.



# Automaton

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Automatons are mechanical beings. They can vary wildly in appearance and ability, often reflecting the purpose for which they were built. Some Automatons are indistinguishable from one of the races, others are clearly constructed from chrome and steel. Instead of a soul, Automatons have Essence, which is treated exactly the same.

These beings were usually not constructed by the races found in the world around you, but instead by some technologically powerful beings from an advanced society that either crumbled to dust eons ago or that landed in this world, intentionally or otherwise.

## Automaton Traits

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**Ability Score Increase:** (a) Three ability scores of your choice increase by 1 OR (b) one ability score of your choice increases by 2 and one ability score of your choice increases by 1.

**Age:** Automaton's do not age, thus you may be any number of years old.

**Alignment:** Automaton's take on the alignment of their creators, not leaning towards any particular alignment.

**Size:** Your size is medium. You weigh 75+2d8 lbs and stand anywhere between 4 and 8 feet tall.

**Speed:** your speed is 30 feet.

**Language:** You know Common, and two other languages of your choice.

**Restless:** You do not sleep and cannot be put to sleep by magic. During a long or short rest you can perform maintenance on yourself to heal instead of resting.

**Inorganic:** You are immune to the poisoned condition and resistant to poison damage

## Modular

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Automaton's are somewhat modular in nature. When you create an Automaton you may chose any two of the Modules listed below. During play you may find or craft more modules using the listed prices. You can only have one of each.

### Eyelight

Cost: 250 GP and takes 4 hours to craft.

Features: Eyelights make your eyes glow faintly in the dark. You gain 120 feet of darkvision.

### Oxygen Filters

Cost: 250 GP and takes 4 hours to craft.

Features: Oxygen filters are crafted into your neck. Acting like gills they allow you to breathe underwater. These Oxygen Filters can be as obvious or discreet as you wish.

### Balancing Tail

Cost: 150 GP and takes 5 hours to craft.

Features: This prehensile tail grants you advantage on Dexterity checks or saves to keep your balance and avoid falling over. This tail can be retractable if you chose.

### Drone

Cost 500 GP and takes 24 hours to craft.

Features: You craft a drone that melds seamlessly into your chest or back.

This drone has 5 Strength and 15 Dexterity. It is immune to poison and necrotic damage and the poisoned and prone conditions. The drone shares your darkvision if you have Eyelights. The drone has a movement speed of 60 feet and can fly and hover.

The drone has Hit points equal to 5 + Your level + your Constitution modifier. It costs 1GP and takes half an hour to repair 1 Hit point.

If killed it costs only 100 GP and 5 Hours to craft a new drone.

You can see and hear through your drone whenever it is deployed.

### Pulse Jets

Cost: 250 GP and takes 10 hours to craft.

Features: By adding a pair of discreet thrusters to yourself, you gain a flight speed of 15 feet. Additionally you can use your reaction to fire your thrusters and negate fall damage. This speed stacks with Wings.

### Claws and Spines

Cost: 10 GP and takes 1 hour to craft.

Features: You craft spikes to attach to your fingers, arms or tail. These give you a natural finesse weapon that deals 1d4 damage and are light weapons. These can be fixed, or retractable.

### Multiarm

Cost: 500 GP and takes 48 hours to craft.

Features: You create a secondary pair of arms that have all of the same functionality of your original pair. These can be as obvious or seamlessly concealable as you wish.

### Wings

Cost: 250 GP and takes 5 hours to craft.

Features: you craft a set of two or more retractable wings that allow you to fly. Whilst you are not wearing heavy or medium armour, you have a fly speed of 30 feet. This speed stacks with Pulse Jets.



### **Backup Drives**

Cost: 100 GP and takes 5 hours to craft.

Features: you craft a series of backup drives that you can store information to. You are able to accurately recall any information you have seen within the last 30 days and can permanently memorise a page of text in one minute. This module is entirely internal and cannot be seen from the outside.

### **Uplink**

Cost: 1000 GP and takes 72 hours to craft.

Features: You create a cloud uplink, granting you access to the Airwaves, a universe spanning network. You can telepathically communicate with any other Automatons with Uplinks within 5 miles. Additionally, while if your body is destroyed your essence is uploaded to the Airwaves and you can be downloaded into another body that has an Uplink attached but no essence already occupying it. This can only be achieved through the destruction of your current body.

This module is entirely internal and cannot be seen from the outside.

### **Essence Jack**

Cost: 500 GP and takes 10 hours to craft.

Features: Once you have reduced an automaton to 0 Hit points you can spend an action to Essence jack them and attempt to remove their essence. Roll an intelligence check against their Intelligence save. On a successful check you erase their essence and can claim their body for your own. On a failed check they become permanently immune to your essence Jack and you take their level in d6 psychic damage.

### **Encrypted Essence**

Cost: 250 GP and takes 5 hours to craft.

Features: This module encrypts your essence, and makes you immune to all essence jacks.

## **New Bodies**

Automaton's can craft a second body for later use if their main body becomes too damaged to continue functioning, or, for the richer robotic folk, if you'd like a change of pace.

These bodies are extremely expensive and can be somewhat vulnerable while they aren't being occupied.

A new body can be crafted over a period of 336 hours, or 14 days of unending work. Each body costs 10,000 GP worth of raw materials to be crafted. When you craft a body this way it does not include any modules, unless you construct those separately to attach to it.

You can use your action to transfer your essence from one body to another that you are within 5

feet of as long as the body you are transferring to does not have any essence already occupying it.



# Celestite

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Dexterity (Stealth) checks and creatures have disadvantage to see you if you are totally enveloped in shadows.

Celestites are beings full of stars. They have light skinned human or elf-like faces, but that's where the similarities end. They have long hair that drifts behind and around them as if unaffected by gravity. Their hair, along with any clothes they wear take on the appearance of a night sky full of stars, seeming to change when seen from different angles, giving them an appearance of being full of stars.

## Celestite Traits

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

**Age:** Celestites mature at a similar pace to humans, reaching maturity around 18. Once they reach 25 they cease to age and can live indefinitely.

**Alignment:** Celestites lean towards the lawful good, but examples exist of all alignments.

**Size:** You weigh 1d4 pounds and stand between 4 and 6 feet tall. Your size is medium.

**Speed:** Your speed is 35 feet per round.

**Languages:** You can speak, read, and write Common and Celestial as well as one language of your choice.

**Superior Darkvision:** accustomed to the darkness of night, you have superior vision in the dark and dim conditions. 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 colour in darkness, only shades of grey.

**Lightweight:** Due to your light weight, you can leap up to 20 feet into the air by using 5 feet of movement.

Additionally, you fall at half the normal speed. You do not take fall damage from falls less than 30 feet and have resistance to fall damage.

Due to your extremely light nature, you are unable to grapple opponents in combat and while being dragged or carried you do not reduce the speed of the creature carrying or dragging you.

**Light:** The stars within you and your light skin glow softly. You emit dim light in a 5 foot radius.

**Dark as the night:** You can spend an action to dim the stars and cloud yourself in the dark of night. You must make concentration checks as if you were concentrating on a spell (although you can still concentrate on a spell) while you do this. While doing so, you gain advantage on all



# Floria

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Floria are beings of the great forests. They are plantlike in nature and can commune with the natural world around them. They are often guardians of their forests and are rarely seen within cities or towns.

## Floria Traits

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

**Age:** Floria mature slowly, reaching maturity around 25 and can live as long as a thousand years.

**Alignment:** Floria lean towards the lawful, but examples exist of most alignments, with the exception of evil.

**Size:** You weigh 75+2d8 pounds and stand between 4 and 8 feet tall. Your size is medium.

**Speed:** Your speed is 25 feet per round but you are not obstructed by naturally occurring difficult terrain.

**Languages:** You can speak, read, and write Common, Druidic, as well as one language of your choice.

**Natural sight:** accustomed to ground around you, while not wearing boots and standing on rocks, earth or wood, you gain blindsight up to 25ft.

**Photosynthesis:** If you spend at least one hour in direct sunlight per day, you do not need to eat. You still require water. You may not be wearing armour during this time.

**Natural Toughness:** While you are not wearing armour, your base AC is 12. Additionally, you cannot wear heavy armour.

**Guardians of the forest:** The wild beasts of the forest will not attack you and you can communicate with them as if by the speak with animals spell.

**Nature incarnate:** At 1st level you know the druidcraft cantrip.

At 3rd level, you learn the spell Locate Animals or Plants and can cast it once per day without expending a spell slot.

Additionally, at 5th level you learn the Conjure Animals spell and can cast it once per day without expending a spell slot.



# Half Dragon

Half dragons are part dragon part humanoid. Their appearance can vary widely. Half dragons can be the result of a dragon in humanoid form mating with a humanoid, or the offspring of a dragon and a human, elf or half-elf.

## Half Dragon Traits

**Ability Score Increase:** Your Constitution score increases by 2 and your Strength score increases by 1.

**Age:** Half dragons mature at the same rate as humans but cease to age in their mid twenties. From this point onwards, they can live for well over a thousand years.

**Alignment:** A Half Dragon's alignment depends heavily on their ancestor. Chromatic Half Dragons are usually neutral or evil while metallic Half Dragons are often neutral or good aligned.

**Size:** You weigh 150 + 2d10 lb and stand between 4 and 7 and a half feet tall. Your size is medium.

**Speed:** Your speed is 30 feet per turn.

**Languages:** You can speak, read and write Common and Draconic.

**Ancestral traits:** Half Dragons take much from their draconic ancestor. The table bellow shows the type of breath weapon and it's damage type based on your draconic ancestor.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Additionally you are resistant to the damage type associated with your ancestry.

**Sub Race:** Half Dragons come in one of two forms, Winged and Wingless, with no rhyme or reason to the true origin of a winged half dragon as opposed to a wingless half dragon.

## Winged Half Dragon

These half dragons struggle at times to fit in with the society around them. Their large wings, and tails can decrease their mobility at times and forces them naturally off-balance in confined spaces.

**Wings:** You gain a flying speed of 30 feet per turn. If your walking speed increases for any reason, it is instead applied to your flying speed.

**Off Balance:** When you are in confined spaces, your large wings can hinder you in combat. If you are unable to fully extend your wings for any reason (other than their removal), you have disadvantage on Dexterity (acrobatics) checks and any check against falling prone.

## Wingless Half Dragon

These half dragons are often envious of their winged counterparts, but integrate better with the society around them.

**Toughened Scales:** Some parts of your body are covered in dragon like scales and horns. Whilst not perfect, these offer some measure of protection. If you are not wearing armour, your base AC is equal to 12 + your dexterity modifier.



# Harpy

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Harpies are a race of women that have bird-like wings. Some harpies, although not all, also have bird-like clawed feet.

## Harpy Traits

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**Ability Score Increase:** Your Dexterity score increases by 2.

**Size:** Your size is medium. Harpies stand between 4 and 6 feet tall and weigh 75+2d6 lbs.

**Wings:** Your arms are wings and you have a flying speed of 30 feet. You cannot use a weapon or item with two hands whilst flying.

**Luring Song:** Once per long or short rest you can sing a magical melody. This song requires your concentration to maintain. Every humanoid and giant within a 60 ft of you must make a DC 8 + Proficiency + Charisma wisdom save or be Charmed until the song ends. You must take a Bonus Action on your subsequent turns to continue singing. You can stop singing at any time. The song ends if you are incapacitated.

While Charmed by you, a target is Incapacitated and ignores the songs of other harpies. If the Charmed target is more than 5 ft away from you it must move on it's turn towards you by the most direct route. It doesn't avoid Opportunity Attacks, but moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than you, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of it's turns. If a creature's saving throw is successful, the effect ends on it.

A creature that successfully saves is immune to your song for the next 24 hours.

**Lesser Darkvision:** you can see in dim light as if it is bright light and in complete darkness as if it is dim light out to a radius of 30 feet.

**Subrace:** There are two kinds of harpy commonly found in the world, these are known as the Mountain Harpy and the Lowland Harpy.

## Mountain Harpy

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Mountain harpies are the most common type of harpies, they are not generally accepted in society, although there are some that are found throughout the worlds. The Mountain harpies are usually distrusted by civilised society and the vast majority of people. Some people inherently see the Mountain harpy as evil and they are often considered monstrous.

**Talons:** Your legs from the knees down resemble large bird-like legs with claws that can be razor sharp. These claws can be used as a natural weapon. You are proficient with these unarmed strikes, which deal 1d4 slashing damage on a hit.

**Language:** You can speak, read and write Giant and Auran. You may be able to speak Common, although it is likely you will struggle with it.

## Lowland Harpy

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Lowland harpies are raised among civilised society and are very rarely seen. Those who know the difference between Lowland harpies and Mountain harpies are less distrustful of Lowland harpies who are known to have small civilisations of their own. These harpies are rarer than their more vicious cousins, the Mountain harpy. As such, it is not uncommon for the less educated to mistake them.

Whilst Mountain harpies appear monstrous, like winged hags, Lowland harpies often appear as beautiful women with winged arms.

**Language:** you can speak, read and write Auran and Common.



# Ignis

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Ignis are a race of living flames, although they don't always burn things.

Ignis are made from brightly coloured fire, often seen with green, pink, yellow or blue corona. This fire does not burn and is close to body temperature. It is as solid as any humanoid's flesh and bone.

## Ignis Traits

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**Ability Score Increase:** Your Charisma, Wisdom and Intelligence scores all increase by 1.

**Age:** Ignis reach maturity within a year of their birth. After this point, they cease to age entirely.

**Alignment:** Ignis are exclusively chaotic. Like the flames they resemble, their nature is fickle at best.

**Size:** You weigh 12d12 pounds and stand between 4 and 6 feet tall. Your size is medium.

**Speed:** Your speed is 35 feet.

**Languages:** You can speak, read and write Common, Infernal and Ignim.

**Fire and flames:** You are naturally resistant to fire and cold.

**Doused flames:** You are considered vulnerable to any attack based on water, such as the tidal wave spell.

**The Light Side:** You emit bright light in a 20-foot radius and dim light for an additional 20 feet. Whilst you are conscious you can choose not to emit light, however you will emit light if you are unconscious.

**Hot hot hot!:** Your unarmed attacks deal an additional 1d4 fire damage.

**Burning heart:** You know the Produce Flame cantrip. Charisma is your spell casting ability for this cantrip if you do not have another spell casting ability. Your flame is the same colour as you are.



# Kitsune

## Description

Ancestry	Trickery Appearance	Height
Human	Human	4'5" (+2d8")
Fey	Elvish	5'5" (+2d8")
Daemon	Tiefling	4'5" (+2d8")
Halfling	Halfling	2'6" (+2d8")
Dwarf	Dwarvish	3'2" (+2d8")
Dragonborn	Dragonborn	6'5" (+2d8")

Kitsune take after the appearance of their ancestors, combined with vulpine aspects due to their magical heritage. They have vulpine tails and ears on top of their otherwise normal appearance. Kitsune tend to be shorter and more slender than the members of their ancestral race.

Level	Tails	
1st	1	Kitsune characters gain additional tails as they grow stronger according to the table to the left.
3rd	2	
5th	3	
7th	4	Kitsune's additional tails only grow during a long rest, whilst they are asleep. One of their existing tails splits itself into two tails.
9th	5	
11th	6	
13th	7	
15th	8	
17	9	

## Kitsune Traits

**Ability Score Increase:** Your Charisma score increases by 2.

**Age:** Kitsune reach adulthood at 16, cease physical aging in their early 20s and live to be a century and a half.

**Alignment:** Due to their nature of being a bit mischievous, Kitsune are often chaotic. Even the most skilled monks find it difficult to ignore the desire to be a bit mischievous at times, but they tend to approach the trick in a much more planned out and guided manner. Kitsune are known to be both good and evil.

**Size:** Your size is medium. You weigh 75 + 1d8lb and your height is defined by your Ancestry.

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

**Darkvision:** accustomed to the darkness of night, you have superior vision in the dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

**Kitsune Ears:** Kitsune have large vulpine ears, giving them improved hearing. You have advantage on Wisdom (perception) checks that rely on hearing.

**Kitsune Trickery:** You can appear as the race defined by your ancestry indefinitely using a very simple disguise magic to alter your form. This magic is detectable and dispelled in an anti-magic field or by dispel magic. If your illusion is forcibly dispelled you cannot use the effect again until after a long rest.

## Subraces

Kitsunes have a number of subraces, roughly, they are: Celestial (Zenko), Trickster (Yako), Winged (Tori) and Daemonic (Akuma).

### Zenko

They are known as Celestial Kitsune, since most are benevolent and kind. These Kitsune tend to have the lighter fur colours, white, golden brown, grey, etc.

**Ability Score Increase:** Your Wisdom score increases by 1.

**Kitsune Divinity:** At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is blue.

**Speed:** Your base walking speed is 35 feet.

### Yako

They are known as Trickster Kitsune, since they are the ones more prone to their prankster heritage. These Kitsune tend to have the darker fur colours, black, reddish brown, dark grey, etc.

**Ability Score Increase:** Your Dexterity score increases by 1.

**Kitsune Arcana:** At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is green.

**Speed:** Your base walking speed is 35 feet.

### Tori

They are known as Winged Kitsune, since they have wings. These Kitsune have white fur and feathers.

**Speed:** Your base walking speed is 30 feet.

**Wings:** You have a flying speed of 30 feet. To use this speed you can't be wearing medium or heavy armour.



## Akuma

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They are known as daemon Kitsune. These Kitsune tend to have the predominantly black fur with either slight tints or highlights similarly coloured to their skin.

**Ability Score Increase:** Your intelligence score increases by 1.

**Kitsune fire:** At level 1 you are able to use the Produce Flame cantrip, with the exception that your flame is red.

**Speed:** Your base walking speed is 35 feet.

### Extra ears

Some Kitsunes are born with a secondary set of ears behind their first. This second set of ears is fully functional.

Your improved hearing helps you to understand your surroundings, even when you cannot see. You gain blindsight to 15ft and advantage on wisdom (perception) checks based on hearing.

Your ears become a source of weakness, explosions within 20 feet of you, such as a fireball spell or gunshots are painful and deal 1d6 thunder damage. When you take thunder damage you must succeed on a constitution save with a DC of 12, or half the damage (whichever is higher), or take double damage.



# Lamia

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Lamia are half humanoid half snake. With the upper bodies of beautiful men or women and the lowers of snakes. A Lamia's upper body can be either human, Elf, Tiefling, Kitsune, or Celestite.

## Lamia Traits

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**Ability Score Increase:** Your Dexterity score increases by 1

**Age:** Lamia mature at a similar rate to humans, reaching maturity around 18 and can live for up to 500 years.

**Alignment:** Lamia lean towards the chaotic, but examples exist of most alignments.

**Size:** You weigh 75+2d8 pounds and do not have a particular height. Your size is medium.

**Speed:** Your speed is 30 feet per round.

**Languages:** You can speak, read, and write Common, as well as one language of your choice.

**Legless:** While in Lamia form you do not have any Legs. This means that you consider stairs difficult terrain and are unable to climb ladders. However you can climb trees at your regular speed.

**Humanoid form:** You can spend an action to change your form into a humanoid. Your upper half does not change, and thus your humanoid form is always the same. While in your humanoid form your ability scores, hit points and other statistics remain the same. However you lose your tail attack and gain any racial abilities of your humanoid race.

A dispel magic with a DC 15 check will end this effect revealing your true form. Additionally you revert to your true form when you die.

**Constrict:** You can take an attack action to wrap your tail around a creature of medium or smaller. For the purposes of this attack, your tail is considered a melee weapon with the reach (10ft) property. On a successful hit, the creature is restrained with an escape DC of 14 and you can choose to deal 1d10 + your strength modifier damage. They must use Strength to escape this effect.

Once you have restrained a creature you can deal 1d10 + your strength modifier damage to it as an attack action. After this damage they may use their reaction to immediately attempt to break free. You can only take this attack action once per turn.

Whilst you have a creature restrained you may not attack another creature with your tail.

## Subraces

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Lamia come in two subraces, Land Lamia and Aquatic Lamia.

### Land Lamia

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Land lamia live in forests, hills and grassy plains. They build villages and despite their monstrous appearance to some, they are peaceful folk.

**Ability Score Increase:** Your Strength score increases by 2

**Unpoisonable:** You are resistant to poison damage and have advantage on Constitution saving throws against poison.

**Camouflage:** You gain advantage on stealth checks made in tall grass or treetops.

### Sea Lamia

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Sea Lamia live deep beneath the waves. While capable of living on the surface they prefer the seclusion of their underwater kingdoms. They are known for drowning sailors and fiercely defending their kingdoms from merfolk, sea elves and water genasi.

**Ability Score Increase:** Your Constitution score increases by 2

**Waterborne:** You gain a swimming speed of 30ft.

**Aquatic:** You can breathe air and water.

**Fishy Features:** Your appearance is aquatic in nature and your Humanoid form also appears to be aquatic.



# Primordial

Primordials are beings of ancient descent. Spawning from a time before the Elemental planes broke apart from the Elemental chaos.

Primordials are chaotic in nature, their very being representing the chaos that first summoned the fabric of the universe.

Primordials were the first life to arise, before even the gods.

## Primordial Traits

**Ability Score Increase:** An ability score of your choice is increased by 2.

**Age:** Primordials do not have a set lifespan. Instead they can live indefinitely, given good health. They have three stages of life, which they transition between in an instant. The three stages are called Pupi, Pupilescent, and Primordite.

A Primordial spends the first part of it's life as a Pupi. This stage lasts for 1d4+2 years. While a Pupi, your Strength score is decreased by 2.

A Pupilescent is the second stage of life for a primordial. This stage lasts for 1d6+2 years. While a Pupilescent your Strength score is decreased by 1.

A Primordial's last stage of life, lasts until it's death. Only a Primordite can bear children.

**Alignment:** Due to their nature Primordials are always Chaotic. They are known to be either Good or Evil but stray away from extremes.

**Size:** You weigh 3d12 pounds and your height is 1d4+2 feet, 1d12 inches. Your size is medium, unless your height is 4 feet 6 inches or less, in which case your size is small.

**Speed:** Your speed is 30 feet per round and you have an equal flight speed.

**Languages:** You can speak, read, and write Common and Primordial.

**Darkvision:** accustomed to the darkness of night, you have superior vision in the dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

**Primordial Resistance:** Due to their elemental nature, Primordials are resistant to a number of elemental damage types. However, these often change due to their chaotic nature.

Whenever you regain consciousness, finish a long or short rest or awaken from a sleep your Primordial Resistance changes.

Roll	Effect
1	No Resistance
2	Cold Resistance
3	Fire Resistance
4	Lightning Resistance
5	Acid Resistance
6	Roll twice, Rerolling any 6

## Affinities

Primordials have a number of chromatic affinities: Red, Blue, Green, Yellow, Purple and White

Roll	Affinity	
1	Red	At the end of a long rest, a primordial's affinity can change.
2	Blue	
3	Green	Due to the chaotic nature this can be slightly random. At the end of a long rest, roll a d20. On a 1, your affinity is changed at random.
4	Yellow	
5	Purple	
6	White	

## Red

Red Primordials have red colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Strength score is increased by 1.

**Flame:** You know the Firebolt cantrip. If you do not have another spell casting ability, use wisdom.

## Blue

Blue Primordials have blue colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Dexterity score is increased by 1.

**Fast:** Your movement speed, flying and walking, is increased by 10 feet.

## Green

Green Primordials have Green colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your constitution score is increased by 1.

**Sturdy:** Your hitpoint maximum is increased by an amount equal to two times your total level.

## Yellow

Yellow Primordials have Yellow colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Intelligence score is increased by 1.



**Psychic:** You know the Message cantrip. If you do not have another spell casting ability, use Intelligence.

## Purple

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Purple Primordials have Purple colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Wisdom score is increased by 1.

**Energy:** You know the Eldritch Blast cantrip. If you do not have another spell casting ability, use Wisdom.

## White

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White Primordials have White colourations throughout their bodies. They gain the following:

**Ability Score Increase:** Your Charisma score is increased by 1.

**Illusive:** You know the Minor Illusion **Or** Prestidigitation cantrip. If you do not have another spell casting ability, use Charisma.



# Usagi

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Usagi are an all female race that require male Humans, Kitsunes, Elves or other races to reproduce. Whenever a Usagi and a male from another race mate, their child is always a female Usagi. This unique feature has led to the Usagi's persecution in some areas as a dangerous threat.

Usagi appear either Human or Elvish in nature, although they are usually shorter than their human or elvish counterparts. Instead of normal humanoid ears, Usagi have large rabbit like ears that sit above their heads and an elongated coccyx that sprouts short fur giving it the appearance of a rabbit's tail.

Other than their ears and oftentimes unnatural looking hair colours, Usagi's eyes glow faintly in the dark, although this glow is usually very subtle, in extreme cases it can be seen in even dim shadows. The Usagi's vision is notoriously perfect; they either have perfect vision or are totally blind. While magic can impair their vision, they never require glasses, although some still wear them to look intelligent.

## Usagi Traits

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

**Age:** Usagi mature at the same rate as humans until they reach their mid 20's when they cease to age altogether.

**Alignment:** Usagi do not lean towards any particular side of the spectrum.

**Size:** Your size is medium. You weigh 75+1d8 lb's and stand between 4'6" + 1d12 inches. Your ears stand up to a height of 8 + 1d6 inches.

**Speed:** Your base speed is 35 feet per round.

**Languages:** You can speak, read and write Common and sylvan.

**Darkvision:** You can see in dim light as if it were in bright light for 60 feet and in total darkness as if it were dim light.

**Greater Auditory:** You gain advantage on Wisdom (Perception) checks based on hearing.

**Natural Leapers:** You can make a long jump up to 20 feet without making a check or moving first. Additionally, you can high jump up to 25 without first moving or making a check.

**Powerful legs:** You can make an unarmed attack that you are proficient with, with your legs. This

attack adds your Dexterity modifier to hit and damage rolls. Your legs deal 1d4 bludgeoning damage, or if you have the Martial Arts feature, increases your dice size by 1. This means that instead of a d4 you roll a d6, instead of a d6 you roll a d8, instead of a d8 you roll a d10 and instead of a d10 you roll a d12.



# Classes

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Across the many version of Dungeons and Dragons there have been a huge host of classes, however, whilst almost every character concept falls under one of the classes found within the PHB, I've always found it interesting that they never introduced a class outside of that.

Either way, here are a few more.

## Obligatory Homebrew Warning

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Despite my best efforts, not all of the classes here are going to be fully balanced. I've done my best to maintain some semblance of balance across them, but I'm not perfect.

Please ask your DM before trying to use one of these.

## Overview of each class

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Let's quickly go over what each class is, and where it may be played.

### **Arcanist**

Created for a character I played at higher levels, this class is designed to find the weaknesses in an opponent's magical defences and deal with them quickly.

This class is somewhat underpowered compared to the wizard that it's based on, at higher levels.

### **Linked-Mind**

Oh boy. This monstrosity of a class is what we call *A mess*. It's been played over a pair of oneshots, and I really don't recommend this for inexperienced groups of players.

You play as a hivemind. That means you can have four or five characters you have to roleplay and track at once.

If your DM lets you play this, they're a braver soul than I.

### **Sorcerer (Revised)**

The sorcerer is awful. They're a cool concept, but they're incredibly lacking in 5e. As a fix to that, I've created a revised version of the sorcerer base.

I apologise for not taking it totally seriously as I was writing it. Whilst the actual content is perfectly serious, the wording... not so much.



Proficiency			Mana	Cantrips	-Spell slots per level-								
Level	Bonus	Features	Points	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	—	3	2	—	—	—	—	—	—	—	—
2nd	+2	Arcane Manipulation	4	3	3	—	—	—	—	—	—	—	—
3rd	+2	---	6	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	8	4	4	3	—	—	—	—	—	—	—
5th	+3	---	10	4	4	3	2	—	—	—	—	—	—
6th	+3	Arcane Power	12	4	4	3	3	—	—	—	—	—	—
7th	+3	---	14	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	16	4	4	3	3	2	—	—	—	—	—
9th	+4	---	18	4	4	3	3	3	1	—	—	—	—
10th	+4	Magical Preparation	20	5	4	3	3	3	2	—	—	—	—
11th	+4	---	22	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	24	5	4	3	3	3	2	1	—	—	—
13th	+5	---	26	5	4	3	3	3	2	1	1	—	—
14th	+5	Manifested Power	28	5	4	3	3	3	2	1	1	—	—
15th	+5	---	30	6	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	32	6	4	3	3	3	2	1	1	1	—
17th	+6	---	34	6	4	3	3	3	2	1	1	1	1
18th	+6	Elemental Mana	36	6	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	38	6	4	3	3	3	3	2	1	1	1
20th	+6	Spell Mastery	40	6	4	3	3	3	3	2	2	1	1

# Arcanist

## Class Features

As an Arcanist you gain the following features:

**Hit Points**

**Hit Dice:** 1d6 per Arcanist level

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

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

**Proficiencies**

**Armour:** Light Armour

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Intelligence, Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

**Equipment**

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (h) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

## Spellcasting

As an Arcanist you have access to an ethereal spellbook containing the unending knowledge of a higher plane. See chapter 10 of the player handbook for the general rules of spellcasting and chapter 11 for the wizard spell list.

## Cantrips

At 1st level you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels as shown in the Cantrips Known column of the Arcanist table

## Spellbook

Your spellbook is an ethereal tome, summoned at will and containing the infinite knowledge of a higher plane. This spellbook is not written in any comprehensible language but imbued with an arcane energy. By spending time concentrating on certain pages you can learn to cast the spells listed on them. This raw form of arcane teaching allows you to learn to manipulate the arcane magic, changing it to your desires.

This spellbook can be summoned at will, and will float in front of you as if held by an invisible hand. You cannot touch or otherwise physically interact with this tome as objects will pass through it. By focusing on this tome you can flip through it's pages or move it. The spellbook vanishes if it is ever more than 10 feet from you and for the purposes of spells counts as being worn, as such it will teleport with you if you cast a spell such as Misty Step.

This tome may have any appearance, although it's appearance cannot be changed after it is first summoned.

## Spells of 1st level and higher

At first level you have deciphered your first six 1st level wizard spells of your choice. This spellbook does not contain cantrips.

When you gain an Arcanist level you are able to decipher two wizard spells of your choice. These must be of a level for which you have spell slots as shown on the Arcanist table. On your



adventures you might find other spells that you can learn. By studying a spell you find you can find and decipher it in your spellbook, adding it to your list of known spells. This take 50 gp and 2 hours per spell level as you must spend time experimenting with the spell to decipher it.

The Arcanist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells you must expend a spell slot of that level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list

### Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells. since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence 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 Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell deciphered in your spellbook. You don't need to have the spell prepared, and must have your spellbook summoned during the casting.

### Spellcasting Focus

You can use an arcane focus (found in chapter 5 of the player's handbook) as a spellcasting focus for your wizard spells.

### Arcane Recovery

You have learned to regain some of your magical energy by focusing on your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your Arcanist level (rounded up), and none of the slots can be 6th level or higher.

## Arcane Manipulation

As you decipher the basic components behind a spell you have learnt to change some parts of the spell. You the following manipulation options at 2nd level.

### Inversion

When you cast a spell that deals damage, you can spend Mana points equal to the spell's level to invert the damage type, according to the following pairs:

Fire	Cold
Force	Psychic
Radiant	Necrotic
Lightning	Acid

Thunder, Piercing, Slashing and Bludgeoning damage are not counted as having an inverse damage type. Using inversion on a spell also changes the spell's appearance.

### Arcane Concentration

You can spend 2 Mana points to gain advantage on a Constitution save to maintain concentration on a spell.

## Arcane Power

With more practice you have learnt to expand on your abilities to manipulate the magic of your spells. At 6th level you gain the following abilities:

### Overcasting

You cast a spell at a higher level, only expending the spell slot of the lowest level that spell can be cast at, spending twice the increase in the spell's level. You can only increase a spell's level to the highest level for which you have spell slots. For example if you Overcast a fireball, which is normally a 3rd level spell, increasing it to a 5th level spell, you must spend 4 Mana points as you increase the spell's level by 2.

### Mana Restoration

Once per day, when you finish a short rest you regain 1 quarter of your total Mana points.

## Magical Preparation

You have learnt to use your Mana to influence which spells you can cast. At 10th level you gain the following abilities:

### Mana Learning

You spend 10 Mana points to instantly un-prepare a spell and Prepare a different one. This is a bonus action.

### Mana Preparing

You spend 8 Mana points to prepare an additional spell. This must be done at the end of a long rest



and you can only have one spell Mana prepared at a time.

## Manifested Power

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You have learnt to use your Mana to influence the world around you. At 14th level you gain the following abilities:

### Mana Manifestation

You can add a die to any Ability check, Saving throw or Attack roll. You can use this feature up to once per turn and cannot use it on a roll you have advantage or disadvantage on.

You can choose to add the following die:

Die	Cost in Mana Points
1d4	4
1d6	6
1d8	8
2d4	8

These die are added after the roll is made, but before the result is known.

## Elemental Mana

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You have learnt to use your Mana to convert the elements. At 18th level you gain the following abilities:

### Elemental Prowess

When you cast a spell that deals damage, you can spend 2 Mana points to change the magical damage type any other magical damage type. The damage types this ability can be used with are:

Fire, Cold, Lightning, Thunder, Acid, Radiant and Necrotic.

Using this on a spell also changes the spell's appearance.

## Spell Mastery

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At 20th level, you have achieved such mastery over certain spells that you can cast them at will.

Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal, this includes Overcasting.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.



# Linked-Mind

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Linked are two or more minds which have been joined together into a single intellect. They share all of their knowledge and experience. Linked can introduce new members into their Linked-mind however this requires all of their bodies to be present.

## Drones

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You have a number of bodies, one for each person that has joined the Linked-mind. These bodies are often referred to as Drones.

A Linked-mind still places great value on each Drone, often going as far as to seek methods to resurrect them if one falls in battle. These drones will often retain many of the personality characteristics they had before joining the Linked-mind. However, if there are characteristics, or personality traits that the Linked-mind does not wish to retain, they will no longer be exhibited. For convenience among other people, each Drone often retains it's name.

Each drone is liable to their own status effects, such as poison or drunkenness, which will not affect the rest of the Linked-mind. However, these status effects cannot lower the mental capacity or change the thought process of the drone.

## Telepathy

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The Linked-mind is a single mind controlling all of the drones connected to it. This is an arcane mind, created using the part of the Weave upon which all consciousness sits. This is the same part of the mind that many illusion and mind control spells utilise. The linked-mind was created by merging the consciousnesses of multiple people into a single mind.

The effect of this is that anything known to one drone is instantaneously known to all other Drones. This means that you share experience and knowledge between all drones.

This telepathy is not affected by an anti-magic field or dispel magic. Other than the Linked-mind itself, only a wish spell can alter the Linked-mind.

## Joining a Linked-mind

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Linked-minds tend to be small in number, usually starting at less than four members, although some cults will form far larger Linked-minds.

There are a number of reasons that a person may choose to join a linked mind. Whatever their reasoning, if the Linked-mind allows them to join,

they will take part in an hour long ritual that requires all drones of the linked mind to be present. This can effectively limit the size of a linked mind.

This ritual, called the ritual of linking, takes an hour to complete, during which the new member must be willing to join. There is no way to force someone to join a Linked-mind.

At the end of the ritual of Linking, the new Drone is added to the Linked-mind. All of the drone's knowledge is absorbed into the Linked-mind.

For each of the three mental ability scores (Intelligence, Wisdom and Charisma) roll a 1d100 with a DC equal to two times the number of drones in the linked-mind (before the Ritual of Linking). On a successful roll, the highest value for that ability score is chosen (the Linked-mind's old score or the new Drone's old score). On a failed roll, the ability score is decreased by 4 or to match the lower of the two scores, whichever occurs first.

This means that adding more members to a linked mind increases the risk of lowering the intellect of the mind.

You may choose one proficiency from the new Drone and add it to your own. If you already have proficiency with that skill, you gain expertise. You cannot chose a skill for which you already have expertise.

## Leaving a Linked-mind

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Linked-minds can choose to set drones free. In this case, the Drone's original personality is returned to it. It will remember it's time within the Linked-mind fondly and often continue to consider the Linked-mind as family. The Linked-mind maintains all knowledge that it gained from the Drone, however it no-longer has a telepathic connection to the free Drone.

## Linked Scores

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**Character sheets:** Each drone has it's own character sheet, tracking their Hit points, inventories and spell slots separately.

**Shared Mentality:** As a Linked-mind, you share all of your mental Ability scores between each drone. You also share your proficiencies, expertise, feats and saving throws between each Drone.

**Death:** If a Drone dies, the personality and knowledge of that drone lives on in the Linked-mind. The linked mind will often attempt to revive the Drone as it views them as extremely valuable.



			Healer and Caster Roles										Fighter Roles				
Proficiency			Spells	Spell slots per level									Spells	Spell slots			
Level	Bonus	Features	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Known	1st	2nd	3rd	4th
1st	+2	Roles, Role Feature	4	2	—	—	—	—	—	—	—	—	1	2	—	—	—
2nd	+2	—	6	3	—	—	—	—	—	—	—	—	2	2	—	—	—
3rd	+2	Multiaction	8	4	2	—	—	—	—	—	—	—	3	2	—	—	—
4th	+2	Ability Score Improvement	10	4	3	—	—	—	—	—	—	—	4	3	—	—	—
5th	+3	Role Feature	12	4	3	2	—	—	—	—	—	—	5	3	—	—	—
6th	+3	Multiaction	14	4	3	3	—	—	—	—	—	—	6	3	—	—	—
7th	+3	—	16	4	3	3	1	—	—	—	—	—	7	4	2	—	—
8th	+3	Ability Score Improvement	18	4	3	3	2	—	—	—	—	—	8	4	2	—	—
9th	+4	Multiaction	20	4	3	3	3	1	—	—	—	—	9	4	2	—	—
10th	+4	Role Feature	21	4	3	3	3	2	—	—	—	—	10	4	3	—	—
11th	+4	—	22	4	3	3	3	2	1	—	—	—	11	4	3	—	—
12th	+4	Ability Score Improvement	23	4	3	3	3	2	1	—	—	—	12	4	3	—	—
13th	+5	Role Feature	24	4	3	3	3	2	1	1	—	—	13	4	3	2	—
14th	+5	—	25	4	3	3	3	2	1	1	—	—	14	4	3	2	—
15th	+5	Multiaction	26	4	3	3	3	2	1	1	1	—	15	4	3	2	—
16th	+5	Ability Score Improvement	27	4	3	3	3	2	1	1	1	—	16	4	3	3	—
17th	+6	Role Feature	28	4	3	3	3	2	1	1	1	1	17	4	3	3	—
18th	+6	—	29	4	3	3	3	3	1	1	1	1	18	4	3	3	—
19th	+6	Ability Score Improvement	30	4	3	3	3	3	2	1	1	1	19	4	3	3	1
20th	+6	Role Feature	32	4	3	3	3	3	2	2	1	1	20	4	3	3	1

## Creating a Linked-mind

The regular character creation process is a little different for linked minds.

**Talk with your DM:** Each game is different. Your DM may allow you to start with more or less Drones, however it is recommended to start with 3 or 4 Drones at first level. If you're starting at higher levels, the recommended amount of Drones increases by 1 for every 5 levels.

**Character Sheets:** Each drone has it's own character sheet, so gather as many sheets as you have drones.

**Race:** Your drones do not need to be of any one race. So feel free to choose whatever races you would like. Any weapon, armour, skill or language proficiencies gained from each race is shared between all drones. Any other racial ability is separate to each drone.

**Physical Ability scores:** For each drone, roll your ability scores (do not use point buy, if this is an issue, talk with your DM). Your drones Strength, Dexterity and Constitution scores are separate, so write those down in each drones sheet.

**Mental Ability scores:** Each drone should have a value for their mental ability scores, take the highest value for that score across all drones, and use that for all drones. This often leads to drones with significant mental scores. Be sure that you have added your racial bonuses to any drone's ability score *before* you take the highest. After

this step, all mental ability scores should be equal.

Your mental ability scores cannot be improved using feats or ability score improvements.

**Balancing:** This is an optional rule. If you have drones with more than one mental ability score at 20, choose one to keep, and decrease the other to 16. Repeat this if needed.

**Backgrounds:** Each drone has their own background, however, any skill, tool, weapon or armour proficiencies are shared between all drones.

**Additional Proficiencies:** All drones gain proficiency in all armour and shields as well as all simple and martial weapons.

**Hit Points at first level:** Your drones have hit points equal to 8 + their constitution modifier.

**Hit points at later levels:** Your drones have hit points equal to 1d8 (or 5) + their constitution modifier. You roll hit points for each of your drones separately.

**Hit point tracking:** Each drone tracks their Hit points and Hit die separately.

**Role:** Each drone must choose a role. You cannot change this later. The roles available to your drones are Healer, Caster, Melee Fighter and Ranged Fighter. Each role has their own spell list. Healer and Caster are full-casters and Melee Fighter and Ranged Fighter are quarter casters.



**Spells known and prepared:** Whenever you learn a new spell, however it is learnt, all drones that have that spell on their role's spell list learn that spell. Your drones do not need to prepare spells, and have any spells that you know prepared at all times (like a sorcerer).

You learn spells each time you gain a level. The spells known columns of the Linked-mind table show when you learn more spells of your choice. The columns apply to each role individually.

**Spell slots:** Each drone tracks their spell slots separately.

**Cantrips:** Each role knows a number of cantrips equal to the number of drones in the Linked-mind. Once every cantrip on that role's spell list is known, that role cannot gain additional cantrips. Every time a new drone joins, each role learns an additional cantrip. There are cantrips that are on multiple role's spell lists. If you learn this cantrip for one role, it counts towards the number of cantrips learned for each role that also has that cantrip.

**Trance:** Drones that are not needed or being used will often spend time in a trance like state. Although not all Linked-minds utilise this, drones are able to be left in a trance indefinitely without requiring food or water. This trance state counts as unconscious for the Primordial race.

This trance is used to allow the Linked-mind to function while some drones rest (only requiring 4 hours, like an elf) or to allow the Linked-mind to focus on a single drone or task.

**Primordials:** When used with the Primordial race from [starsandlasers.com/dnd](http://starsandlasers.com/dnd) which was written by the same author as this class, if one of your drones is a primordial and their affinity effects a mental attribute, they do not gain the +1 to their ability score.

## Multiaction

You share your actions between your drones. Each turn, you have one Action, one Bonus Action and one Reaction. Any drone can take any of these.

All drones get their full movement on your turn.

At 3rd level, and again at 6th, 9th and 15th levels, you gain an additional Action and Bonus Action that you can take on your turn.

No drone can take two actions or bonus actions during it's turn.

## Ability Score Improvements

At 4th level and again at 8th, 12th, 16th and 19th level you can increase your drones ability scores.

For each drone, you can increase one ability score by 2 points or two ability scores by 1 point.

Alternatively, you can choose to take a single feat. This feat is applied to all drones.

You cannot change your Intelligence, Wisdom or Charisma scores using this feature.

## Multiclassing

If you choose to multiclass with the Linked-mind class, all of your drones must multiclass into the same class.

Additionally, you cannot multiclass into Linked-mind.

## Roles

There are four roles that a drone may have. When a drone is added to the Linked-mind, it is given a role. Once a drone has a role, it cannot be changed.

**Healer:** A fullcaster role, the healer maintains the other drones. This role is entirely focused on healing. A healer is less efficient at healing characters that are not in the Linked-mind.

**Caster:** The caster utilizes a number of utility spells as well as damaging spells. This role is the primary magic user role of the Linked-mind.

**Melee Fighter:** The melee fighter is the drone that is thrown into combat with a spear and expected to kill foes. These drones are often left to rest between fights and may spend multiple days in a trance awaiting use.

**Ranged Fighter:** The Ranged fighter is capable in combat from a range. Using a number of weapons, from crossbows to javelins. This role also often spends a lot of time in a trance awaiting use.

## Healer

This role focuses solely on healing other drones or friendly creatures.

**Spellcasting:** Charisma is your spellcasting ability for your healer drones. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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



**Spell attack modifier** = your proficiency bonus  
+ your Charisma modifier

**Linked-healer:** Starting at 1st level, every time a healer drone heals another drone using a spell slot of 1st level or higher, the healer drone heals 2 Hit points. Whenever they heal a creature that is not part of the Linked-mind, they do not add any proficiency bonuses, ability score modifiers or their level to any healing rolls. This does affect the Healing Hands ability.

**Healing Pool:** Starting at 5th level, all Healer drones have a shared pool of Hit points equal to your level + the number of healer drones. They can choose to add any number of these points to a healing spell when they take their action to heal a creature that is not part of the Linked-mind. A number of expended points equal to your proficiency bonus is restored each time a Healer drone finishes a long rest.

**Healing Aura:** Starting at 10th level, whenever another drone is within 5 feet of a healing drone they gain additional hit points equal to half your level. Once a drone has gained temporary hit points using this feature they cannot do so again until they finish a long rest.

**Healing Hands:** Starting at 13th level, you add your proficiency bonus to any healing caused by a touch spell.

**Linked Pool:** Starting at 17th level, you can use your healing pool ability on other drones.

**Swift Pool:** Starting at 20th level, your healing pool recovers when a healing drone takes a short rest.

## Caster

This role focuses on utility and damaging spells. This is the primary magic caster.

**Spellcasting:** Intelligence is your spellcasting ability for your Caster drones. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

**Linked-Avoidance:** Starting at 1st level, whenever you cast a spell, you can choose a number of drones up to your Intelligence modifier to completely exclude from any effects.

**Linked-Spells:** Starting at 5th level, whenever a spell can target multiple creatures, you can choose an additional drone to target for free. Once a drone has used this feature, it cannot do so again until it finishes a long rest.

**Relative Radius:** Starting at 10th level, whenever you cast a spell with a radius, you can choose to increase or decrease the radius by half of the radius. Once a drone has used this feature it cannot do so again until it finishes a long rest.

**Boosted Spell:** Starting at 13th level, whenever you cast a spell with a spell save DC, you can impose disadvantage on one creature. Once a drone has used this feature it cannot do so again until it finishes a long rest.

**Linked-Casting:** Starting at 17th level, choose a spell of first or second level. Whenever you cast this spell using it's lowest level, you can choose a second drone within 30 feet. You can spend your reaction to also cast the spell from the second drone that you chose. The second drone can be of any role and does not cost a spell slot to cast the additional spell.

The spell that you choose can be changed whenever the caster drone finishes a long rest.

**Free spell:** Starting at 20th level, choose a first level spell and a second level spell. Whenever you cast this spell using it's lowest level spell slot, you do not expend a spell slot. One or both of these spells can be changed if the caster drone spends eight hours in a Trance.

## Melee Fighter

This role focuses on fighting up close and personal.

**Spellcasting:** Wisdom is your spellcasting ability for your Fighter drones. 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 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

**Fighting Style:** Starting at 1st level, you can choose a fighting style. This fighting style is used by all of your Melee Fighter drones. Choose one of the following.

Defensive style: Your Melee Fighter drones gain a +1 to their AC



**Dueling:** When your Melee Fighter drones are wielding a weapon in one hand and no other weapons, they gain a +2 bonus to damage rolls.

**Two-weapon fighting:** When your Melee Fighter drones engage in two weapon fighting they can add their ability modifier to their second attack.

**Extra Attack:** Starting at 5th level, when your Melee Fighter Drones take the attack action on your turn, they can attack twice.

**Fighting Style:** Starting at 10th level, you can choose an additional fighting style.

**Extra Attack:** Starting at 13th level, when your Melee Fighter drones take the attack action on your turn, they can forgo their second attack and allow a different Melee Fighter drone to immediately make a single attack.

**Fast Feet:** Starting at 17th level, your Melee Fighter drones gain an additional 10 feet of movement.

**Reliable:** Starting at 20th level, for each Melee Fighter drone, choose Strength or Dexterity. If an ability check or saving throw with the chosen ability score roll less than 10 on the die, then the die is treated as 10. This includes critical fumbles.

## Ranged Fighter

This role focuses on fighting up close and personal.

**Spellcasting:** Wisdom is your spellcasting ability for your Fighter drones. 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 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

**Fighting Style:** Starting at 1st level, Your Ranged Fighter Drones gain the Archery fighting style. Your Ranged Fighter drones gain a +2 bonus to attack rolls made with a ranged weapon.

**Extra Attack:** Starting at 5th level, when your Melee Fighter Drones take the attack action on your turn, they can attack twice.

**Powerful shot:** Starting at 10th level, whenever a Ranged fighter drone hits with a ranged weapon, you can choose to deal an additional 1d4 damage if the target is below their hit point maximum.

**Synchronised Shot:** Starting at 13th level, whenever two or more Ranged fighter drones make ranged weapon attacks against a single target, they both gain advantage on the roll.

**Sniper:** Starting at 17th level, whenever your Ranged Fighter drones hit a surprised target with a ranged weapon attack, their attacks are treated as a critical hit.

**Reliable:** Starting at 20th level, for each Melee Fighter drone, choose Strength or Dexterity. If an ability check or saving throw with the chosen ability score roll less than 10 on the die, then the die is treated as 10. This includes critical fumbles.



# Spell Lists

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Each role has it's own spell lists. Cantrips are listed as Level 0 spells.

## Healer

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### LEVEL 0

Healing thought  
Mage hand  
Message  
Mending  
Presdidigitation  
Guidance  
Resistance  
Light  
Spare the Dying

### LEVEL 1

Absorb Elements  
Bane  
Bless  
Ceremony  
Cure Wounds  
False Life  
Healing Word  
Herosim

### LEVEL 2

Aid  
Gentle Repose  
Healing Spirit  
Lesser Restoration  
Prayer of Healing

### LEVEL 3

Aura of Vitality  
Beacon of Hope  
Life Transference  
Mass healing Word  
Protection from energy  
Remove curse  
Revivify

### LEVEL 4

Aura of life  
Death Ward

### LEVEL 5

Greater Restoration  
Mass cure wounds  
Reincarnate

### LEVEL 6

Heal  
Heroes' Feast

### LEVEL 7

Regenerate  
Resurrection

### LEVEL 8

Holy aura

### LEVEL 9

Invulnerability  
Mass Heal  
Power Word Heal  
True Resurrection

## Caster

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### LEVEL 0

Mage hand  
Message  
Mending  
Predidigitation  
Acid Splash  
Chill Touch  
Control Flames  
Create Bonfire  
Dancing Lights  
Eldritch Blast  
Friends  
Frostbite  
Gust  
Infestation  
Light  
Magic Stone  
Minor Illusion  
Mould Earth  
Poison Spray  
Produce Flame  
Shape Water  
Shocking Grasp  
Thaumaturgy  
Thorn Whip  
Thunderclap  
Vicious Mockery

### LEVEL 1

Alarm  
Burning Hands  
Catapult  
Cause Fear  
Chaos Bolt  
Charm Person  
Chromatic Orb  
Color Spray  
Create or Destroy Water  
Detect Magic  
Disguise Self  
Faerie Fire  
Feather Fall  
Fog Cloud  
Guiding bolt



Ice knife  
Identify  
Jump  
Longstrider  
Mage Armour  
Magic Missile  
Ray of sickness  
Shield  
Silent Image  
Sleep  
Speak with animals  
Tenser's Floating disk  
Unseen Servant

#### LEVEL 2

Aganazzar's Scorchers  
Alter self  
Augury  
Arcane Lock  
Blur  
Darkness  
Darkvision  
Detect Thoughts  
Dragon's Breath  
Earthbind  
Enhance ability  
Enlarge/Reduce  
Flaming sphere  
Gust of wind  
Heat Metal  
Hold Person  
Invisibility  
Knock  
Levitate  
Locate Object  
Mind Spike  
Mirror Image  
Misty step  
Pass without trace  
Phantasmal Force  
Rope Trick  
See Invisibility  
Silence  
Spider climb  
Suggestion  
Zone of Truth

#### LEVEL 3

Blink  
Call Lightning  
Counterspell  
Dispell Magic  
Enemies abound  
Fear  
Feign Death  
Fireball  
Fly  
Gaseous Form  
Leomund's tiny Hut  
Lightning bolt  
Major Image  
Melf's Minute Meteors

Sending  
Slow  
Wall of sand  
Wall of water  
Water breathing  
Water walk

#### LEVEL 4

Banishment  
Blight  
Charm Monster  
Confusion  
Conjur minor Elementals  
Control Water  
Dimension Door  
Divination  
Dominate beast  
Elemental Bane  
Evard's Black Tentacles  
Freedom of Movement  
Grasping Vine  
Greater Invisibility  
Hallucinatory Terrain  
Ice Storm  
Otiluke's Resilient Sphere  
Polymorph  
Stone Shape  
Storm Sphere

#### LEVEL 5

Animate Objects  
Antilife Shell  
Awaken  
Bigby's Hand  
Cloudkill  
Cone of cold  
Conjur Elemental  
Conjure Volley  
Dominate Person  
Far step  
Flame strike  
Geas  
Hold monster  
Modify Memory  
Pass wall  
Planar binding  
Scrying  
Seeming  
Steel wind strike  
Telekinesis  
Teleportation Circle

#### LEVEL 6

Arcane gate  
Blade Barrier  
Chain Lightning  
Disintegrate  
Eyebite  
Globe of Invulnerability  
Mass suggestion  
Otiluke's Freezing Sphere



Programmed Illusion  
Scatter  
Tenser's Transformation  
Wind Walk

#### LEVEL 7

Delayed blast fireball  
Divine Word  
Etherialness  
Mirage Arcane  
Mordenkainen's Magnificent Mansion  
Plane shift  
Prismatic Spray  
Reverse Gravity  
Teleport

#### LEVEL 8

Antimagic field  
Demiplane  
Dominate Monster  
Feeblemind  
Glibness  
Mighty fortress  
Power word stun

#### LEVEL 9

Astral Projection  
Gate  
Mass Polymorph  
Meteor Swarm  
Power Word Kill  
Prismatic Wall  
Shapechange  
Time Stop  
True Polymorph  
Wish

### Melee Fighter

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#### LEVEL 0

Blade Ward  
Booming Blade  
Green-Flame Blade  
Lightning Lure  
Magic Stone  
Primal Savagery  
Shillelagh  
Shocking Grasp  
Sword burst  
True Strike  
Vicious Mockery

#### LEVEL 1

Armour of Agathys  
Compelled Duel  
Hellish Rebuke

#### LEVEL 2

Flame Blade  
Magic Weapon  
Shadow Blade

#### LEVEL 3

Elemental Weapon  
Phantom Steed  
Vampiric touch

#### LEVEL 4

Find Greater Steed  
Shadow of Moil  
Staggering smite

### Ranged Fighter

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#### LEVEL 0

Blade Ward  
Booming Blade  
Green-Flame Blade  
Lightning Lure  
Magic Stone  
Primal Savagery  
Shillelagh  
Shocking Grasp  
Sword burst  
True Strike  
Vicious Mockery

#### LEVEL 1

Ensnaring strike  
Entangle  
Expeditious Retreat  
Hail of Thorns  
Snare

#### LEVEL 2

Cordon of Arrows  
Melf's Acid Arrow

#### LEVEL 3

Flame Arrows  
Lightning Arrow  
Thunder Step

#### LEVEL 4

Phantasmal Killer  
Vitriolic Sphere

### Healing thought

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Level: Cantrip  
Components: none  
Casting Time: 1 Action  
Choose a drone within 30 feet with 1 or more hit points. They gain 1 hit point.



Level	Sorcery	Proficiency		Cantrips	Spells	-Spell slots per level-								
	Points	Bonus	Features	Known	Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	—	+2	Spellcasting, Sorcerous Origin	4	2	2	—	—	—	—	—	—	—	—
2nd	2	+2	Font of magic	4	3	3	—	—	—	—	—	—	—	—
3rd	3	+2	Metamagic	4	4	4	2	—	—	—	—	—	—	—
4th	4	+2	Ability Score Improvement	5	5	4	3	—	—	—	—	—	—	—
5th	5	+3	—	5	6	4	3	2	—	—	—	—	—	—
6th	6	+3	Sorcerous Origin Feature	5	7	4	3	3	—	—	—	—	—	—
7th	7	+3	—	5	8	4	3	3	1	—	—	—	—	—
8th	8	+3	Ability Score Improvement	5	9	4	3	3	2	—	—	—	—	—
9th	9	+4	Arcane Recovery	5	10	4	3	3	3	1	—	—	—	—
10th	10	+4	Greater Metamagic	6	11	4	3	3	3	2	—	—	—	—
11th	11	+4	—	6	12	4	3	3	3	2	1	—	—	—
12th	12	+4	Ability Score Improvement	6	13	4	3	3	3	2	1	—	—	—
13th	13	+5	—	6	14	4	3	3	3	2	1	1	—	—
14th	14	+5	Sorcerous Origin feature	6	15	4	3	3	3	2	1	1	—	—
15th	15	+5	—	6	16	4	3	3	3	2	1	1	1	—
16th	16	+5	Ability Score Improvement	6	17	4	3	3	3	2	1	1	1	—
17th	17	+6	Counter Casting	6	18	4	3	3	3	2	1	1	1	1
18th	18	+6	Sorcerous Origin feature	6	19	4	3	3	3	3	1	1	1	1
19th	19	+6	Ability Score Improvement	6	20	4	3	3	3	3	2	1	1	1
20th	20	+6	Arcane Form	6	22	4	3	3	3	3	2	2	1	1

## Sorcerer (Revised)

The sorcerer, found in the Players Hand Book is one of the most thematic classes available to players. However, it has it's issues, and they're major issues. Notably: There is no mechanical reason to ever take sorcerer over wizard.

So I've attempted to fix that...

### Spellcasting

It's magic. You know how it works, you do the fingers bit and say the wordsy bit and shit happens. Don't think about it too hard.

Anyway, you cast with your Charisma ability score (that's the one that makes people like you).

You don't prepare spells. You already know them, just like you already know this bit. If it's in your known spells, you can cast them. Still gotta choose a number equal to the spells known column of the table above (use your peepers).

You also know a number of cantrips equal to the cantrips known column, shocking, I know.

### Sorcerous Origin

This thing gives you your power. They're in the PHB (players hand book) and XGE (Xanathars Guide to Everything). Look 'em up, choose a coolio one, roll with it.

You get a cool thing at 1st level, 6th level, 14th level and one at 18th level. You'll find what exactly these are in the book that your origin is

from. These are pretty plug-and-play, so don't be afraid of some of the homebrew ones out there, although you may find some things that aren't particularly balanced.

### Font of magic

So this is the point where you actually get like, an ability that's unique to sorcerer really. It's pretty dope. You get these little wells of power, called sorcery points. You can now make spells slots as a bonus action!

You can spend sorcery points to make a spell slot, or spend a spell slot to make sorcery points.

Spell slot Level	Sorcery Point cost	Sorcery Points Recovered
1	2	1
2	3	2
3	5	3
4	6	4
5	7	5

Even if you spend spell slots, you can't have more sorcery points than your maximum, so don't waste any of that sweet sweet magical potential. Whenever you take a long rest, you get back any of these little wells of power that you've spent.

### Metamagic

Disclaimer: This is not the ability to cast spells at enemies you do not know about.

This ability is the ability to twist, turn, bend and break your magic as it suits you. These abilities use those neat little sorcery point things, and you usually can't use more than one at a time, unless they say so.

I've listed them here, and by here I mean on the next page because I ran out of space.



### Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

### Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

You can use Distant Spell even if you have already used a different Metamagic option during the casting of the spell.

### Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

### Extended Spell

When you cast a spell that has a duration of 1 round or longer, you can spend 1 sorcery point to double its duration, to a maximum of 24 hours.

### Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

### Quicken Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

### Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature within range with the same spell (1 sorcery point if the spell is a cantrip).

## Ability Score Improvement

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You get better at stuff. You can increase 1 ability score by 2, 2 scores by 1, or take a feat. You know how this works, stop pretending you don't.

Oh btw, you can't go over 20 with this feature, don't even try that.

## Arcane Recovery

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So you're facing like 4 enemies and your party keep wanting to sleep for an hour between fights, so I guess we'll do that thing then.

When you take a short rest, you regain up to half of your expended sorcery points.

## Greater Metamagic

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So now you're 10th level you get even more Metamagics! These ones aren't even in the base sorcerer, that's right, they're cooler!

### Touch Spell

When you cast a spell with a range of self, you can spend 1 sorcery point to change the range to touch. If the spell is concentration, the creature you cast it on can concentrate on the spell instead of you, however this costs 1 sorcery point per turn that it is being concentrated on. Once it has been decided who will concentrate on the spell, it cannot be changed.

### Spell Powered

When you cast a spell that requires you to make an ability check, you can spend a number of sorcery points equal to the spell's level (1 point if it's a cantrip) to give yourself advantage on the check.

### Lingering Spell

When you cast a spell of 4th level or lower, you can take your next action to cast the same spell again without expending a spell slot. To do so, you expend a number of sorcery points equal to the spell's level.

### Spell Blast

When you cast a spell that targets only one creature, you can spend 2 sorcery points to force that creature to make a Strength save against your spell save DC or be knocked prone. This costs 6 sorcery points if you use this Metamagic on the same spell as Twinned spell.

You can use Spell Blast even if you have already used a different Metamagic option during the casting of the spell.

## Counter Casting

---

You know Counterspell? No? Well now you do. Congratulations!

Also if you do know it, you can have another spell I guess, 3rd level or lower yeah?

Oh yeah, this doesn't count towards your known spells.

So now you can un-cast other people's spells. Neato. So now what? Well your counterspell is better than old counterspells.



It's a magic *Backatcha*.

When you counterspell someone (successfully mind you), you steal the essence of their spell and can cast it using a spell slot of your own as a bonus action or action (whatever the spell usually uses) on your next turn, even if you don't know the spell.

Once you use this feature you can't do so again until you finish a long or short rest.

## Arcane form

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At 20th level you gain access to your Arcane Form. This form lasts for 1 minute. For the duration, you gain the following benefits:

Your AC increases by 2. You gain advantage on all saves against magic and resistant to damage from spells and magic weapons. Additionally you gain advantage on concentration saves. Whenever you cast a spell of 1st level or higher, you regain 1 expended sorcery point.

When you use this ability you can't use it again until you finish a long rest.



# Boons and Feats

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Boons, and their more player-chosen optional equivalent, Feats, are a great way to add a lot of customisability to a character. So, here's a few of those.

## Obligatory Homebrew Warning

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Despite my best efforts, not all of the feats here are going to be fully balanced. I've done my best to maintain some semblance of balance across them, but I'm not perfect.

Please ask your DM before trying to use one of these.

## Overview of each Feat or Boon

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Let's quickly go over what each class is, and where it may be played.

### **Vampirism**

You're a Vampire now, and can take additional feats after the first to gain a number of additional abilities. This means that not all vampires are the same.



# Vampires

Vampirism is a feat that a character may take before, or during the running of a game. If this feat is taken during play, the Game Master may only allow a character who has been infected with Vampirism to take it.

## Vampirism

Total Level	Feeding Dice	Feeding Save
1st	2d6	10
2nd	2d6	11
3rd	2d6	11
4th	2d6	12
5th	3d6	12
6th	3d6	13
7th	3d6	13
8th	3d6	14
9th	4d6	14
10th	4d6	15
11th	4d6	15
12th	4d6	16
13th	5d6	16
14th	5d6	17
15th	5d6	17
16th	5d6	18
17th	6d6	18
18th	6d6	19
19th	6d6	19
20th	6d6	20

When you take this feat you gain the following benefits:

You become immune to disease.

For every 10 years that pass, your body ages only 1 year and you suffer no adverse effects from aging.

Additionally, whilst you have a target grappled, you can use your action to make a bite attack with your fangs against a humanoid that can bleed. This attack is finesse, you are proficient with it, and it deals 1d4 piercing damage plus your dexterity modifier.

When you bite people who are charmed by you, they must make a Constitution saving throw with a DC equal to your Feeding save or be stunned for one minute. They may

repeat this save at the end of each of their turns.

When you have bitten a humanoid in this way, you may use your action to feed on them by drinking their blood. Each time you drink blood directly from a humanoid that is not infected with vampirism you gain 1 blood point. Each humanoid that you feed from does not take damage from the first blood point that you take from them after a long rest, however, each blood point after the first deals magical piercing damage equal to your Feeding dice. You can gain a number of blood points up to a maximum of your total level + 1.

When you have 0 blood points, you gain one level of exhaustion. Resting cannot remove this level of exhaustion. The only way to remove this level of exhaustion is to gain another blood point.

Humanoids are unable to remember being bitten by a vampire, only remembering the feeling of extreme euphoria that both the vampire and their victims feel.

When you finish feeding you are able to use your reaction to kiss the wound caused by your fangs, sealing it closed. This only closes the wound, it does not heal your victim.

## Hunger

The longer you spend between feeding, the more your hunger begins to grow. Each time you take a long rest, you gain one Hunger. When your Hunger

Hunger	Effects
5	Decay, Silvered Vulnerability
10	Decay, Sunlight Sensitivity
15	Decay, Waterburn
20	Decay Sunburn
25	Decay,
30	Decay, Sunburn increase
35	Decay,
40	Decay, Starvation
45	Decay,
50	Decay, Torpor

reaches certain levels, a number of negative effects happen according to the table.

You do not need to eat, but if you do not eat between long rests, you gain 2 hunger at the end of your long rest.

Whenever you finish feeding from a humanoid, your Hunger is reset to 0.

### Decay

Whenever you gain this effect, you lose one blood point.

### Silvered Vulnerability

When you gain this effect, you become vulnerable to damage from silvered weapons.

### Sunlight Sensitivity

Whenever you gain this effect, you become sensitive to sunlight. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

### Waterburn

Whenever you gain this effect, you become susceptible to running water. Whenever you end your turn in running water, you take acid damage equal to your feeding dice.

### Sunburn

Whenever you gain this effect, you become incredibly sensitive to sunlight. Each minute you spend in direct sunlight you take 1d6 fire damage. At 30 hunger this becomes every turn you end in direct sunlight instead of per minute.

### Starvation

Whenever you drink blood from a humanoid you must make a Wisdom saving throw against your Feeding save DC or you must continue to feed. You can repeat this save at the end of each of your turns.

### Torpor

Whenever you gain this effect, you immediately fall into a comatose state. You cannot awaken until you are fed blood by another being. Whilst you are in hibernation you are immune to all damage except from silvered weapons, do not age and your hunger does not grow.



## Vampire Abilities

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Being a vampire isn't all about the negative abilities and fending them off by drinking blood. There are up-sides to this ancient curse.

You can spend blood points for a number of varying effects. Some abilities have a level limit. Ensure that you are equal to the required level or higher. You can only spend blood points on one ability per turn. You can spend them in the following manners:

### **Healing** - Requires Level 1

You can spend one blood point over the course of a minute to heal a number of hit points equal to your Feeding Dice at the end of the minute. To do this you must use your bonus action on each of your turns during the minute. If you use your bonus action to do anything other than heal in this way during the minute, the blood point is still expended but you do not heal.

### **Sprint** - Requires Level 1

As a bonus action you can spend one blood point to dash.

### **Draw Blood** - Requires Level 3

When you hit with an attack against a target you can see that is below its maximum hit points and is capable of bleeding, you can expend 1 blood point to deal an additional 1d8 damage.

### **Vampiric Fortitude** - Requires Level 6

As a bonus action you can spend 3 blood points to gain resistance to non-magical piercing slashing and bludgeoning damage from non-silvered weapons for one minute.

## Additional Feats

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Your Vampirism can be boosted by taking additional feats. These feats are only available when you already have the Vampirism feat. Each of these feats give you a few new abilities. You gain any abilities you are not currently high enough level for as soon as you reach that level.

### Vampiric Hunger

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When you take this feat you gain the following Vampiric Abilities:

#### **Consume** - Requires Level 3

When you finish feeding, you can choose to take a large bite out of your victim. You deal damage equal to your Feeding die. You heal the amount of damage dealt if you swallow the chunk of flesh you tear off. This wound cannot be hidden by kissing the wound.

#### **Superior Feeding** - Requires Level 5

Whenever you feed from a humanoid, you can choose to feed at an increased rate. You gain 2 blood points and deal damage equal to twice your Feeding die. If this is the first time your victim is being fed upon since their last long rest you only do damage equal to your Feeding die.

#### **Quick bite** - Requires Level 7

Whilst you have a humanoid grappled, you can spend 2 Blood Points make your bite attack on a bonus action instead of an action.

### Misty Vampire

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When you take this feat you gain the following Vampiric Abilities:

#### **Misty Dash** - Requires Level 3

As a bonus action you can spend 2 blood points to cast the misty step spell.

#### **Misty Form** - Requires Level 5

As an action, you can spend 3 blood points to cast the gaseous form spell, targeting only yourself.

#### **Vanishing Mist** - Requires Level 7

Whenever you are reduced to 0 hit points you can spend 5 blood points as a reaction to instead be reduced to 1 hit point and be turned to mist, as if by the Wind Walk spell. Whilst you are in a gaseous form like this, you can only return to your true form at the end of 1 hour of uninterrupted meditation.

### Seductive Vampire

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When you take this feat you gain the following Vampiric Abilities:

#### **Merciful Drain** - Requires Level 1

When you reduce a humanoid to 0 hit points or below by feeding on them, you can spend one blood point to instead reduce them to 1 Hit point and knock them unconscious for 1d4 hours. The humanoid is charmed by you for 8 hours after it regains consciousness. This charm is immediately broken if you damage the target.

#### **Lovely Bite** - Requires Level 5

Whenever you feed from a humanoid without damaging them, you can spend one Blood point to cause them to roll a Wisdom saving throw against your Feeding save DC. On a failed save they become Charmed by you for 24 hours. If you are of a species and gender they are normally attracted to, they regard it as their true love while they are Charmed. This effect is immediately broken if you damage the target.

#### **Empathic Drain** - Requires Level 10

When you feed from a humanoid you can spend one blood point to cause them to roll an



Intelligence saving throw against your Feeding save DC. A willing humanoid can choose to fail this save. On a failed save you gain one memory from that humanoid that is one hour or less long.

## Natural Vampire

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When you take this feat you gain the following Vampiric Abilities:

**Animalistic Bite** - Requires Level 1

Whilst you remain unable to gain blood points from biting a beast, you can sate your hunger (reduce it to 0) by feeding on a beast.

**Commune with beasts** - Requires Level 3

You can spend 2 blood points to cast the speak with animals spell.

**Dominating Presence** - Requires Level 7

You can spend 3 blood points to cast dominate beast without any verbal or somatic components.

## Turning Vampire

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When you take this feat you gain the following Vampiric Abilities:

**Quick bite** - Requires Level 3

Whilst you have a humanoid grappled, you can spend 2 Blood Points make your bite attack on an bonus action instead of an action.

**Infective Bite** - Requires Level 5

You gain the ability to turn humanoids to lesser vampires. By spending 5 blood points as a reaction when you reduce a humanoid to 0 Hit points by feeding. The victim is instead reduced to 1 Hit point and knocked unconscious for 8 hours. When they regain consciousness, they are a lesser vampire. This gives them the feat Vampirism, however, they will need to take the feat again before they can take any additional feats. The target is charmed by you for 30 days, or until you or your companions do anything harmful to it. When the charm ends, the target chooses whether to remain friendly to you based on how you treated it. The target is unaware they were subjected to a charming effect if this charm reaches it's 30 day conclusion without being interrupted.

## Mobile Vampire

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When you take this feat you gain the following Vampiric Abilities:

**Climbing** - Requires Level 3

As a bonus action you can spend 1 blood point. When you do so you gain the Spider Climbing ability for 1 minute.

**Leaping** - Requires Level 3

As a free action, you can spend 1 blood point. When you do so, you gain the Leaping ability for 1 minute. Whilst you have the Leaping ability, you can jump up to 15 feet vertically and 20 horizontally as a bonus action on your turn.

**Falling** - Requires Level 5

As a reaction to falling, you can spend 1 blood point to cast the feather fall spell targeting only yourself.

## Hidden Vampire

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When you take this feat you gain the following Vampiric Abilities:

**Shadow cloak** - Requires Level 3

As an action, you can spend 1 blood point to cast the pass without trace spell affecting only yourself. If you spend 2 blood points instead of 1, you can affect other creatures with the spell as per the normal casting of the spell.

**Vanishing** - Requires Level 5

As an action you can spend 2 blood points to cast the invisibility spell targeting only yourself.

**Shadow Leap** - Requires Level 5

As a bonus action on your turn, whilst you are in dim light or darkness, you can spend 1 blood point to teleport to another point that you can see within 120 feet that is in dim light or darkness.

## Planar Vampire

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When you take this feat you gain the following Vampiric Abilities:

**Ethereal Sight** - Requires Level 7

As an action, you can spend 3 blood points to see into the Ethereal plane out to 60 feet. This sight lasts for an hour.

**Planar Stepping** - Requires Level 10

As an action you can spend 5 blood points to move yourself temporarily to the Ethereal plane. You can cast the Etherealness spell on yourself with a duration of 1 minute.

**Blood Portal** - Requires Level 15

As an action on your turn you can spend 12 blood points to create a shimmering portal of blood to form in the air within 30 feet of you, that lasts for 1 minute. To maintain this portal you must concentrate on it like a spell. This portal leads to a location on another plane of existence as per the plane-shift spell. Only yourself, other vampires and creatures you have fed from in the last 24 hours may pass through the portal. If another creature attempts to pass through the portal they take damage equal to twice your feeding dice.



## Immortal Vampire

When you take this feat you gain the following Vampiric Abilities:

**Unsleeping** - Requires Level 3

You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity.

**Undying** - Requires Level 5

If you are reduced to 0 hit points, you can use your reaction to spend all of your blood points to enter a state of Torpor for 1 hour. This can be used even if you would be instantly killed.

**Rejuvenation** - Requires Level 10

You can spend a number of days rejuvenating your body, and restoring your youth. You can spend a blood point to enter a state of Torpor. Each day you are in this state you spend 1 additional blood point and your age decreases by 1 year.