

Rats in the Rain presents:

Seekers of Fortune

Master Thrower

Harlequin

Mountain Defender

Town Crier

A handbook of class options for the 5th edition of the world's greatest role playing game.

By G Christopher Dyson & K S Dyson



Seekers of Fortune

A character options handbook for 5E Role Playing

Written by G Christopher Dyson & K S Dyson

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Introduction

Welcome to the third volume in this series of class option manuals.

In each of these, we present:

- a new class
- a new path for an existing class
- a new race specific path
- a new background

All of which are completely unrelated and not necessarily printed in that order. In my experience when new character options are grouped by theme it produces a volume that benefits one player at the table but fails to inspire others. The unrelated nature of these options allows the whole table to be inspired as the options are as different as the players.

Master Thrower

Beneath the wagon a Halfling sits watching until the bandits have moved closer, then she ducks out from cover and throws a dagger cleanly into the leg of their leader. Before he can react, she has another blade in her hand ready to throw.

The band of dwarves patrolling the mine spot a minotaur. While they ready their axes and begin their charge, one of them hurls his hammer. It bounces off the ceiling and slams into the tauric skull knocking it down so that the others can quickly finish it off.



A half orc travels the road alone, when he smells trouble his hand reaches into his pouch from which he takes a heavy ball. With a hefty throw he “puts” it like a cannon shot that knocks the wolf down in a single throw.

The medium range master

A master thrower is a specialist with ranged weapons, but prefers the heavy thrown weapons to the bow. In combat he will begin with one or two well placed throws and then move in with melee weapons.

Creating a Master Thrower

The Master Thrower is a martial archetype for the fighter class as described on page 72 of the Core Rules. It can be selected at level 3 in place of the existing archetypes.



Extra Range

At 3rd level, you are able to throw a weapon further. The range of any thrown weapon you are proficient with is doubled.

This applies to both the short and maximum ranges.

Trip Attack

At 7th level, you may make a ranged trip attack by throwing your weapon at the leg of your opponent.

When you hit an opponent, you do half the normal amount of damage and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

The save DC is equal to 8 plus your proficiency bonus plus your strength modifier.

Two Handed throw

At 7th level, you may do a large two handed throw which allows you to throw larger weapons two handed such as large rocks, heavier hammers or a caber.

See the new weapon section of this volume.

Extra range does not apply to these weapons.

Ricochet

At 10th level, the thrower is able to bounce their weapon off a wall or other surface negating any cover the opponent may have.

Leap and throw

At 15th level, you may further increase the range of your throw by beginning it with a powerful leap.

As part of an attack you may jump your maximum distance or height adding the same distance to the range of the weapon.

Throw melee weapon

At 18th level, you may throw any melee weapon you are proficient with, including a two handed weapon and it does full weapon damage. This attack has a range of 15/45.

This is not doubled by the extra range ability

Harlequin

The king sat in council with his advisers. They all made suggestions, most of which would lead to ruin. Only the fool, the court Harlequin, was able to say the one thing that would solve their problem, for only he had the courage to speak against the king. Then he laughed.

As the elven army advanced there was one among them that moved lighter, faster and deadly than any others. She moved with grace in battle as she dodged from opponent to opponent, but swung her blades with deadly precision.

Outside the tavern two bounty hunters were looking for their mark: a tiefling Harlequin that they knew would be an easy claim. They were wrong. The fool snuck out through the window, rolled past them, dodged nimbly around their nets and escaped as the hunters' pants fell down.

A fool and his money

The Harlequin is an enigma; part entertainer, part adviser. Their main skill is that often they are not considered a threat; people let their guard down.

In some cases, they develop into elite warriors whose dexterity makes them deadly unpredictable opponents.



Level	Ability	Known	1 st	2 nd	3 rd	4 th	5 th
1	Unarmoured Defence	-	-	-	-	-	-
2	Spells	2	2	-	-	-	-
3	Archetype	3	3	-	-	-	-
4	Ability Bonus	3	3	-	-	-	-
5		4	4	2	-	-	-
6	Extra Attack	4	4	2	-	-	-
7	Deflect Missiles	5	4	3	-	-	-
8	Ability Bonus	5	4	3	-	-	-
9	Archetype ability	6	4	3	2	-	-
10		6	4	3	2	-	-
11	Uncanny Dodge	7	4	3	3	-	-
12	Ability Bonus	7	4	3	3	-	-
13	Second Wind	8	4	3	3	1	-
14		8	4	3	3	1	-
15	Archetype Ability	9	4	3	3	2	-
16	Ability Bonus	9	4	3	3	2	-
17	Evasion	10	4	3	3	3	1
18		10	4	3	3	3	1
19	Ability Bonus	11	4	3	3	3	2
20	Stroke of Luck	11	4	3	3	3	2



Fool me twice

Not every fool in a court would be an adventurer. Only the best of them, but the real question is why? Are you on a special mission for your lord? Did you overhear something that you must act on? Has your lord fallen and left you to seek revenge? Are you undercover posing as an assassin? There are many reasons why a Harlequin would travel and seek adventure, all of them are unexpected.

Quick Build

You can build a Harlequin quickly by putting your highest ability scores into dexterity and charisma.

A high constitution will help. Harlequin's are resilient due to years of abuse, which gives them higher than average hit points, but even more hit points can benefit any character and allow a harlequin to go into even more dangerous situations. Choose the entertainer background

Building a Harlequin

Hit Points

Hit Dice: 1d12 per Harlequin level

Hit Points at 1st level: 12 plus your constitution modifier

Hit Points at higher levels: 1d12 (or 7) plus your constitution modifier per Harlequin level after 1st

Proficiencies

Armour: none

Weapons: Simple

Saving Throws: Dexterity, Charisma

Skills: choose four from acrobatics, athletics, deception, insight, investigation, perception, persuasion, sleight of hand, stealth

Tools: disguise kit

Equipment

You start with the following equipment, in addition to the equipment from your background

- (a) a mace or (b) a club
- (a) a shortbow and quiver or 20 arrows or (b) a simple weapon of your choice
- (a) a burglar's pack or (b) a dungeoneer's pack
- Two daggers and colourful clothing

Unarmoured Defence

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Spellcasting

By the time you reach 2nd level, you have learned to use the tapestry of magic to cast spells, much as a bard does. See chapter 10 for the general rules of spellcasting. The Harlequin spell list follows this section.

Spell Slots

The Harlequin 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 slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the Harlequin spell list.

The Spells Known column of the Harlequin table shows when you learn more Harlequin spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

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

Spell casting Ability

Charisma is your spellcasting ability for your Harlequin spells, since your magic comes from the heart and soul you pour into the performance of your music or oration.

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 Harlequin 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

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Deflect Missiles

Starting at 7th level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Harlequin level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free.

Uncanny Dodge

Starting at 11th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Second Wind

From 13th level, you have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your Harlequin level.

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

Evasion

At 17th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a red dragon's lightning breath or a burning hands spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

Foolish archetypes

At 3rd Level, you choose one of two archetypes: Battle Jester or Lucky Fool.

Battle Jester

A battle Jester specialises in an unpredictable but effective combat style. It is more commonly an option for races such as elves who have some martial weapon proficiencies.

At 3rd level you can choose a combat style.

Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Duelling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Action Surge

Starting at 9th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Indomitable

Beginning at 15th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

The Lucky Fool

Cunning Action

At 3rd level you gain cunning action. your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Countercharm

At 9th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed.

A creature must be able to hear you to gain this benefit.

The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magical Secrets

By 15th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Harlequin table, or a cantrip.

The chosen spells count as Harlequin spells for you and are included in the number in the Spells Known column of the Harlequin table.

Harlequin Spells

1st Level

Bane
Charm Person
Chromatic Orb
Disguise Self
Dissonant Whispers
Faerie Fire
False Life
Feather Fall
Heroism
Hideous Laughter
Jump
Longstrider
Shield
Silent Image

2nd Level

Blindness/Deafness
Blur
Calm Emotions
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Enthrall
Hold Person
Invisibility
Levitate
Locate Object
Mirror Image
Phantasmal Force
Scorching Ray
Spider Climb

3rd Level

Bestow Curse
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Gaseous Form
Haste
Hypnotic Pattern
Major Image
Nondetection
Speak with dead
Speak with plants
Tongues
Vampiric Touch

4th Level

Black Tentacles
Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Locate Creature
Phantasmal Killer
Polymorph
Stoneskin

5th Level

Animate Objects
Cone of Cold
Dominate Person
Dream
Geas
Hold Monster
Planar Binding
Scrying
Seeming
Telekinesis

Multiclassing

You must have Dexterity and Charisma of 13 to multiclass. When multiclassing to Harlequin you gain proficiency with disguise kit.

You may not take the same combat style twice.



Mountain Defender

The gates to Dravenhold had been breached, but the goblins had come as far as they would for six dwarven warriors had drawn a line on the ground that none would pass. Heir shield wall was solid and the goblins knew it. For them the safest thing was simply to retreat.

Racial Restrictions

Only a dwarf or a rock gnome may become a mountain defender.

Building a mountain defender

Mountain defender is martial archetype that can be taken at 3rd level instead of the ones listed for the fighter in the core rules.

Twin Shield Fighting

At 3rd level, you gain a new combat style in addition to the one gained at 1st level: Twin shield fighting.

This allows you to wield two shields simultaneously and may benefit from both the shields' armour class bonuses.

If you choose to use one of the shields as a weapon and attack, you may not gain any benefit to your armour class until your next action. The shield is either a weapon or armour.

Spiked Shield

At 3rd level, you also gain proficiency with the spiked shield which is discussed later.

Defensive Stance

At 7th level, you gain defensive stance. You must use a bonus action each round to maintain the stance. If you do not move and are not moved during your turn, and you are wielding a shield in defence, you may add your strength modifier to your armour class.

While in this stance, you may not add your strength bonus to the damage of any attacks you do and you have disadvantage on dexterity saving throws. You also lose any dexterity bonus to armour class.

Improved shield combat

At 7th level you also gain the ability to use a shield in attack and defence, by using your extra attack to reset your shield.

Terrain Mastery

You are particularly familiar with underground terrain. At 10th level, you become adept at travelling and surviving in Mountains and the Underdark.

When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that you are proficient in.

While traveling for an hour or more in your favoured terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Improved twin shield fighting

At 15th level, if you are using two shields in defence, you gain an additional +1 to your armour class.

You may also choose to attack with both shields as if the second shield was a light off-hand weapon.

When you use either shield to attack, you lose your shield armour class bonus unless you sacrifice an extra attack to reset the shield.



Line in the sand

At 18th level, you may draw a line in the sand that others may not cross. To do this you must use a bonus action to declare and mark the line.

While defending the line, you may choose to give your shield bonus to any adjacent ally standing on the line.

You also gain extra resilience. At the start of each of your turns, while holding the line, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Town Crier

You are the one person in town who knows everything and everyone. You have many sources of information and many friends. You deal in information. Some of it you give away for free as you shout it to the roof tops, but some of it, you sell at a very high price.

When you choose the background, think about what sort of town or city your work in, what areas you specialise in and why you would walk away from that to go adventuring.

Skill Proficiencies: Investigation, Insight

Languages: Two of your choice.

Equipment: A bottle of black ink, a quill, a small knife, a broadsheet of news announcing an event of great significance to you, a set of fine clothes, a belt pouch containing 10 gp

Feature: News of the world. Upon arriving in any city or town, you can quickly find contacts and sources to identify key people and events.

Suggested Characteristics: Town criers really focus at gathering information, doing research, finding the facts and determining if they are lies. A lot of what they learn, they shout out for free. A few things are secrets they sell, but a very few, very special facts they keep for themselves. These are their greatest treasures and often the reason for adventuring.

D8	Personality Trait
1	I know a story relevant to almost every situation.
2	Whenever I come to a new place, I collect local rumors and spread gossip.
3	Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
4	I love a good insult, even if directed at me.
5	Flattery is my preferred trick for getting what I want.
6	There's nothing I like more than a good mystery.
7	I hate telling old news.
8	I'm willing to listen to all sides of an argument before I judge anyone.

D6	Ideal
1	Creativity. The world is in need of new ideas and bold action. (Chaotic)
2	Greed. I'm only in it for the money and fame. (Evil)
3	Charity. I distribute the money I acquire to the people who really need it. (Good)
4	Sincerity. There's no good in pretending to be something I'm not. (Neutral)
5	Generosity. My talents were given to me so that I could use them to benefit the world. (Good)
6	Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)

D6	Bond
1	I've been searching my whole life for the answer to a certain question.
2	I will always remember my first public announcement
3	I would never publicly tell a lie
4	A proud noble once gave me a horrible beating, and I will take my revenge on any bully I encounter.
5	I wish my childhood sweetheart had come with me to pursue my destiny.
6	Announcing the death of a loved one was the hardest day of my life. I never want to do that again.

D6	Flaw
1	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
2	I can't resist a pretty face.
3	I have a "tell" that reveals when I'm lying.
4	I'll do anything to win fame and renown.
5	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
6	Secretly, I believe that things would be better if I were a tyrant lording over the land.

New Weapon Options

A new weapon property has been added: Two handed thrown. These weapons can only be thrown by a character in possession of the Two Handed Throw Ability.

Name	Cost	Damage	Weight	Properties
Caber	10 gp	3d6 bludgeoning	25 lb	Heavy, two handed thrown (10/30)
Shot Put	2 gp	1d8 bludgeoning	5 lb	Heavy, thrown (15/45)
Chain Shot	5 gp	2d6 bludgeoning	16 lb	Heavy, two handed thrown (40/160), reach
Large rock	-	1d10 bludgeoning	5 lb	Heavy, two handed thrown (10/30)
Battleaxe	10 gp	1d8 slashing	4 lb	Versatile (1d10), Two handed thrown
Morning Star	15 gp	1d8 piercing	4 lb	Two handed thrown (5/15)
Warhammer	15 gp	1d8 bludgeoning	2 lb	Versatile (1d10), two handed thrown (10/30)
Shield	10 gp	1d4 bludgeoning	6 lb	
Spiked Shield	20 gp	1d6 piercing	8 lb	

Caber: Due to its size the caber is not particularly useful as an adventurer's weapon, yet it can produce massive damage on a successful hit. This weapon cannot be used as a melee weapon and would be treated as an improvised weapon if it was.

Shot put: A heavy ball of metal favoured by orcs. This cannot be used as a melee weapon.



Chain Shot: In an attempt to increase the range of their shot, orcs eventually added chains to them, so they could spin around and release these deadly weapons. This can be used as a melee weapon, but with reach. This should not be confused with a thrown hammer.

Large Rock: These come in a variety of shapes and sizes and can be found in most environments. Getting one that is throwable may take time though.

Standard weapons: Warhammer, Morningstar, Battleaxe are also standard weapons that can be thrown by a character that possesses the Two Handed Throw ability. If so thrown, they will do versatile damage if that is available.

Spiked Shield: Can only be used by a character with the double shield combat style.

Shield: Can only be used as a weapon by a character with the double shield combat style.

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R503: Seekers of Fortune

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- **Master Thrower**
- **Mountain Defender**
- **Town Crier**

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