

#GEMINI

ADVANCED CHARACTER CLASS INFORMATION

GRIPPING HER SHORTSWORDS and watching her opponent closely, the dwarf notes the elven duelist's canny footwork and the way his blade wanders through the air with a supple readiness. As the technique registers in her mind she steps forward and lashes out, forcing her opponent to skip backwards and out of the way—leaving an opening to quickly pass by and attend to her fallen cleric ally.

Despite the half-elf's relative youth his aching joints force a groan as he stumbles out of the way of the fireball, but a pair of the magician's thugs move to flee and opportunity presents itself—with two quick flicks of his blade each feels his wrath and drop to the ground clutching their backsides.



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DUAL NATURED

Frequently thought to be fey-touched, cursed to bring woe, or possibly a gift from the gods, gemini possess spectacular and miraculous powers—yet one and all are consumed by inner conflict. This is more than a matter of conscience or doubt for each day brings a sense of mystery as to how they'll perceive life. Geminis' struggle is so pronounced that they hear voices inside their heads, possibly even forming separate personalities representing each side of their psyche.

FINDING THE BALANCE

Gemini that realize the power hidden within their divergent souls unlock a rare path forward but not without suffering from their inherent duality. Whatever else they hope to achieve in life they all seek equilibrium and a means to attaining inner peace. This coveted prize rarely exists in solitude however and many gemini take to adventuring in their search, earning glory and riches along the way.

QUICK BUILD

It's simple to quickly build a gemini using these suggestions: First, your highest ability scores should be Dexterity and Charisma. Your next highest ability score should be Constitution. When selecting your equipment, choose studded leather armor, two shortswords, the explorer's pack, and shortbow. For skills, decide if you want to be sneaky (Deception, Sleight of Hand, and Stealth), suave (Deception, Insight, and Persuasion), or more aware (Insight, Investigation, and Perception).

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GEMINI BALANCES

The Reluctant Hero archetype and features for the Gemini class appear in *EN5ider: Gemini Class - Basic*.

ATAVIST

The Atavist is conflicted between the old and the new, the past and the future, who they were and who they will be. When you wake up each morning you either feel the heavy weight of age on your shoulders or the spring of youth in your step. Your duplicates are all either slightly younger than you or a little bit older than you.

Past Embodied

At 1st level, you become proficient with and have advantage on Intelligence (History) checks. In addition, you are able to perfectly recall anything you've heard or seen within a number of weeks equal to your level in this class.

Double Dodge

At 5th level, when an attacker hits you with an attack, you can use your reaction to halve the attack's damage against you. You do not need to see the attacker or be aware of the attack.

Temporalis

At 10th level, you can use an action to cast time stop without the need for somatic or material components. Unlike normal the duration is reduced to a number of rounds equal to half your proficiency bonus, and you are able to affect other creatures without ending the effect so long as you do not inflict any harm. For example, you could force a potion of healing down an unconscious ally's throat, but not stab an opponent in the neck.

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

Regressing Strike

At 15th level, when you hit a living creature with a melee weapon attack you can force it to temporarily regress in age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it regresses

back to adolescence for 1 minute, taking a –2 penalty to AC, ability checks, attack rolls, and saving throws. If the saving throw fails by 5 or more, the creature takes a –4 penalty instead. Once a creature has been de-aged, it is immune to your Regressing Strike for 24 hours.

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

Mortal Strike

At 20th level, when you hit a living creature you can force it to rapidly age. The creature makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, it immediately ages long past mortality and instantly dies. On a successful save, it temporarily ages decades (or for some races centuries) for 1 minute, taking a –5 penalty to AC, ability checks, attack rolls, and saving throws.

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

EQUALIST

An Equalist is consumed in their pursuit to bring balance to both body and mind, hoping that by achieving that equilibrium they will know peace of the soul. When you wake up each morning you either find yourself relying on your strength, agility, and hardiness, or you depend on your reasoning, intuition, and charm. Your duplicates appear to be either physically superior to you and prone to shouting out foolish insults, or physically inferior to you and likely to trade wicked jibes.

Exceptional Focus

At 1st level, each time you finish a short rest roll 1d20. On an odd result you have advantage on Strength (Athletics) checks, and on an even result you have advantage on Wisdom (Perception) checks.

Combat Acuity

At 5th level, while you are not wearing medium or heavy armor, you gain a bonus to AC equal to half your proficiency bonus.

Focused Body & Mind

At 10th level, you gain proficiency in Strength and Wisdom saving throws. In addition, your maximum hit point total increases by 1 for each level you have in this class.

Legendary Resistance

At 15th level, if you fail a saving throw, you can choose to succeed instead. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 20th level.

Truly Exceptional

At 20th level, you gain proficiency in Constitution and Intelligence saving throws, and you always have advantage on Strength (Athletics) and Wisdom (Perception) checks.

In addition, each time you finish a short rest, roll 1d10. You have advantage on ability checks with the corresponding skill: 1–Acrobatics, 2–Sleight of Hand, 3–Stealth, 4–Investigation, 5–Insight, 6–Survival, 7–Deception, 8–Intimidation, 9–Performance, 10–Persuasion. 