

# Mythical Classes: **PROTEAN SCRIBE**



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## PROTEAN SCRIBE

A human woman writes a series of elegant word on her long, flowing scroll. As she does, her allies begin to glow with an inner power, granted by her powerful words.

An orcish tribesman carves a crude rune onto a slab of slate. As he does, he calls into being an army of similarly crude warriors, each seemingly carved from slate themselves.

A mousy halfling wields a finger of chalk in battle instead of a sword, drawing small lines onto her enemy's back amid parries and dodges. Even as she writes, the air around her opponent warms, ending as they explode into flames.

For a protean scribe, the world is governed by words, powerful and ancient, and drawn from the universe itself. Whether learned by accident on another path to magic, or raised into the path, a protean scribe uses the power of their story, to empower their allies, weaken their foes, and create tools, weapons or entire creatures from nothing but their words.

### WORDS OF POWER

Language has always been an important facet of mortal life; communicating ideas, sharing histories and passing down skills and secrets. A well worded story can bring a tear to someone's eye - or bring about a revolution that can topple an empire. But every word that exists represents a fundamental idea - and woven into the very fabric of reality itself are the true words that govern those concepts.

It is these primordial words, sometimes called true words or words of power, that a protean scribe weaves into their writing. These words give protean scribes a unique power over the world around them - for as long as the words they have written remain intact.

### A STORY WORTH TELLING

Not every scribe or novelist is a protean scribe - even those lucky few to know a handful of words of power. It takes a great deal of skill and focus, not to mention a touch of magic, to bind such a powerful word to a page even for an instant. Those who do are often considered to be wizards or warlocks by those around them.

Most protean scribes are drawn to an adventuring life in the hopes of uncovering additional words. They search the libraries inside ancient shrines and the scrawlings of ancient tribes alike in hopes of finding glimpses of these words, or having a revelation through their own experience.

## CREATING A PROTEAN SCRIBE

When building a protean scribe, the first thing to consider is how you first came upon your words of power. Did you stumble across a rune in an ancient tome? Were you lucky enough to study it under a mentor, or did it spring fully formed into your mind one day as a startling revelation?

A protean scribe should also consider how they wish to write their words, and how similarly they match your society's view of writing. Do you scribe down your ongoing adventures in a small novel? Paint them with a horsehair brush onto a vellum scroll? Mechanically, the medium is unimportant, but a modern scholar who feels she can only reproduce a word of power with charcoal on slate might be quite different than her peer who prefers inkpen on a scrap of parchment.

### QUICK BUILD

You can build a protean scribe quickly by following these suggestions. First, make Wisdom your highest score, followed by Dexterity or Constitution. Second, choose the sage background.

### CLASS FEATURES

As a protean scribe, you gain the following class features.

#### Hit Points

Hit Dice: 1d6 per protean scribe level

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

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

### PROFICIENCIES

Armor: light armor

Weapons: daggers, darts, slings, quarterstaves, light crossbows

Tools: none

Saving Throws: Intelligence, Wisdom

Skills: choose two from Arcana, History, Insight, Investigation, Nature and Religion

### EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, a dagger and a stylus

### STYLUS

You use a special sort of arcane focus to bring out the power in their words: a stylus. The stylus can be any sort of writing implement you choose, from charcoal to horse-hair brush to inkpen. In order to make use of your embellishment, phrase or story abilities, you must use your stylus to write out a word, sentence or

## PROTEAN SCRIBE

Level	Proficiency Bonus	Special	Eloquence	Words	Phrase
1st	+2	Stylus, writing, linguist	4	--	1d4
2nd	+2	Primordial words	4	2	1d4
3rd	+2	Writing style	5	2	1d4
4th	+2	Ability score improvement	5	3	1d4
5th	+3	Spell word (1st)	6	3	2d8
6th	+3	Advanced writing style	6	3	1d6
7th	+3	Spell word (2nd), master linguist	7	4	1d6
8th	+3	Ability score improvement	7	4	1d6
9th	+4	Spell word (3rd)	8	4	1d6
10th	+4	Dual meaning	8	5	1d6
11th	+4	Spell word (4th)	8	5	3d8
12th	+4	Ability score improvement	9	5	1d8
13th	+5	Spell word (5th)	9	6	1d8
14th	+5	Redefine	9	6	1d8
15th	+5	Spell word (6th)	10	6	1d8
16th	+5	Ability score improvement	10	7	1d8
17th	+6	Spell word (7th)	10	7	4d6
18th	+6	Broad meaning	11	8	4d6
19th	+6	Ability score improvement	11	8	4d6
20th	+6	Master Storyteller	11	9	4d6

paragraph (typically on an appropriate medium you carry with you). When they use their stylus in this way, it requires no ink (or similar) to write, and is not worn down with use. You may instantly erase anything you have written with your stylus, mundane or magical, simply by touching it.

## WRITING

You are not just an expert writer, but a master of primordial words: powerful magical words that predate language and are tied to the very nature of the multiverse around you. You have a measure of creative focus from which you can draw to write your words of power. This is collectively called Eloquence, which allows you to make use of your embellishment, phrase and story abilities.

## ELOQUENCE

You have 4 eloquence points, and you gain more as you reach higher levels, as noted in the Eloquence column of the protean scribe table. When you spend a point of eloquence, it is unavailable until you finish a short or long rest, at which time you refocus your mind and regain all expended points of eloquence.

Some of your writing requires your target to make a saving throw to resist the writing's effects. The saving throw DC is calculated as follows:

**Eloquence save DC** = 8 + your proficiency modifier + your Wisdom modifier.

## EMBELLISHMENT

You can use your eloquence to empower creatures around you. As an action, you can spend one point of eloquence to embellish a creature within 30 feet that you can see. That creature gains a bonus equal to half your proficiency bonus (rounded down, minimum 1)

on either attack rolls or skill checks until you finish a short or long rest, or choose to end the effect.

## PHRASE

You can write a phrase that directly assaults and berates your opponents. You can use your action to make a ranged attack using your Wisdom modifier, doing 1d4 Slashing, Piercing, or Bludgeoning damage, against a creature within 30 feet. This die changes as you gain protean scribe levels, as noted the Phrase column of the protean scribe table. A phrase is considered a nonmagical attack for purposes of overcoming resistance and immunity to nonmagical attacks and damage.

## STORY

You can write a story so eloquent that you can bring the very creatures and objects your story is about into existence. Writing such a story requires ten minutes of concentration, at the end of which you spend 2 points of eloquence.

If you are creating a creature, it can be any creature you know of with a CR equal to half your proficiency bonus or less, and it appears in an unoccupied square within 30 feet of you. You can create a creature that resembles a specific creature, but the resemblance is not close enough to fool anyone who actually knows the creature. The creature acts independently of you, but always obeys your commands even if suicidal. In combat, it acts on your turn during initiative.

If you are creating an object, it can be any nonmagical object you can imagine, weighing 5 lbs or less, and no more than 3 feet in any dimension, and it appears on the ground at your feet, or in any unoccupied square within 30 feet of you. This object is always made of common materials (wood, glass, steel, etc.; but not

gold, gemstones or adamantine), and is functional unless you wish otherwise.

In either case, the storied creature or object is obviously magical, radiating dim light in a 5 ft radius. An object or creature remains until it is reduced to 0 hit points, you choose to erase the story, or until you take a short or long rest.

## LINGUIST

You know a number of additional languages equal to your proficiency score. Whenever your proficiency score increases, you learn an additional language of your choice.

## PRIMORDIAL WORDS

You begin to fully understand the words of power that are tied to the fundamental underpinnings of the multiverse. Words that, unlike mortal language, bring about powerful changes to the world around you, increasing the effects of your embellishments, phrases or stories.

At 2nd level, you gain two words of your choice. Your word options are detailed at the end of the class description. When you gain certain protean scribe levels, you gain additional words of your choice, as shown in the Words column of the protean scribe table.

Additionally, when you gain a level in this class, you can choose one of the words you know and replace it with another word that you could learn at that level.

Each word lists effects it will have when added to embellishments, phrases, storied creatures or storied objects. You may add any word you know to your writing by spending one point of eloquence.

## WRITING STYLE

At 3rd level, you begin to develop a new ways with which to write. You gain one of the following features of your choice.

### RUNE WRITER

You gain a spellbook containing two 1st level wizard spells of your choice. You do not gain any spell slots, but you can cast any spell within your spellbook as a ritual if the spell has the ritual tag by expending a number of points of eloquence equal to twice the level of the spell slot required to cast the spell. At any time you would gain a new primordial word, you can instead add a new spell to your spellbook so long as it is not more than one level higher than a spell already written in your spellbook.

### TATTOO COMBAT

You can use your stylus to write your words directly onto your opponents. As an action, you can attempt to write a phrase directly onto your opponent with your stylus, which is considered a light weapon. If the attack

is successful, the target does not receive a save against any effects of your phrase.

## WORD WEAVER

When you are creating a storied creature, you can create any creature you know of whose CR is equal to your proficiency bonus or less.

When you are creating a storied object, you can create any object whose size is no more than five feet on a side per point of proficiency score, and whose weight is no more than 5 lbs. per point of proficiency score.

## ABILITY SCORE IMPROVEMENT

At 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.

## SPELL WORD

At 5th level, you begin to learn powerful words that replicate spells. You learn one 1st level spell of your choice. You can cast this spell once without expending any eloquence. At 7th level, 9th, 11th, 13th, 15th, and 17th level you learn one additional spell, as noted on the protean scribe table. You regain all expedited spell words when you finish a long rest.

## ADVANCED WRITING STYLE

At 6th level, you further develop new techniques in your pursuit of words of power. You gain one of the following features of your choice.

### BASIC STYLE

You may choose one of the writing styles you did not choose at 3rd level.

### UNDERSTATEMENT

You can write a scathing retort of your opponents, sapping their morale and their strength alike. As an action, you can write an understatement of your opponent. Your opponent must succeed at a Wisdom save or take disadvantage on all attack rolls or skill checks until you erase the word or finish a short or long rest. They may make an additional save against this effect as a bonus action.

### REDEFINE

You can find creative uses for your words. Whenever a story or embellishment you have active includes a word, you can spend your action and one point of

eloquence to change that word to any other word you know.

## IMPROVED TATTOO COMBAT

**Prerequisite:** tattoo combat

When you write a phrase on your opponent using tattoo combat, you add your proficiency bonus to attacks made with your stylus.

## MASTER LINGUIST

At 7th level, your mastery of the language of the universe allows you to read any writing in any language. This does not give you the ability to speak languages you don't know, or allow you to understand what you read (coded messages remain in code, for instance), but it does allow you to clearly understand and even translate the literal meaning of the writing.

## DUAL MEANING

At 10th level, you can write a phrase complex enough that it has two separate, simultaneous meanings. When you use your action to write a phrase, you can choose to make a second attack with the phrase, either at the same target or against another target within range.

## BROAD MEANING

At 17th level, you can write a phrase that could be interpreted to mean any number of things. When you use your action to write a phrase, you can choose to affect all creatures within range that share a distinct trait. You may only choose an observable trait, such as a creature's clothing or race, not intangible traits such as 'creatures with 18 Int' 'creatures with 10 hit points or fewer', or 'members of a guild'.

## PERFECT WRITING STYLE

At 19th level, you have developed an incredible way of using your mastery of the language of the universe. You gain one of the following features of your choice.

### REPHRASE

When you write a phrase but fail to do damage to your original target, you may redirect it to a new target within range as a bonus action, without spending additional eloquence.

### WORD BOOK

You have written a book so elegant and so full of powerful words, that it has spawned an entire world within. You can choose if any creature can enter this world, or if only you can. Either way, entering your Word Book requires reading the book as an action.

Inside the Word Book is a realm up to one mile in diameter entirely of your own design - anything is possible, but time within still flows at the same rate within as in the material world. Inside your Word Book is a copy of your Word Book, which anyone within can read as an action to return to the material world, arriving at the location of your Word Book, or the closest unoccupied square.

## ELOQUENT TATTOO

You understand the words of the universe to a point where you can write them permanently onto a creature. You can write an eloquent tattoo on a creature over the course of one hour. Once complete, that creature increases one of their ability scores by 2, to a maximum of 22. You can only have one eloquent tattoo active at one time. If you create an additional eloquent tattoo, any previous eloquent tattoos are immediately erased.

## MASTER STORYTELLER

At 20th level, your mastery of the stories you tell is absolute. You may add one word to any embellishment, phrase or story you write without spending any additional eloquence. In addition, whenever you roll initiative and have 0 eloquence remaining, you regain 2 points of interest eloquence.

## PRIMORDIAL WORDS

If a word has prerequisites, you must meet them in order to learn it. You can learn the word at the same time you meet the prerequisites. Each word you add to an Embellishment, phrase or story increases the eloquence cost of that writing by 1.

**Body word:** This word is the triumph of the mortal body over all obstacles.

*Embellishment* - Pick Strength, Dexterity, or Constitution your target has advantage on checks and saves tied to that attribute.

*Storied creature* - your storied creature adds your proficiency bonus on all damage rolls.

**Death word:** This word represents the dark, negative energy that draws all souls to evil and destruction.

*Embellishment* - your target gains resistance to necrotic damage.

*Phrase* - the phrase does an additional 3 (1d6) necrotic damage. Each time you add this word to the phrase, the damage increases by 3 (1d6).

*Storied creature* - your storied creature is considered undead, and gains resistance to necrotic damage.

**Elemental word:** this word calls to mind blistering cold, burning heat, and crackling energy.

*Embellishment* - your target gains resistance to Cold, Fire or Lightning. By adding this word again, your target gains resistance to an additional element.

*Phrase* - the phrase does an additional 3 (1d6) Cold, Fire or Lightning damage. Each time you add this word to the phrase, the damage increases by 3 (1d6).

*Storied creature* - your storied creature gains resistance to Cold, Fire or Lightning. By adding this word a second and further time, the creature gains resistance to an additional element, or immunity Cold, Fire or Lightning if it already resists it.

*Storied object* - your storied object appears to be made of steaming ice, living flame or crackling electricity, and is immune to Cold, Fire or Lightning damage respectively. If it is a weapon, any damage it does is equal to the type of damage it is immune to.

**Figment word:** This word calls to mind all that isn't real; every lie and illusion.

*Embellishment* - the target appears to be a short distance away from where they actually are, granting disadvantage to all weapon attacks. If they are hit by a weapon attack, this embellishment ends.

*Phrase* - if your target is reduced to 0 hit points by your phrase, they immediately stabilize.

*Storied creature* - your storied creature is actually a silent image, except that it can follow simple instructions you provide as an action.

**Life Word:** This word represents the positive energy that flows through all living things.

*Embellishment* - as an action, you may erase this embellishment to heal your target 2d4 points of damage plus your proficiency bonus.

*Phrase* - the phrase does an additional 3 (1d6) radiant damage. Each time you add this word to the phrase, the damage increases by 3 (1d6).

*Storied creature* - your storied creature appears radiant and vital, gaining resistance to radiant damage and increasing its hit points by twice your proficiency score.

**Mind word:** This word is the victory of mind over matter.

*Embellishment* - Pick Intelligence, Wisdom or Charisma your target has advantage on checks and saves tied to that attribute.

*Storied creature* - your storied creature is immune to the charmed condition.

**Movement word:** This word is movement itself, bringing to mind swift, sure movement and graceful sweeping motions.

*Embellishment* - your target's movement is increased by 5 feet per point of your proficiency bonus.

*Phrase* - your target must make a Constitution or Dexterity save or be moved 5 feet in a direction of your

choice. Each time you add this word to the phrase, the distance moved increases by 5 feet.

**Mundane Word:** Surprisingly plain, this word seems almost like a mundane word in a common language, its true power hidden from all but the most discerning eye.

*Embellishment* - the target gains advantage on saving throws against spells. If the target fails a save against a spell, this embellishment ends.

*Phrase* - make an ability check using your spellcasting ability against a DC of 10 + the level of the lowest level spell affecting your target. On a successful check, that spell ends.

*Storied creature or storied object* - the creature or object does not shed light, and is no longer obviously supernatural in appearance. An observer who succeeds a Wisdom save still identifies the effect for the magic it is.

**Pervasive word:** This word is all things, places and times at once.

*Embellishment* - a duplicate of your target appears, functioning as a single mirror image.

*Phrase* - damage done by your phrase is considered magical for purposes of overcoming resistance and immunity to nonmagical attacks and damage.

*Storied creature* - your storied creature gains the ability to teleport up to their movement as an action.

**Protection word:** This word represents continued existence through sheer perseverance.

*Embellishment* - your target gains resistance to damage from nonmagical weapons.

*Storied creature* - your storied creature increases its AC by 4.

**Puppet word:** This word considers all things controlled by external sources, from puppets to carriages.

*Embellishment* - as an action, you can move your target up to half their movement. They can resist this movement by making a Strength or Constitution save.

*Phrase* - the target is charmed unless they succeed a Charisma save, or until they take damage. They can spend a bonus action on their turn to attempt another save against this effect.

*Storied creature* - your storied creature is made of stone or wood, and is considered a construct.

*Storied object* - as an action, you can move your storied object telekinetically up to 30 feet.

**Restricting Word:** This word is small, tight and constrained and tightly woven like tangled vines, or binding chains.

*Phrase* - your target must make a Strength or Dexterity save, or they become grappled. They can make an



additional save as a bonus action each round to end the effect..

*Storied object* - your storied object is tacky, and you cannot unwillingly be made to drop it. Other creatures touching the object must succeed a Strength save to release the object.

**Revelation word:** This word reveals all secrets, piercing through the darkness of shadow, illusion and deception alike.

*Embellishment* - your target sheds bright light in a 30 foot radius, and dim light in an additional 30 foot radius.

*Phrase* - you do not suffer disadvantage if the target is invisible.

**Secret word:** This word is invisible to the naked eye, and refers to everything hidden from sight or thought.

*Phrase* - your target must succeed an Intelligence save or you can read their surface thoughts.

*Storied creature* - Your storied creature gains proficiency on Dexterity (stealth) checks.

*Storied object* - the object is translucent, like a shadow, and invisible in dim light.

**Sight word:** This word plays on both light and darkness, shadows and how they reveal and hide.

*Embellishment* - your target's darkvision increases by 30 feet, or they gain darkvision 30 feet if they don't have it.

*Phrase* - your target is blinded until the end of your next turn unless they succeed a Constitution save.

*Storied Object* - the object casts bright light in a 30 foot radius, and dim light in an additional 30 foot radius.

**Size word:** This massive word refers to giants, towers, mountains - and even entire worlds.

*Embellishment* - your target increases by one quarter in each dimension, and doubles in weight. It gains advantage on attacks made against creatures its size or smaller.

*Phrase* - your target must make a Constitution saving throw or be reduced in each dimension by one quarter, and halved in weight. They take disadvantage on attacks against creatures its size or larger. The target can make an additional save against this effect as a bonus action.

*Storied creature* - your storied creature is one size category larger or smaller than it would normally be. If it is larger, it gains advantage on Strength checks and saving throws. If it is smaller, it gains advantage on Dexterity checks and saving throws.

*Storied object* - your storied object can be twice as large in any dimension as normal, and weigh up to eight times as much.

**Talented word:** calling to mind great accomplishments of all kinds, this word represents the exemplars of particular talent.

*Embellishment* - your target gains proficiency in a skill or with a tool of your choice.

*Storied object* - your storied object is an exceptional tool for one skill of your choice. Using it grants an additional bonus equal to your proficiency modifier on that skill.

**Weakness word:** This word is the entropy that slowly degrades all things, and the destruction of all things.

*Embellishment* - your target is immune to any penalties from the exhausted condition.

*Phrase* - any time your target would roll damage until the end of your next turn, it rolls twice and takes the worse result. It can negate this effect with a Strength save.

**DANGER COMES DAILY FOR PATHFINDER RPG FANS**

**THE HALLS OF THE ETERNAL MOMENT**

**COMING DECEMBER 1ST: LEVEL 2 - THE RATTLING CRYPT**

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