

THE ODIC

A SPELLCASTING CLASS THAT WOULD GIVE YOU ITS LIFE



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ODIC

A stooped figure in a worn cloak witnesses a criminal steal a man's purse at knife point, and then begin to run. The figure steps into the perpetrator's path, raising a gnarled and tattooed hand and grasping the criminal's arm. The tattoos begin to glow red as the criminal wastes away and the stooped figure visibly straightens and strengthens. The renewed cloaked figure steps away from the sickly criminal on the ground and returns the man's purse, disappearing into the shadows.

A goblin stands atop a hill, the hard-edged tattoo of a wolf on his chest in plain view, alongside the network of tattoos leading from the wolf to cover the rest of his body. He stares at the orc band charging up the cliff without fear. The goblin's network of tattoos flares to life with harsh green light as he charges to meet his foes, tearing into them with his nails and teeth, seemingly immune to the orcs' weapons.

A lizardfolk, her emerald scales tattooed with the royal purple of a flower native to her homeland, etches a small rune of the same color onto her partner in crime, a golden-furred tabaxi with a pendant for leaping into enemy lines. The tattoo is temporary, but it will connect their life forces, helping them to shield each other from grievous injury.

Odics are manipulators of life force, using this power to strengthen their friends and weaken their foes, create connections between themselves and others, and use their own life force to cast spells. To do so, they channel their power through a network of runic tattoos etched into their skin. It is an ancient and dangerous magic, one that calls to those who enjoy a little risk with their reward.

THE ODIC FORCE

The Odic Force is the very stuff that makes life itself, what separates a living being from an inanimate sack of flesh and matter. Some refer to it as consciousness, others as a soul, others still as simply being. Odics have the ability to control and manipulate this force through their tattoos to perform works of magic - building connections with, granting or depleting the strength of, and transforming other life forms.

THE ODIC

Level	Proficiency Bonus	Features	Cantrips Known	Maximum Spell Level
1st	+2	Odic Magic, Heart Rune	2	1st
2nd	+2	Odylic Vigor, Ond Guidance	2	1st
3rd	+2	Vital Recovery	2	2nd
4th	+2	Ability Score Improvement	3	2nd
5th	+3	Vital Recovery Improvement	3	3rd
6th	+3	Heart Rune Feature	3	3rd
7th	+3	—	3	4th
8th	+3	Ability Score Improvement	3	4th
9th	+4	—	3	5th
10th	+4	Improved Ond Guidance	4	5th
11th	+4	Vigor Surge (6th level)	4	5th
12th	+4	Ability Score Improvement	4	5th
13th	+5	Vigor Surge (7th level)	4	5th
14th	+5	Heart Rune Feature	4	5th
15th	+5	Vigor Surge (8th level)	4	5th
16th	+5	Ability Score Improvement	4	5th
17th	+6	Vigor Surge (9th level)	4	5th
18th	+6	Heart Rune Feature	4	5th
19th	+6	Ability Score Improvement	4	5th
20th	+6	Undying Spark	4	5th

The use of this magic, though, can be just as dangerous to its user as it is to the subject. Manipulating another's life force, enhancing one's own abilities to superhuman levels, or altering a creature's natural shape requires the expenditure of an odic's own life force. Using this ability without the proper amount of control or restraint can lead to an odic extinguishing his spark of life, becoming nothing more than empty meat.

ODYLLIC TATTOOS

Odics cover themselves in tattoos of odylic dye, a magically imbued ink that can be made in a variety of shades using pigments found in nature. This dye can only be created by performing a ritual passed down verbally from odic to odic. While most odylic tattoos combine a variety of pigments to become a very dark shade of grey or black, any color is possible, and artistically-minded odics often create beautiful tapestries of color on their skin.

When a creature is tattooed with odylic dye, it allows a creature's life force to be channeled freely throughout that part of its body. Odics tattoo themselves and their apprentices with this ink to facilitate their life force magic, and may also tattoo others with small quantities of odylic dye to help facilitate life force magic on those creatures.

However, odylic dye tattoos can be extremely dangerous to those not trained to consciously focus life force. Creatures with more odylic tattoos than skill can accidentally siphon away their own life force, leading inevitably to their deaths. For this reason, an odic's level of experience or power can often be determined by how much of his or her skin, scales, or fur is covered in a network of tattoos.

CREATING AN ODIC

As you create your odic character, think about how you came to be a practitioner of this ancient and dangerous magic. Were you found at the brink of death by an odic hermit who saved you and, in your fascination with the magic she used, asked to become her apprentice? Do you come from a clan of odics who've practiced the art since times long forgotten? Did you earn the favor of a life deity, who granted you the power and knowledge of odic magic as a boon?

QUICK BUILD

You can make an odic quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution. Second, choose the hermit background.

CLASS FEATURES

As an odic, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per odic level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per odic level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: Painter's supplies

Saving Throws: Wisdom, Charisma

Skills: Choose two from Arcana, Athletics, History, Insight, Medicine, Nature, Perception, and Survival

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 quarterstaff or (b) any simple weapon
- An explorer's pack, a tattoo kit, and a jar of odylic dye

TATTOO KITS & ODYLLIC DYE

Tattoo kits are a special type of painter's supplies including needles that are used to inject ink into skin. Proficiency with painter's supplies lets you add your proficiency bonus to any ability checks you make to give yourself or another creature a tattoo.

Tattoo kits cost 15 gp, but one of the first steps in an odic's training is learning a special ritual through which they can make their own odylic dye, which you can perform over the course of 1 hour using various fresh ingredients that can be found in any natural environment.

ODIC MAGIC

Through your tattooing and practice manipulating your life force through your body, you have the ability to cast spells. This practice worked your life force like a muscle, strengthening it beyond that of a normal person. See chapter 10 in the *Player's Handbook* for the general rules for spellcasting, and the end of this document for the odic spell list.

CANTRIPS

At 1st level, you know 2 cantrips of your choice from the odic spell list. You learn additional odic cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Odic table.

CASTING ODIC SPELLS

The Maximum Spell Level column of the Odic table shows the highest spell level at which you can cast your odic spells of 1st level and higher. To cast one of these odic spells, choose a spell level no greater than your maximum spell level, and no less than the level of the spell you're casting. Your hit point maximum is reduced by an amount corresponding to the spell level you chose, as shown in the Spell Slot Cost table. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum. You then produce a spell slot of the level you chose and immediately expend it to cast the spell.

SPELL SLOT COST

Spell Level	Maximum Hit Point Reduction
1st	3 + your character level divided by 4
2nd	6 + your character level divided by 3
3rd	10 + your character level divided by 3
4th	11 + half your character level
5th	8 + your character level

If your hit point maximum is reduced to 0, you burn out your spark of life and die. When you finish a long rest, your hit point maximum is restored to its normal value.

Effects that can immediately end one effect reducing your hit point maximum, such as the *greater restoration* spell, can't end the reduction of your hit point maximum due to casting odic spells. If you are subject to an effect that would prevent your hit point maximum from being reduced, such as the *aura of life* spell, you can't cast odic spells of 1st level or higher.

For your convenience, a table containing the exact value of maximum hit point reduction for each spell level at each character level has been included at the end of the document.

PREPARING ODIC SPELLS

You prepare the list of odic spells that are available for you to cast, choosing from the odic spell list. When you do, choose a number of odic spells equal to your Wisdom modifier + half your odic level, rounded up (a minimum of one spell). The spells must be of a level no greater than your maximum spell level.

For example, if you are a 3rd-level odic, your maximum spell level is 2nd. With a Wisdom of 16, your list of prepared spells can include five spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can choose to cast it at 1st or 2nd level. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of odic spells requires time spent in meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your odic spells, since your magic relies upon your ability to manipulate your own life force with control and a sense of your limits. 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 an odic spell 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

RITUAL CASTING

You can cast an odic spell as a ritual if that spell has the ritual tag and you have the spell prepared. Doing so allows you to cast the spell without reducing your hit point maximum to cast it.

TATTOO CASTING

You can use your odylic dye tattoos as a spellcasting focus for your odic spells.

HEART RUNE

The odylic dye tattoos that allow you to channel your life force are a network of ancient runes that flow one into the next. The rune directly in the center of your chest, your heart rune, was the first tattoo in your network, and is the rune on your skin that most determines the nature of your abilities. Choose a Heart Rune: the Bestial Mark, the Parasite Brand, the Patron Emblem, or the Sight Sigil.

Your choice grants you features when you choose it at 1st level, and again at 6th, 14th, 18th, and 20th level.

RUNE SPELLS

Each heart rune has a list of spells — its rune spells — that you gain at the odic levels noted in the heart rune description. Once you gain a rune spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you have a rune spell that doesn't appear on the odic spell list, the spell is nonetheless an odic spell for you.

Once you cast a rune spell that isn't on the odic spell list, you must finish a short or long rest before you can cast the spell again. Rune spells that aren't on the odic spell list are marked with a "*".

ODYLLIC VIGOR

Beginning at 2nd level, you learn to harness the excess life force remaining in your tattoos after casting your odic spells to protect yourself. When your current hit points are decreased as a result of casting an odic spell of 1st-level or higher, you can choose to gain temporary hit points equal to half the amount your current hit points were decreased.

Additionally, you gain proficiency in death saving throws.

OND GUIDANCE

Also starting at 2nd level, when you finish a short rest, you can aid yourself or a willing ally in its attempts to heal itself by concentrating life force on the damaged areas. When you do, that creature rolls each of its expended hit dice twice and can use either total.

Once you use this feature on a creature, including yourself, that creature must finish a long rest before it can benefit from this feature again.

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.

VITAL RECOVERY

At 3rd level, you learn to recover your expended life force through meditation and breathing techniques. Once per day when you finish a short rest, you can restore your hit point maximum by an amount equal to half your normal hit point maximum, but not to an amount greater than your normal hit point maximum. When you do, you don't regain hit points unless you expend hit dice, as normal.

For example, if your normal hit point maximum is 35, but you've reduced your hit point maximum to 12 by casting odic spells, this feature would restore your hit point maximum to 29 (12 + 17), but your current hit points would still be no greater than 12 unless you expend hit dice or use some other effect to heal.

Beginning when you reach 5th level in this class, you restore your hit point maximum to its normal value when you use this feature.

IMPROVED OND GUIDANCE

Beginning at 10th level, when you use your Ond Guidance on a creature who has lost a digit, limb, or other body part (such as an ear) within the last 24 hours, that creature regrows one such missing body part of your choice.

Additionally, you regain all of your expended hit dice when you finish a long rest.

VIGOR SURGE

At 11th level, your network of tattoos becomes so extensive that you can access depths of your life force previously unknown to you, allowing you to create powerful works of magic called surges. Choose one 6th-level spell from the odic spell list as your first surge. You can cast your surge spell once without reducing your hit point maximum. You must finish a long rest before you can do so again.

At higher levels, you gain more odic spells of your choice that can be cast this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Vigor Surge when you finish a long rest.

Whenever you finish a long rest, you can choose one of your surges and replace it with a different odic spell of the same level.

Additionally, whenever you cast one of your surge spells, roll on the Vigor Surge table to create a random magical effect, in addition to the effects of your surge spell.

VIGOR SURGE

d20	Effect
1	You gain two levels of exhaustion. Your hit point maximum is then reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.
2	You gain one level of exhaustion. Your hit point maximum is then reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.
3-4	Your hit point maximum is reduced by an amount equal to your character level. Your current hit points remain the same, unless they must decrease to abide by your hit point maximum.
5-16	—
17-18	You can choose to gain temporary hit points equal to your odic level.
19	You gain temporary hit points equal to the level of your surge spell times half your odic level.
20	If the surge spell is of 6th- or 7th-level, you regain the ability to cast this surge spell when you finish your next short rest. Otherwise, you gain temporary hit points equal to the level of your surge spell times half your odic level.

UNDYING SPARK

At 20th level, if you die of a cause other than old age, you return to life in 1d4 days as though you had taken a long rest. During those days, your heart rune gathers ambient life energy from its surroundings to restore you. When you return to life this way, you regrow any lost limbs or other body parts. To return to life this way, your heart rune tattoo must remain intact for the duration.

Additionally, you no longer suffer the frailty of old age, and you can't be aged magically, though you can still die of old age.



HEART RUNES

Your heart rune is the building block off of which your network of runic tattoos began, and determines the core nature of your life force manipulation abilities. The first step in your odic training was learning how to make odyllic die, and then practicing the basic forms of the runic tattoos until, finally, you etched your heart rune on the skin directly above your sternum, the point of the body through which life force is channeled most easily due to its proximity to the lungs and heart. From there, you tattooed runes across the skin as you gained greater control of your life force, eventually having a vast enough network to begin working your life force into spells that could affect the outside world.

THE BESTIAL MARK

Known as the “Ulvedhnar Rune” to odics who know the Old Tongue, the Bestial Mark grants its bearers the ability to fight like a wild wolf on the battlefield. These odics tend to eschew weaponry, imbuing their bodies with life force to strengthen and protect themselves while they rip into foes with fist, tooth, and nail.

BESTIAL RUNE SPELLS

Odic Level	Spells
1st	<i>mage armor*</i>
3rd	<i>blur*</i>
5th	<i>blink*</i>
7th	<i>stoneskin</i>
9th	<i>circle of power*</i>

RUNE OF THE FERAL

At 1st level, you learn the *ond fury*^{OAP} cantrip. It doesn't count against the number of cantrips you know. When you make a melee spell attack as part of the spell, you can choose for it to deal piercing or slashing damage, instead of bludgeoning.

ODYLLIC STRENGTH

Also starting at 1st level, you can channel your life force into your muscles, artificially increasing your strength. You can use your Wisdom modifier, instead of your Strength modifier, for your Strength ability checks.

VIGOROUS FURY

At 6th level, you learn to augment the power of your wild attacks. When you cast *ond fury*, your base walking speed increases by 10 feet until the end of your turn.

Additionally, when you cast *ond fury*, you can choose to reduce your hit point maximum as though you're casting a 1st-level odic spell to augment the cantrip's effects. When you do, choose one of the following gambits, which lasts until the beginning of your next turn:

Bash. When you make a melee attack as part of the cantrip, add your Wisdom modifier to the damage it deals on a hit.

Endure. You have resistance to all damage except psychic damage, and gain temporary hit points equal to your odic level.

Rend. When you hit a creature with the cantrip's melee spell attack, the next attack made against that target by a creature than other you before the beginning of your next turn is made with advantage.

Wound. When you hit a creature with the cantrip's melee spell attack, the target's speed is reduced by 10

feet until the beginning of your next turn. If you hit a single target with more than one of the cantrip's melee spell attacks, its speed is reduced this way for each attack that hits.

ODYLLIC PHYSIQUE

At 14th level, your body becomes suffused with your bounteous life energy. When you are forced to make a Strength or Constitution saving throw, you can choose to make a Wisdom saving throw instead. This feature can't be applied to Constitution saving throws you make to maintain concentration on spells.

Once you use this feature, you must finish a short or long rest before you can do so again. Alternatively, you can use this feature again by reducing your hit point maximum as though you were casting a 3rd-level odic spell.

VIGOROUS SAVAGERY

At 18th level, choose one of your Vigorous Fury gambits. You no longer need to reduce your hit point maximum to use the chosen gambit when you cast *ond fury*, though you can still only use one gambit per casting of the cantrip.

Additionally, you gain additional benefits until the beginning of your next turn when you use the gambit you chose:

Bash. Once this turn when you hit a creature with the cantrip's melee spell attack, you can force the target to make a Strength saving throw against your spell save DC. On a failure, the creature takes an extra 1d8 force damage, you push the it up to 30 feet in a direction of your choice, and it is knocked prone.

Endure. You gain immunity to a damage type of your choice other than psychic damage.

Rend. You have advantage on melee attack rolls you make against any hostile creature within 5 feet of one of your allies.

Wound. Once this turn when you hit a creature with the cantrip's melee spell attack, you can force the target to make a Constitution saving throw against your spell save DC. On a failure, the creature can't take reactions and has disadvantage on all attack rolls it makes until the beginning of your next turn.



THE PARASITE BRAND

Known as the “Snikjudyr Rune” to odics who know the Old Tongue, the Parasite Brand grants its bearers the ability leech away the life force of others. Odics with this heart rune bolster their own vitality by basking in other creatures’ pain. Not all odics who wear this rune are villains, though; some only drain those who would harm them or their allies.

PARASITE RUNE SPELLS

Odic Level	Spells
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1st	<i>hex*</i>
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3rd	<i>ray of enfeeblement</i>
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5th	<i>vampiric touch</i>
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7th	<i>blight</i>
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9th	<i>hold monster</i>
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RUNE OF THE MORBID

At 1st level, you learn the *chill touch* cantrip. It doesn’t count against the number of cantrips you know. When you cast *chill touch*, you add your Wisdom modifier to its damage roll.

ODYLLIC LEECH

Also starting at 1st level, when you deal necrotic damage to a creature within 30 feet of you, you can parasitically link your life force to the target’s for 1 minute. You can’t link this way to undead or constructs. While you are parasitically linked to the target, you gain the following benefits:

- Whenever it takes necrotic damage, you can choose to gain temporary hit points equal to a quarter of the necrotic damage it suffered, rounded up.
- If the target dies while your hit point maximum is below its normal value, you increase your hit point maximum (but not your current hit points) by an amount equal to its challenge rating (a minimum of 1), but not to a value greater than your normal hit point maximum.

The link ends early if you and the target become separated by a distance greater than 60 feet, or if you create a parasitic link to another target. A creature with truesight, or a creature under the effects of the *detect magic* spell or similar effects, can see a chain of life force connecting your heart rune to your victim’s heart.

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

PARASITIC DRAIN

Beginning at 6th level, you can leech life force from the victims of your parasitic link. While you are parasitically linked to a creature, you can use your action to drain its life force. It takes necrotic damage equal to 1d6 + your Wisdom modifier, and its hit point maximum is reduced by an amount equal to the necrotic damage dealt this way. The target dies if its hit point maximum is reduced to 0.

This feature’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GRIEVOUS PUTREFACTION

At 14th level, you learn to destroy the life force of even the most resilient of creatures. When one of your odic spells or class features would deal necrotic damage to a creature, it ignores resistance to necrotic damage, and targets with immunity to necrotic damage instead take half damage.

RAVENOUS PARASITE

Beginning at 18th level, while you are parasitically linked to a creature, you can use your Parasitic Drain using either your action or bonus action, but not more than once during each of your turns.

Additionally, you regain all of your expended uses of Odyllic Leech when you finish a short or long rest.

THE PATRON EMBLEM

Known as the “Vinr Rune” to odics who know the Old Tongue, the Patron Emblem imbues its bearers with greater ability to transfer their life force to others. These odics can mark another creature with a temporary odyllic dye tattoo to bind its life force to their own, strengthening each other’s vitality.

PATRON RUNE SPELLS

Odic Level	Spells
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1st	<i>healing word*</i>
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3rd	<i>aid*</i>
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5th	<i>aura of vitality</i>
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7th	<i>death ward</i>
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9th	<i>greater restoration</i>
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RUNE OF THE GENEROUS

At 1st level, you learn the *give life* ^{SVAC} cantrip. It doesn't count against the number of cantrips you know. When you cast *give life* on a target other than yourself, the target regains additional hit points equal to your Wisdom modifier (a minimum of 1), and you regain hit points equal to half the amount the target regained.

ODYLLIC LINK

Also starting at 1st level, you can use your odyllic dye to link your life force to that of your allies, bolstering each other against harm. Whenever you finish a short or long rest, choose a willing creature that isn't an undead or construct. You use your tattoo kit to ink a small rune on the creature, becoming linked to it as long as you are on the same plane of existence, or until the tattoo fades from the creature when you finish your next short or long rest. You can also sever the link as an action on your turn, causing the rune to disappear from the creature's skin.

While you are linked, whenever you see the linked creature take damage that causes it to lose only hit points (not temporary hit points), you can gain temporary hit points equal to a quarter of the damage it suffered, rounded up. Additionally, whenever your hit point maximum is reduced, you can grant your linked creature temporary hit points equal to half of the reduction, rounded up.

A creature with truesight, or a creature under the effects of the *detect magic* spell or similar effects, can see a chain of life force connecting your heart rune to the odyllic dye tattoo on your linked ally.

BENEFACTANT BENEFACTOR

Beginning at 6th level, when you cast an odic spell that targets only a single creature on your linked creature, you can cast the spell as though its range is 60 feet, and you don't need to be able to see the target, instead guiding the spell through your link.

EMERGENCY STIMULUS

Starting at 14th level, when you see your linked creature drop to 0 hit points while it's within 60 feet of you, you can use your reaction to cast an odic spell that targets only that creature. If the spell restores the creature to above 0 hit points, the creature doesn't fall unconscious, and continues normally.

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

PHILANTHROPIC NETWORK

Beginning at 18th level, when you use your Odyllic Link at the end of a short or long rest, you can choose a number of creatures up to your Wisdom modifier (a minimum of one), linking with each creature by inking it with a small rune. Until you finish your next short or long rest, each of those creatures gains the benefits of being linked only to you, and you gain the benefits of being linked to each creature separately.

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

THE SIGHT SIGIL

Known as the "Seidhr Rune" to odics who know the Old Tongue, the Sight Sigil imbues its bearers with the ability to extend their perception beyond the here and now, into the future and outside the boundaries of reality, to gain contact with the deities and forces that govern the multiverse. These odics use this supernatural sense to unearth truths and manipulate the hidden threads of probability, altering destinies and controlling fate.

SIGHT RUNE SPELLS

Odic Level	Spells
1st	<i>bane</i> *
3rd	<i>augury</i> *
5th	<i>counterspell</i> *
7th	<i>arcane eye</i> *
9th	<i>commune</i> *

RUNE OF THE SEER

Also at 1st level, you learn the *guidance* cantrip. It counts as an odic spell for you, and doesn't count against the number of cantrips you know. When you cast *guidance*, the die added to the ability check changes when you reach certain levels in this class. The die becomes a d6 at 5th level, a d8 at 11th level, and a d10 at 17th level.

ODYLLIC INTERVENTION

At 1st level, you have an aura of awareness in a 60-foot radius around you, in which you have limited control over the outcome of events. You have 2 fate points, which can be used in several ways to affect events within your aura:

- When a creature in your aura makes a death saving throw, you can use your reaction and expend 1 fate point to give the creature advantage or disadvantage, your choice, on the roll.





- When you miss with an attack against a creature within your aura, you can use your bonus action and expend 1 fate point to reroll the attack, potentially causing it to hit.
- When a creature in your aura makes a roll with advantage or disadvantage, you can use your reaction and expend 2 fate points to have the creature make the roll with the other instead.

You must be able to see a creature to use any of your fate effects against it, and you can only expend fate points once per attack, ability check, or saving throw.

You regain all of your expended fate points when you finish a short or long rest.

FATE WEAVER

Starting at 6th level, you have a number of fate points equal to half your odic level.

Additionally, when a creature within your aura hits or misses with an attack, you can use your reaction and expend 2 fate points to have the creature reroll the attack, potentially changing the outcome.

DESTINY SPINNER

At 14th level, you learn new ways to alter destiny using your fate points:

- When a creature within your aura fails an ability check, you can use your reaction and expend 1 fate point to have the creature to reroll the ability check, potentially causing it to succeed.
- When a creature within your aura succeeds on or fails a saving throw, you can use your reaction and expend 3 fate points to force the creature to reroll the saving throw, potentially changing the outcome.

EXPLORE THE POSSIBILITIES
Beginning at 18th level, you gain the ability to take quick glimpses into the near future, possibly altering your decisions to change the course of history.

At the start of your turn, you can choose to expend 1 fate point. If you do, take note of each creature's current hit points, position, and current states (including what conditions the creatures are subjected to and their magical resources, such as spell slots), then take your turn as normal.

At the end of your turn, or if you fall unconscious or die before the end of your current turn, you can expend 4 fate points to reset every creature to the hit points, position, and state (excluding the fate points you expended) it was in at the start of your turn. If you do, you immediately take another turn.

Once you take another turn this way, you must finish a long rest before you can do so again.

ODIC MULTICLASSING

Odics follow all the normal rules for multiclassing. The following tables function as additions to those listed on page 163 and 164 of the *Player's Handbook*.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Odic	Constitution 13, Wisdom 13

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Odic	Simple weapons, painter's supplies

ODIC SPELL LIST

*Spells with the “OAP” or “SVAC” superscript are original spells that can be found at the end of this document. “OAP” spells were created by OUTLANDISH ADVENTURE PRODUCTIONS, and “SVAC” spells were created by STERLING VERMIN ADVENTURING COMPANY, and used with permission. Spells with the “EE” superscript can be found in the *Elemental Evil Player’s Companion*.*

CANTRIPS (0 LEVEL)

Blade Ward
Chill Touch
Energating Grasp^{OAP}
Give Life^{SVAC}
Odylic Glow^{OAP}
Ond Fury^{OAP}
Resistance
Shillelagh
Spare the Dying
Thorn Whip

1ST LEVEL

Absorb Elements^{EE}
Beast Bond^{EE}
Comprehend Languages
Cure Wounds
Detect Life^{SVAC}
Detect Magic
Detect Poison and Disease
Entangle
Expeditious Retreat
False Life
Goodberry
Inflict Wounds
Jump
Longstrider
Sleep
Speak with Animals

2ND LEVEL

Alter Self
Barkskin
Beast Sense
Blindness/Deafness
Darkvision
Enhance Ability
Enlarge/Reduce
Gentle Repose
Hold Person
Lesser Restoration
Locate Animals or Plants
Protection from Poison
Ray of Enfeeblement
See Invisibility
Spider Climb
Spike Growth

3RD LEVEL

Animate Dead
Aura of Vitality
Bestow Curse
Feign Death
Haste
Plant Growth
Protection from Energy
Revivify
Slow
Speak with Dead
Speak with Plants

Tongues
Vampiric Touch
Water Breathing

4TH LEVEL

Aura of Purity
Blight
Death Ward
Dominate Beast
Freedom of Movement
Giant Insect
Grasping Vine
Locate Creature
Polymorph
Stoneskin

5TH LEVEL

Antilife Shell
Awaken
Commune with Nature
Contagion
Dominate Person
Hold Monster
Greater Restoration
Insect Plague
Mass Cure Wounds
Raise Dead
Tree Stride

6TH LEVEL

Circle of Death
Create Undead
Eyebite
Harm
Heal
Investiture of Plasma^{OAP}
Primordial Ward^{EE}
Wall of Thorns

7TH LEVEL

Finger of Death
Muscle Memory^{OAP}
Plane Shift
Regenerate
Resurrection

8TH LEVEL

Abi-Dalzim’s Horrible Wilting^{EE}
Animal Shapes
Antimagic Field
Dominate Monster
Power Word Stun

9TH LEVEL

Foresight
Power Word Heal
Power Word Kill
Shapechange
True Resurrection

NEW SPELLS

DETECT LIFE

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

Class: Druid, Odic, Ranger

For the duration, you know if there is at least one beast, dragon, giant, humanoid, monstrosity, or plant within 30 feet of you, and the number of each type, but not where the creatures are located.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ENERVATING GRASP

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Class: Odic, Warlock

You attempt to grasp a creature and temporarily drain it of its vigor. Make a melee spell attack against the target. On a hit, the target takes 1d6 necrotic damage, and it has disadvantage on the first ability check or attack roll it makes before the end of its next turn. This spell has no effect on undead or constructs.

This spell’s damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

GIVE LIFE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Class: Cleric, Magus (Sylvan Circle), Odic

You place your hand on another creature, transferring some of your life force to them. Expend and roll one of your hit dice. The target regains hit points equal to the number rolled + your Constitution modifier (a minimum of 1 hit point). This spell has no effect on undead and constructs.

You can expend and roll additional hit dice each time you cast this spell when you reach certain levels: up to two hit dice at 5th level, up to three hit dice at 11th level, and up to four hit dice at 17th level. You add your Constitution modifier to each hit die rolled this way.

INVESTITURE OF PLASMA

6th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Class: Odic, Sorcerer, Warlock, Wizard

Until the spell ends, your blood vessels become strikingly visible beneath your skin, and you gain the following benefits:

- When you cast this spell, or as an action on a subsequent turn while this spell is active, you cure yourself of all diseases and neutralize all poisons affecting you.
- If a creature within 20 feet that you can see makes an attack roll against you, it must succeed on a Constitution saving throw or take 1d10 necrotic damage and lose the attack.
- If a creature is within 60 feet of you, you can use your action to attempt to take control of the target's blood. The target must succeed on a Constitution saving throw or take 3d10 necrotic damage. If it fails its saving throw, you can move it up to 15 feet in any direction and have it make a weapon attack against a target you can see within range. If you end your turn while the affected creature is in the air, it begins falling. A creature that is Huge or larger has advantage on the saving throw.

The benefits of this spell have no effect on creatures that don't have blood in their veins.

MUSCLE MEMORY

7th-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour
Class: Odic

You touch an unconscious allied creature you're familiar with that has 0 hit points, tapping into its muscle memory and imbuing yourself with its capabilities. You replace your ability scores with those of the target, and gain the target's racial traits and class features for the duration, including its saving throw, skill, tool, armor, and weapon proficiencies. Until the spell ends, you lose your own racial traits and class features, including your own saving throw, skill, tool, armor, and weapon proficiencies, though you retain your current hit points, temporary hit points, and hit point maximum. When this spell ends, you lose all of the ability scores, proficiencies, traits, and features you gained this way, and regain your normal ones.

If the creature's class features have a limited number of uses or spell slots, you gain only the target's remaining uses of those features and its remaining spell slots. You learn the spells the creature knows, and prepare the spells it has prepared. You can't cast your odic spells, unless the target knows the spell or has it prepared. You forget all of the spells you learned and prepared this way when the spell ends.

You can end the spell at any time, no action required by you. The spell also ends early if you fall unconscious or die, or if the target regains consciousness or dies.

This spell has no effect if the target is an undead or construct.

ODYLLIC GLOW

Evocation cantrip

Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Unlimited
Class: Odic

You spread your life force through your tattoos, causing them to glow with light, the color of which depends on the mixture of materials used to make the odyllic dye used in the ink. Until you choose to end the spell as a bonus action, or you become incapacitated or die, you shed bright light in a 20-foot radius, and dim light for an additional 20 feet.

OND FURY

Transmutation cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Class: Odic

You imbue your body with excessive amounts of life force, allowing you to strike foes with incredible force. Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d12 bludgeoning damage.

The spell allows you to make more attacks when you reach higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. You can move between each of the attacks as long as you have remaining movement this turn, and you can direct the attacks at the same target or at different ones. Make a separate attack roll for each attack.

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APPENDIX: UNCONDENSED SPELL SLOT COST TABLE

For sake of space and readability, the Spell Slot Cost table was kept more math- than convenience-focused. We created this table to make keeping track of spell costs easier.

Character Level	1st-Level Spell	2nd-Level Spell	3rd-Level Spell	4th-Level Spell	5th-Level Spell
1st	3	—	—	—	—
2nd	3	—	—	—	—
3rd	3	7	—	—	—
4th	4	7	—	—	—
5th	4	7	11	—	—
6th	4	8	12	—	—
7th	4	8	12	14	—
8th	5	8	12	15	—
9th	5	9	13	15	17
10th	5	9	13	16	18
11th	5	9	13	16	19
12th	6	10	14	17	20
13th	6	10	14	17	21
14th	6	10	14	18	22
15th	6	11	15	18	23
16th	7	11	15	19	24
17th	7	11	15	19	25
18th	7	12	16	20	26
19th	7	12	16	20	27
20th	8	12	16	21	28

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