

BOLT NINE HOMEBREW
CLASS PACK 1

PRIMAL PATH

Many barbarians let their rage fuel them in battle, hacking and slashing their way to victory. Others find different ways to become monsters on the battlefield.

PATH OF THE RUNESCARRED

Many barbarians choose to enhance their already impressive physical prowess with the power of ritual magic. Through the process of engraving, they carve magical runes into their skins that can be activated in the heat of battle.

RUNE SPELLS

You can engrave magical runes into your body to be used during battle. Starting at 3rd level, you can engrave up to 2 runes. At 6th level and every even level after 6th, this number increases by 1. The spells stored in these runes can be used while raging. Once you activate a spell that is stored in a rune, the rune simply becomes a scar. Another rune must be carved for a new spell to be stored. These runes store the spell for as long as a day, after which the spell is released without being used. Each rune takes 10 minutes to create. You can create these spells at the Barbarian levels listed below. The spell level is one-third of your spell level, rounded down.

Runescarred Spells

Barbarian Level	Spells
3rd	<i>shield of faith, false life</i>
5th	<i>enhance ability, misty step</i>
9th	<i>fear, protection from energy</i>
13th	<i>fire shield, freedom of movement</i>
17th	<i>death ward, stone skin</i>

RUNESCARRED SKIN

Years of scar tissue covering your body has made your skin tough. Starting at 3rd level, your unarmored AC is 12.

RUNIC ADEPT

Through years of combat, you've become skilled at interweaving your spells with your attack. At 6th level, if you use your action to cast a spell, you can use a bonus action to make an attack.

MUTILATED VISAGE

The scars covering your face leave you looking deformed. At 10th level, you have advantage on all intimidation checks.

RUNE SCARS

An opponent's attack opens up an old scar, releasing the stored magic within. At 14th level, when you take damage from an enemy's attack, you may use your reaction to cast a prepared rune spell.

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



BARD COLLEGES

Bards travel far and wide, searching out new tales to tell and new songs to sing. Whenever two bards meet, they share with each other different experiences they have had. These loose associations are called colleges, and help bards preserve traditions and expand their horizons.

COLLEGE OF SONGS

Bards of the College of Songs have dedicated themselves to mastering the art of song. Travelling the lands, these bards seek out the most varied tunes and the most complex melodies. They seek out the best singers and song-crafters to join their association. They travel to taverns in hopes of discovering new talent; a bard may not even know they are being interviewed when they perform.

These bards are united by their love of songs, more so than the pursuit of great deeds. However, their search for the greatest songs cause them to go out on many adventures.

The college's members often gather in taverns, or music schools. They also meet at carnivals and circuses, hoping to exchange tales with others who travel.

PERFORMANCE PROFICIENCY

When you join the College of Songs at 3rd level, if you roll a skill check and the final value is lower than your Performance modifier, you may replace the value with your Performance modifier.

COMFORT OF MUSIC

Beginning at 3rd level, your songs can comfort people even in the thick of battle. A creature that has a Bardic Inspiration die may roll the die, add the bard's Charisma modifier, and gain that value as temporary health. The creature can use this ability as a free action on its turn or as a reaction when an attack roll is made against it.

CARRY A TUNE

At 6th level, if you are casting a concentration-based spell while playing your instrument, and your concentration is broke, your spell affects linger for another round before disappearing.

SWITCHING MELODIES

Beginning at 14th level, you have become a master at switching melodies at a moment's notice. If you are maintaining concentration on a spell, you can put that spell on pause as a bonus action and cast another concentration spell. All effects of the first spell disappear as if concentration was broken. As another bonus action, or if you concentration on the second spell is broken, your first spell instantly ramps up again, resuming all effects.

You may only have one spell on pause at a time, if you attempt to put a new spell on pause, the current paused spell is lost.



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DIVINE DOMAINS

Every deity in any given pantheon has influence over the life of mortals and civilization. A deity is a part of many domains and has many aspects to their personality. As a cleric, you choose one aspect of your deity to focus, and you gain powers related to that domain.

TRAVEL DOMAIN

The gods of travel – Oghma, Kelemvor, Murkul, Waukeen, and others – emphasize the value in travelling the world and experiencing it with your own eyes.

Travel Domain Spells

Cleric Level	Spells
1st	<i>expeditious retreat, longstrider</i>
3rd	<i>misty step, pass without trace</i>
5th	<i>haste, slow</i>
9th	<i>dimension door, hallucinatory terrain</i>
9th	<i>teleportation circle, tree stride</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency in the Survival skill.

SEASONED TRAVELER

Your years of experience traveling the roads and wilderness have given you an innate sense of direction. When you choose this domain at 1st level, you can innately sense which direction is north, and you are always able to return the way you've traveled without getting lost.

CHANNEL DIVINITY: TRAVEL DEVOTION

You invoke your god's name to quicken your step. At 2nd level, you can use your Channel Divinity to double your movement speed for 1 minute.

BURST OF SPEED

Starting at 6th level, whenever you cast a spell on an ally, he or she gains a bonus 10 feet movement speed. This ability stacks with other movement bonuses such as *haste* and *unarmored movement*.

WILLFUL FOOTSTEPS

Your deity allows you to bolster the speed of your allies and hinder the speed of your enemies. At 8th level, as a bonus action, you can give all allies within 30 feet of you the effects of *haste* and all enemies within 30 feet of you the effects of *slow* until the beginning of your next turn.

Once you use this feature, you must complete a long rest before you can use it again. At 14th level, you may use this feature twice before completing a long rest, and at 20th level, you may use it three times.

CHANNEL DIVINITY: BATTLEFIELD TRAVEL

You can move across the battlefield with almost no hindrance. At 17th level, you can use your Channel Divinity to teleport up to your movement speed as a move action for 1 minute.

DRUID CIRCLES

The various organizations of druids are private, secret societies kept out of the eyes of normal men. All druids are members of a Circle, though they may be so detached they are members in name alone. The druids in these circles meet occasionally, to share information on the ways of the druid.

CIRCLE OF THE SPIRITS

The Circle of the Spirits is comprised of druids who wish to be a part of not only the world they live in, but also the ethereal world that remains a mystery to so many. The members of this circle participate in many rituals to discover their personal Spirit Guide. A Spirit Guide can take many shapes, sometimes as ethereal animals, others as incorporeal wisps, or simply as balls of light. These creatures guide the druids on their journey of enlightenment.

SPIRIT GUIDE

Beginning at 2nd level, you create a partnership with a Spirit Guide.

A Spirit Guide is silent and cannot communicate with you. A Spirit Guide commonly takes on the appearance of an animal significant to your past. Your Spirit Guide is invisible and undetectable to everyone but yourself and can only interact with you.

Your Spirit Guide augments your beast form. Whenever you transform into a beast, your attacks deal force damage instead of the beast's damage types.

It must remain within 60 feet of you at all times and cannot go through walls.

FOLLOW THE GUIDE

Your guide keeps your mind clear of dangers. At 6th level, you have advantage against enchantments and illusions.

ETHEREAL SHIFT

You take your first steps into the ethereal world, and are able to make your own body incorporeal. At 10th level, you can expend two uses of Wild Shape at the same time to transform into a Spirit with the following features:

- Gain resistance to acid, fire, lightning, thunder, bludgeoning, piercing, and slashing damage from nonmagical weapons
 - Immunity to cold, necrotic, and poison damage
 - Immunity to charm, exhaustion, frightening, grapple, paralysis, petrification, poison, prone, restrained
 - Can see into the Ethereal Plane
 - Can move through other creatures and objects as if they were difficult terrain
 - If you end a turn within another creature or object, you will automatically move to the last free space you occupied, and take 1d6 bludgeoning damage
- This form lasts for 1 minute, or until you dismiss it, whichever happens first.

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

SPIRIT GUARDIAN

Your Spirit Guide feeds off of your powerful presence and transforms itself to protect you. At 14th level, when you use Wild Shape, you can choose to have your Spirit Guide become a copy of your new form. It copies all of the abilities and modifiers of your new form, and is no longer invisible. It takes its turn directly after yours. When you return to your original form, or when your Spirit Guide reaches 0 hit points, it returns to its spirit form.

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



MARTIAL ARCHETYPES

There are many different fighters, each with his or her own unique style. The martial archetype you choose reflects the type of fighter you hope to become.

WITCHER

Fighters who choose to walk the path of the witcher are trained in the profession of hunting monsters. All of their skills are honed for this specific job, from the spells they use to the potions they consume.

MASTER OF SIGNS

When you choose this archetype at 3rd level, you learn five spells specific to the Witcher archetype. These unique spells use Sign points.

Sign Points. You have three sign points. Each sign requires one sign point to cast. You regain all of your expended sign points when you finish a long rest. You may not store multiples of the same sign.

You gain another sign point at 7th level and once again at 15th level.

Saving Throws. Some of your signs require your target to make a saving throw to resist the sign's effects. The saving throw DC is calculated as follows:

$$\text{Sign save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

SILVER SWORD

At 3rd level, you deal an addition +2 damage against non-human, non-beast enemies. In addition, you may treat longswords as finesse weapons.

WITCHER'S MEDALLION

Your medallion vibrates to warn you that there are monsters nearby. At 7th level, you have advantage on investigation, survival, and perception checks when looking for and tracking non-human non-beast enemies.

ALCHEMIST

A witcher knows not to test his natural strength against that of a true monster. He increases his prowess through the use of powerful potions. At 10th level, you gain proficiency with alchemy kits. As long as you have an alchemy kit on your person, you may make one of each of the potions listed at the end of the archetype. You may drink a potion as a bonus action. The bonuses granted by these potions only affect witchers; any non-witcher who drinks these potions feels no beneficial or adverse effects.

You can drink 2 potions, after which you must finish a long rest before you can drink more. During long rests, used potions can be replenished as long as you have an alchemy kit.

MONSTER SLAYER

You are a master of finding a monster's weakness and exploiting them. At 15th level, you may use an action to roll a perception check against a monster (DC 5 + monster's challenging rating). On a success, all attacks you make against that monster are at advantage for 1 minute.

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

SIGNS

The signs are presented in alphabetical order.

Aard. You may cast this sign as a bonus action. Choose a target within 10 feet. That target must make a Strength saving throw. On a failed save, it is pushed back 10 feet and knocked prone.

Axii. You may cast this sign as an action. Choose a target within 20 feet. That target must make a Wisdom saving throw. On a failed save, it is stunned until the end of its next turn.

Igni. You may cast this sign as an action. All creatures within 20 foot cone in front of you must make a Dexterity saving throw. On a failed save, targets take 1d8 fire damage. Targets who make a successful save take half damage. At 6th level, and every 3 levels after 6, this damage increases by 1d8.

Quen. You may cast this sign as a reaction. Until the start of your next turn, you have resistance to all damage except psychic damage.

Yrden. You may cast this sign as an action. All creatures in a 20 foot radius of you must make a Wisdom saving throw. On a failed save, targets move at half speed and may not take bonus actions while within the radius of the sign.

POTIONS

The potions are presented in alphabetical order.

Cat. You gain darkvision for 1 hour.

Swallow. You regain health equal to your proficiency bonus at the beginning of your turn each round for 5 rounds.

Thunderbolt. You gain +2 on attack and damage rolls for 1 minute.



MONASTIC TRADITIONS

There are many monasteries scattered across the lands. Each specializes in a different school of thought. Many study the basic three, but there are other monasteries, sitting far from society, with other specialties.

WAY OF THE KENSAI

For some monks, personal enlightenment comes in the form of utter devotion to a cause. They express their devotion by dedicating themselves to the mastery of a single weapon. They pour their souls into their study and in this study they find perfect harmony through the mastery of their tool.

SIGNATURE WEAPON

As a Kensai, you're trained in every weapon. However, you choose one weapon in particular to make your own. Starting at 3rd level, select one weapon as your Signature Weapon. You gain proficiency with this weapon, but lose proficiency with all others except for Unarmed Strike. You must spend 24 hours of uninterrupted meditation to bond with your chosen weapon. The bonded weapon is treated as a monk weapon and gains the benefits listed in the Martial Arts feature. If the weapon breaks, is lost, or can otherwise not be used, you must find a weapon of the same type, and undergo the bonding process again.

BLADE ART

You've mastered your weapon to the point that it is an extension of yourself. At 3rd level, choose one of the following options. Select another option at 10th level and another at 15th.

Keen Blade. You gain +2 damage with your Signature Weapon.

Mortal Strike. You can spend 1 ki points to deal an additional 1d6 damage on your next attack with your Signature Weapon.

Focused Energy. Your Signature Weapon is considered magical for overcoming damage reduction.

Defensive Posture. As a reaction, you can spend 2 ki points to increase your AC by 5 until the end of the round.

Blade's Reach. As a bonus action, you can spend 1 ki point to double the reach of your Signature Weapon.

KI PROJECTION

Your mere presence is sometimes enough to overwhelm others. At 6th level, you can spend 1 ki point to gain advantage on your next Deception, Intimidation, or Persuasion check.

KIA!

You let out a startling shout and emit a terrifying aura. At 11th level, as an action you can spend 2 ki points to force all enemies in a 30 foot radius to make a Wisdom saving throw. On a failed save, the targets are frightened of you for 1 minute or until they take damage.

Kia! DC = 8 + your proficiency bonus +
your Wisdom modifier

INSPIRED DISCIPLES

Your impressive technique and skill inspires your allies. At 17th level, as an action you can spend 3 ki points to give all allies within 30 feet of you advantage on saving throws and immunity to fear effects for 1 minute.

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



SACRED OATHS

A paladin is defined by his cause, his oath. Oaths are often noble, a righteous cause a paladin devotes his life to. There are as many oaths as there are paladins, each defined by and defining the paladin who had devoted his life.

OATH OF DESPAIR

The Oath of Despair is a darker, more realistic oath. Sometimes called dread knights, or mistaken for bone knights, the paladins who take this oath decide to embrace the darkness, finding it easier to combat the monsters by becoming one themselves. Those who follow this path have to be careful that the darkness does not consume them, scaring them permanently.

TENETS OF DESPAIR

The tenets of the Oath of Despair are not set in stone, they change with each paladin who takes the oath. However, at the core of each oath lie these tenets.

Realistic Perspective. There is always hope, but there is realistic and unrealistic hope. Remain realistic in our hopes and our goals.

Embrace the Darkness. Never hesitate when journeying into the unknown, for there are the demons we work so hard to fight.

Never Frightened. Never fear any monster you come across, because they should not be feared. We should be feared.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of Despair Spells

Paladin Level	Spells
3rd	<i>detect magic, protection from evil and good</i>
5th	<i>darkness, darkvision</i>
9th	<i>fear, nondetection</i>
13th	<i>arcane eye, otiluke's resilient sphere</i>
17th	<i>dominate person, legend lore</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Mark of Despair. You can use your Channel Divinity to mark a target with a tinge of despair. As a bonus action, you can point to a target within 30 feet. The creature must make a Charisma saving throw, or gain the Mark of Despair. Any target marked with Despair takes an addition 1d8 necrotic damage from all damage for 1 minute.

Cast Shadows. As an action, you can envelop another creature in shadow. The creature must make a Wisdom saving throw, and on a failed save, the creature is shrouded in darkness, as if *darkness* was cast on it. The creature cannot see farther than 5 feet ahead of it, and this darkness is considered magical. This effect lasts for 1 minute.

HELLFIRE SMITE

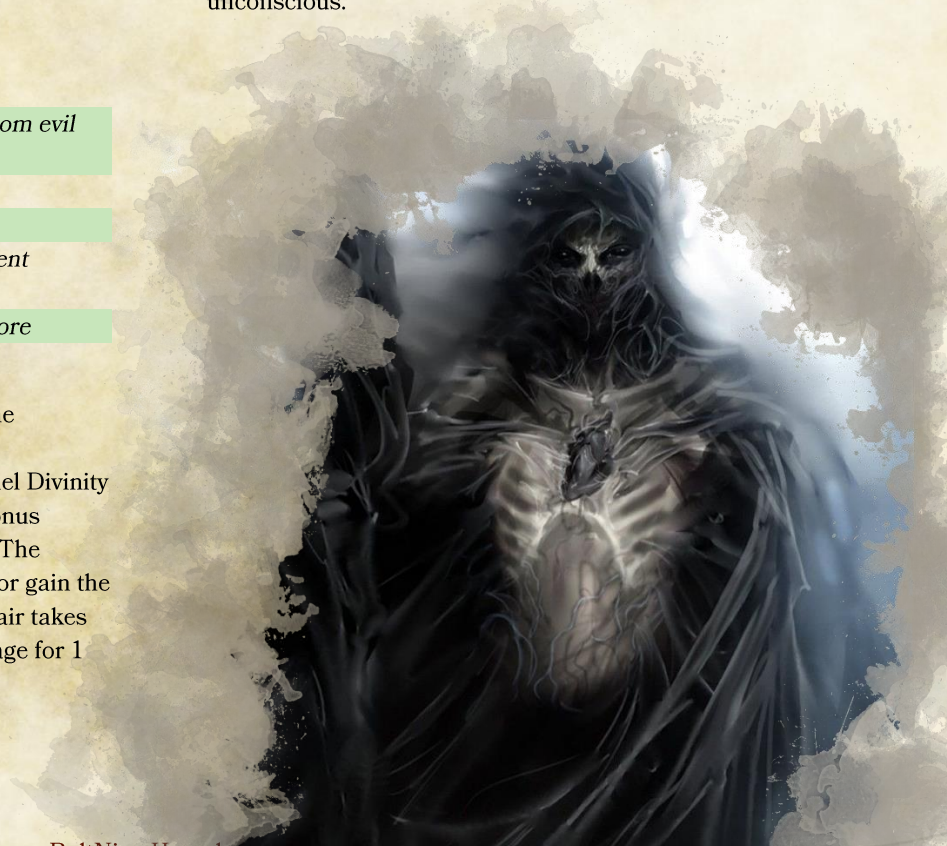
Beginning at 7th level, you can augment your smites with hellfire. When you hit a creature with a Smite, you can deal an additional 1d6 fire damage. You can augment your smites in such a way a number of times equal to your Charisma modifier before needing to take a short or long rest.

AURA OF DESPAIR

Beginning at 15th level, you emit an aura of despair in a 15 foot radius around you. All enemies within the radius must make a Charisma saving throw, and on a failed save, they have disadvantage on all Constitution, Wisdom, and Charisma saving throws while within the aura.

ENVELOPED IN DESPAIR

Beginning at 20th level, you have accepted the darkness of the world into your heart. As an action, you can transform yourself into a fiend for 1 hour. You can transform into any creature of CR 12 or lower, as long as it has the *fiend* tag. You take on the Strength, Dexterity, Constitution, hit points, and all abilities of the fiend, but keep your Intelligence, Wisdom and Charisma scores. You lose the ability to cast spells while in this form; however, you can still cast smites. If you are reduced to 0 health, you transform back into your regular form and fall unconscious.



RANGER ARCHETYPE

Rangers have many expressions, from the iconic Hunter and Beast Master to the lesser known.

SHADOW WALKER

Rangers who follow the Shadow Walker archetype thrive on the chaos of battle. Running through the fight, their enemies aren't sure whether the ranger is wreaking havoc on them from a distance or is behind them. A ranger who follows in the steps of the Shadow Walker can manipulate the battlefield, a proverbial one man army.

SHADOW IMAGE

Starting at 3rd level, you can summon a ghostly image of yourself within 5 feet of yourself as a bonus action. This image looks exactly like you at the moment you summon it, but is obviously ethereal, a ghost which barely obstructs vision. All attacks aimed at the shadow go through the ethereal being. You must remain within 100 feet of your shadow or it vanishes. Otherwise, this shadow lasts until it is dispelled, or for 1 minute. You can only have one shadow present at a time.

Although stationary, the shadow will mimic your actions. When you attack an enemy, your shadow will also launch an attack against the same target if in range. If the target is not in range of the shadow, it will attack the nearest enemy within range. You must roll an attack roll for your shadow, using your attack modifiers. If your shadow hits, it rolls full damage dice and adds the relevant modifier; however, it will only deal half the rolled damage to the enemy as necrotic damage.

Your shadow can only attack once per turn and cannot take reactions or contribute to flanking.

DISAPPEAR INTO SHADOWS

Beginning at 7th level, you can use your bonus action to take the place of your shadow. By using this ability, you take the place of your closest shadow, if there is no obstruction in the space. Your shadow then appears at your former location.

Once you use this feature, you cannot use it again until you take a long rest.

DUPPLICITY

Starting at 11th level, you gain the ability to summon and maintain two shadows. Each shadow behaves the same as defined in Shadow Image.

SHADOW ASSAULT

At 15th level, as an action, you can have a shadow explode into a mass of dark energy, dealing 6d10 necrotic damage to all enemies in a 5 foot radius around the shadow's position.

Once you use this feature, you cannot reuse it until you finish a long rest.



ROGUISH ARCHETYPE

There are similarities among all rogues, from their expertise in a wide variety of skills to their ruthless approach to combat. However, there are as many things that make rogues different as there are making them similar.

SCOUT

You have trained yourself to be a master of guerrilla warfare. Rebel fighters, rangers, and woodland hunters all follow this archetype. In addition to improving your agility and speed, you learn how to dart in and out of fights, leaving others reaching for their weapons while you have already dealt the killing blow.

SKIRMISH

You have mastered the art of attacking as you reposition yourself. Starting at 3rd level, you lose the ability to Sneak Attack but gain the ability to Skirmish. For any base rogue abilities, as well as damage, replace Sneak Attack with Skirmish.

Skirmish. You have learned how to prey on an enemy's immobility. Once per turn, you can apply Skirmish damage to any attack if you have already moved at least 15 feet within the same round. The 15 feet of movement must be voluntary movement and the damage can only be applied once per round. Skirmish damage can be applied with both ranged and melee weapons.

The amount of Skirmish damage dealt is equal to and replace Sneak Attack damage, as seen in the Rogue table.

FAVORED TERRAIN

Starting at 3rd level, you have gained experience in a selected terrain. Choose a terrain from the list below, and whenever you are in that environment, moving through nonmagical difficult terrain costs you no extra movement.

Artic.

Caverns.

Desert.

Plains.

Urban.

Woodlands.

FLAWLESS STRIDE

Beginning at 9th level, on any round you land skirmish damage on an enemy, you gain an additional 10 feet of movement for the round.

SHIFT

By the time you have reached 13th level, you have learned how to use your opponent's attacks to reposition yourself. As a reaction to being attacked by either a melee or ranged weapon, you can shift 5 feet after taking damage or the attack missing. This affect does not trigger on magical effects.

You can only use this feature a number of times equal to your Dexterity modifier before needing to complete a long rest.

TERRAIN EXPERT

Starting at 17th level, you have become a master of all terrains. You do not have to expend extra movement on rough terrain in any environment.

On your Favored Terrain, you act as if under the effects of *freedom of movement*.

SORCEROUS ORIGINS

Different sorcerers attribute their magical prowess to different origins. Many attribute it to either a draconic bloodline or to wild magic. Others claim different origins.

HEMOMANCY

Your magic comes from the blood coursing through your veins. Many sorcerers who claim this origin can trace their magic to a deadly illness in their youth or a bite from a magical creature. The sorcerers who identify with this special brand of magic feel the life force of the creatures around them, and with practice, can manipulate it, for a cost.

BLOOD PRICE

Since your magic is an extension of your life force, your damaging spells have an additional health cost. Whenever you cast a spell with a damage component, you must reduce your hit points by double the level the spell is cast. In addition, you add the lost health as damage to the spell. If you do not have enough hit points to cast the spell, you may cast it and immediately fall unconscious. The loss of hit points on cast does not disrupt concentration.

Blood Price applies only to spells from the Sorcerer's spell list.

LIFE LEECH

Starting at 1st level, when you deal damage to a target, you gain temporary hit points equal to your Proficiency bonus + your Charisma modifier. This temporary health can be used for Blood Price. The temporary health does not stack but can be replenished when you deal more damage.

RITUALIST

You need only a small fragment of another person to be able to sense their life force. Starting at 6th level, you can cast single-target concentration spells with no range restriction. To remove the range restriction, a vial of the target's blood is added as a material component. Upon casting the spell, the vial of blood is rendered inert. You still must expend the appropriate spell slot.

SIXTH SENSE

Beginning at 14th level, you are able to detect another creature's life force even if you can't see them. As an action, you can cut yourself for 1 health to make a DC 12 Arcana check to sense living creatures around you. On a successful check, you know how many creatures are within 100 feet of you and the direction of each creature in relation to you. On a failed check, you only know how many creatures are within the vicinity.

This feature does not detect any constructs in the area.

INFLICT ANEMIA

Starting at 18th level, as an action, you can suppress another creature's life force. You can spend a quarter of your maximum health to attempt to inflict a living creature with anemia. The creature must succeed a Constitution saving throw or suffer three levels of exhaustion and is required to make a concentration check at the beginning of each round to maintain any concentration spells they are casting.

On a successful save, the targeted creature will suffer one level of exhaustion and must make a concentration check at the beginning of each round.

To use this feature, you must have vision of your target when casting, or a vial of their blood. You cannot cast this on constructions.

You must take a long rest before you can use this feature again.



OTHERWORLDLY PATRON

When a warlock makes a pact with a patron, they seldom understand the patron's motives. Some patrons are minor deities happy to introduce someone to magic. Others are demons attempting to gain a foothold in the Material Plane, and others are so detached from the world, they are not even aware of their warlock's existence. Very few patrons will be direct with the beings which serve them, and even when they are, the warlock may not understand, acting as just another cog in the grand plan.

THE UNBLINKING EYE

Your patron is an ancient, isolated being. It embodies the adage *knowledge is power*. Impressed when you found them, hidden away deep in the recesses of the planes, it granted you magic in order for you to gather more knowledge for it.

EXPANDED SPELL LIST

The Unblinking Eye lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Unblinking Eye Expanded Spells

Spell Level	Spells
1st	<i>disguise self, silent image</i>
2nd	<i>blur, detect thoughts</i>
3rd	<i>nondetection, major image</i>
4th	<i>arcane eye, greater invisibility</i>
5th	<i>modify memory, dominate person</i>

BEGUILING TONGUE

Beginning at 1st level, your patron shows you how to coerce information from any creature. You can pose a question to any creature, and if they fail a Wisdom save against your warlock spell save DC, they will answer truthfully and without hesitation. This only works on intelligent creatures with whom you share a common language, and only for 1 question.

Though unable to stop themselves from answering, the creature will realize they were compelled to answer your question through magical means. A creature cannot be under the effect of Beguiling Tongue more than once in a 24 hour period.

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

THIRD EYE'S VISION

Starting at 6th level, the knowledge you have gathered has made combat predictable. Upon being harmed, you may use your reaction to get a glimpse into the future of your attacker. You may subtract 1d8 + your Charisma modifier from your aggressor's next attack or spell attack roll. They can still add their usual modifiers to the roll.

You can use this feature twice before needing to complete a short or long rest.

UNSEEN OBSERVER

Starting at 10th level, you have mastered the ability to hide in plain sight. At any time, if you are standing completely still, you may concentrate for 1 minute and disappear from view. While in this state, you cannot move or create noise, but your senses are heightened. You gain advantage on all perception rolls.

While in this state, you are undetectable by normal means, and others will pass through the space you are occupying without hindrance. An opposing perception check, when higher than your warlock spell save DC, will alert them to a slight shimmer in the air in the area you are standing.

If you attempt to end the effect when something is occupying the space, you take 1d8 bludgeoning damage and reappear in the closest open space.

You are still susceptible to the effects of magic. For example, you will take the full effects of the *fireball* spell if within its range. You can also be detected and revealed by magical means, including, but not limited to *identify*.

OVERWHELMING KNOWLEDGE

Starting at 14th level, you can give another creature a glimpse to the knowledge your patron has gathered. As an action, choose a creature you can see within 60 feet of you. It must make a Wisdom save against your warlock spell save DC. On a failed save, the creature is subject to a large amount of knowledge at once, taking 1d10 psychic damage per round for 10 rounds. In addition, the creature has disadvantage on all Intelligence saves and concentration checks during this time.

On a successful save, the creature takes half damage and suffers no disadvantage.

Once the effect has ended, the creature does not remember what occurred, and has a headache.

You must complete a short or long rest before you can use this feature again.

ARCANE TRADITIONS

The study of wizardry goes back to times before recorded history. As wizards studied magic, they broke down what they learned into different schools. Each school focuses on a different aspect of magic, and each school attracts different students who study it.

SCHOOL OF BATTLE

Members of the School of Battle are not content spending their lives reading dusty tomes. Instead, they use their magical teachings to increase their abilities and transform themselves from frail fighters to battlefield terrors.

FORCE OF MIND

Beginning when you select this school at 2nd level, whenever you make a weapon attack roll against a target, you can replace your Strength or Dexterity modifier with your Intelligence modifier. You cannot do this for the damage modifier.

In addition, you gain proficiency with all simple melee weapons, one melee martial weapon of your choice, and shields. A weapon or a shield can act as an arcane focus.

MAGICAL WEAPON

Starting at 2nd level, you learn how to channel the force of magic into your blows. As a bonus action, you can expend a 1st level spell slot to charge your weapon with magical power. Your next weapon attack will deal an additional 1d8 force damage. You can expend a higher level spell slot, increasing the damage by 1d8 for each slot above 1st level.

ESSENCE SHIELD

Starting at 6th level, you can use a reaction to give yourself temporary health. By expending a spell slot, you gain temporary health equal to your Proficiency bonus x spell slot level + your Intelligence modifier.

EXTRA ATTACK

Beginning at 10th level, you can attack twice instead of once when you take the Attack action on your turn.

SPELLWEAVE

Starting at 14th level, you learn how to weave spells into your attacks. If you land a hit on an enemy, you can cast a spell from your spellbook instead of taking a second attack. You must expend a spell slot equal to the level you are casting the spell.

You may use this feature up to twice before you must take a long rest. You can only use this feature once per round.

