

REFLECTIONIST

5TH EDITION PLAYER CLASS



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REFLECTIONIST

Standing before the full-length mirror in the mansion's bedroom, an elaborately adorned Tiefling smooths her combat wrinkled attire and, with an approving wink from her reflection, steps into the mirror to make her escape through the reflective surface of the fountain in the courtyard.

Cowering behind his wounded companions as the goblin raiding party swarms in, a trembling young human conjures a pristine duplicate of himself who stands with gleaming sword in hand, a paragon of courage to shield against the horde's jagged blades.

Emerging from the shadows as he draws back his hood, a halfling takes his place alongside his fiendish twin form, grinning mischievously. The two pause momentarily as low flames wreath the reflection's leathery skin. Fear settles into the captured spy's eyes. It's time to begin the interrogation.

Whether gaining positional advantages on the battlefield or using their broadened outlook to navigate social challenges, reflectionists embody an understanding that maintaining multiple perspectives can yield powerful potential.

CONTAINING MULTITUDES

The will to survive can grant any creature the capacity to evolve in order to overcome threatening circumstances. After this transformation, some revert to their original nature, choosing to either ignore or repress the new self that emerged, while others wholeheartedly embrace a new identity. Reflectionists find fulfillment in the complexity these changes bring to their lives. Shaped by such an experience, a reflectionist's ever expanding view of the world is one where these possible selves are simply waiting to be willed into existence and given corporeal form.

GROWTH THROUGH PERSPECTIVE

Reflectionists hold the qualities of open mindedness, self-reflection, and self-acceptance as paramount. As such, they are typically at odds with forces that seek to limit free thought, personal exploration, or opportunities for growth. However, this open mind tends reflectionists towards complex interpretations of right and wrong, and sympathizing with both sides of a conflict. While reflectionists covet the flexibility that independence brings, some find constant knowledge of their extremes to be isolating and cherish support systems to buffer against

the intensity. Others indulge in these extremes, losing sight of their true selves in favor of the thrill that results from pushing limits.

EXPANDING BOUNDARIES

Amongst adventurers, reflectionists are wildcards with talents that vary as widely as their moods and insights that can provide startling clarity to even the most complicated situations. They are well suited for exploration, drawn by changing scenery and the possibility of expanding their understanding of the world through new experiences and interactions with new cultures.

CREATING A REFLECTIONIST

The most important aspect of a reflectionist character is the nature of the experience that altered his or her sense of self. What new version of yourself did you see? Was it a positive experience that made you powerful, supportive, or wise in a time of need? Or was it a negative change that made you vulnerable, immoral, or undesirable at the worst possible moment? At first level, you will select which boundary this experience transcended, as well as how that new perspective manifests in your reflection.

When choosing this boundary, consider the events that lead to that awareness. Perhaps it was a slow revelation, and you have lingering memories of a personal struggle or a secretive double life. Perhaps the change occurred in one life-altering instant, as you witnessed a great battle, suffered a personal trauma, or experienced world shaping magic that expanded your comprehension of existence beyond the material plane.

After determining how your reflection manifests, consider your feelings about it. When was the first time your reflection appeared? How did you react? As it persisted, what relationship with this altered version of yourself has developed? Your manifestation may be something virtuous you aspire to become, evidence of a side of yourself you would rather hide, or even a corrupting influence providing constant temptation.

QUICK BUILD

You can make a reflectionist quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Constitution. Second, choose the folk hero background.

THE REFLECTIONIST

Level	Proficiency Bonus	Features	Reflection Points	Spells Known	Spell Slots per Spell Level				
					1st	2nd	3rd	4th	5th
1st	+2	Conjure Reflection, Manifestation, Survivor's Will	2	—	—	—	—	—	—
2nd	+2	Spellcasting, Boundary Feature	3	2	2	—	—	—	—
3rd	+2	Manifestation Ability, Mirror Step	3	3	3	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—
5th	+3	Manifestation Ability	4	5	4	2	—	—	—
6th	+3	Extra Attack	5	6	4	2	—	—	—
7th	+3	Manifestation Ability	5	7	4	3	—	—	—
8th	+3	Ability Score Improvement	6	8	4	3	—	—	—
9th	+4	-	6	9	4	3	2	—	—
10th	+4	Ability Score Improvement	7	10	4	3	2	—	—
11th	+4	Expanded Ability	7	11	4	3	3	—	—
12th	+4	Ability Score Improvement	7	12	4	3	3	—	—
13th	+5	-	7	12	4	3	3	1	—
14th	+5	Overcharged Potential	8	13	4	3	3	1	—
15th	+5	Expanded Ability	8	13	4	3	3	2	—
16th	+5	Ability Score Improvement	8	14	4	3	3	2	—
17th	+6	-	8	14	4	3	3	3	1
18th	+6	Expanded Ability	8	15	4	3	3	3	1
19th	+6	Ability Score Improvement	8	15	4	3	3	3	2
20th	+6	Reflective Permanence	8	15	4	3	3	3	2

CLASS FEATURES

As a reflectionist, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per reflectionist level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per reflectionist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, shortswords, longswords

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose two from Arcana, History, Insight, Intimidation, Perception, and Sleight of Hand.

EQUIPMENT

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

- (a) a shortbow and a quiver of 20 arrows or (b) any simple weapon
- (a) a diplomat's pack or (b) an explorer's pack
- (a) a steel mirror or (b) a highly polished trinket
- Leather armor, any simple weapon, and a dagger

CONJURE REFLECTION

Beginning at 1st level, you have gained a radically altered perception of yourself as filtered through the lens of some extraordinary circumstance. This knowledge has left an indelible mark on your mind, and the remnants of this realization allow you to draw on energy beyond your reality to fuel certain abilities, as well as to conjure your altered reflection into corporeal form. This reflection appears as a reimagined version of yourself with an exaggerated appearance corresponding to its manifesting circumstance. Each manifestation has its own unique traits and abilities.

SUMMONING THE REFLECTION

Using your bonus action, you can expend a reflection point to create your reflection in an unoccupied space that you can see within 30 feet. Once conjured, the reflection remains for up to 10 minutes, until dismissed as a bonus action, or until you become unconscious. If at any time the distance between you and your reflection exceeds 60 feet, the connection breaks and it vanishes.

Your reflectionist level determines how many reflection points you have, as shown in the Reflectionist table. When you spend a reflection point, it is unavailable until you complete a long rest.

REFLECTION ABILITIES

Some of your reflection abilities require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Reflection save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

While active, the reflection is considered an extension of yourself. You and it function as a singular entity, despite appearing separately. Its actions are entirely controlled by your will. As a result, the reflection shares your size, hit points, movement, AC, resistances, senses, proficiencies, and Ability scores. Each manifestation type also has bonus proficiencies which apply only to the reflection.

Any damage or conditions affecting your reflection also affect you and vice versa. Damage taken is deducted from your current hit point total. If your reflection is required to make an ability check, attack roll, or saving throw, it does so using your modifiers, as well as any bonus proficiencies it may have. If both you and your reflection are the target of the same effect, only one saving throw is required and it includes only your modifiers. Any damaging effects from a single source are applied only once. Your reflection is not able to cast spells, but it does have immunity to any damage or conditions from spells you cast.

REFLECTIONS IN COMBAT

During combat, your reflection acts on your turn using your movement, action, bonus action, or reaction as you would. Each round, you can choose whether you or your reflection use some or all of these actions. For example, if you have 30 feet of movement speed, that movement may be divided in any distribution between you and your reflection, provided the total distance moved does not exceed your speed.

When conjured, your reflection is equipped identically to you and has access to any items you have equipped. However, magical items do not infer their benefits to the reflection and are treated as the common version of their item type. For example, an equipped +1 longsword would simply be treated as a regular longsword in the hands of your reflection. Weapon attacks made by your reflection are considered magical for the purposes of determining a target's resistances.

With the exception of Emotive Dualist manifestations, reflections are incapable of speech, though all are able to produce nonverbal vocalizations.

REFLECTIVE MANIFESTATION

At 1st level, you have seen your reflection manifest in a form of your choice: Fiendish Reveler, Ghostly Drifter, Celestial Warden, or Emotive Dualist, each of which are detailed at the end of the class description.

SURVIVOR'S WILL

Beginning at 1st level, while your reflection is active, your AC includes half your Wisdom modifier rounded up (a minimum of +1).

SPELLCASTING

By the time you reach 2nd level, you have learned to harness the innate energy of possibility that lingers around all things and use it to cast spells. See PHB chapter 10 for the general rules of spellcasting and the end of this document for a list of reflectionist spells.

SPELL SLOTS

The Reflectionist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

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

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

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

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your reflectionist spells, as your magic draws on the potential energy of possibility that you sense surrounding all things. 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 a reflectionist spell you cast 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

SPELLCASTING FOCUS

You can use an arcane focus or any reflective object as a spellcasting focus for your reflectionist spells.

MIRROR PASSAGE

At 3rd level, you can expend half your movement speed to move through a reflective surface and exit another surface within 120 feet, ending in an unoccupied space beside it. You must be familiar with both surfaces and physically be able to fit through each as if you were moving through an opening or passage.

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.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn. The two attacks can be distributed between you and your reflection.

OVERCHARGED POTENTIAL

At 14th level, you gain the ability to flood your reflection with potential energy, further empowering its abilities. When using a manifestation ability, you can expend an additional two reflection points to double the resulting damage or healing of the ability and impose disadvantage on any saving throws made against its effects.

REFLECTIVE PERMANENCE

At 20th level, your unwavering commitment to willing your reflection into existence grants it permanence. As a result, the duration of your conjure reflection ability no

longer has a limit and your reflection remains until dismissed or you are rendered unconscious.

MANIFESTATION

The nature of any reflection is defined by the experience around which it originates. Manifestations can usually be divided into two inciting categories: revelations of scale, in which the reflectionist gains an understanding of their place in the multiverse, and revelations of self, in which the reflectionist gains a deeper understanding of their own character.

Your choice of manifestation indicates the manner in which you gained new perspective and subsequently learned to remold your reflection to emulate — not necessarily an indication of personal morals, demeanor, or affiliation, but a description of the form and abilities your reflection exhibits.

FIENDISH REVELER

You have witnessed the frightening reality of fiendish creatures, in a glimpse of either the chaotic terrors of the Abyss or the manipulative nightmares of the Nine Hells. Fiendish reflections often have monstrous appearances with sharp horns, fanged maws, glowing eyes, fur or scaly skin, barbed tails, or fearsome claws. They are often sadistic, manipulative, or ruthless in demeanor. While active, your reflection's creature type is considered to be fiend.

BONUS PROFICIENCIES

Your reflection is proficient in all Strength based ability checks and Strength saving throws.

EYES OF GREED

At 1st level, your reflection subtly draws you to covet the wealth of others, causing coins and other metallic currency within a 5 foot radius of it to glow a deep red-orange. Only you can see this glow, and it is visible through fabrics but not more solid materials.

VENGEFUL FURY

At 3rd level, whenever your reflection is hit by a melee attack, you can use your reaction to immediately have it make an unarmed counterattack. On a hit the target takes 2d6 slashing damage and must succeed on a Constitution saving throw or begin bleeding from the wound, taking necrotic damage equal to your reflectionist level at the beginning of each of its turns. At the end of each of the

target's turns, it can repeat the saving throw, ending the effect on a success.

UNRESTRAINED WRATH

At 5th level, you can tap into the unchecked violent nature of fiendish warfare, enabling you to empower weapon attacks made by either you or your reflection. Whenever you hit with a weapon attack, you can choose to use your bonus action to expend one reflection point to increase the damage of that and any subsequent weapon attack made until the beginning of your next turn. The damage increases by an amount equal to twice your reflectionist level. The damage type can be either fire or acid.

SCALDING EXPLOSION

At 7th level, you can channel the volatile temperament of fiends, using it to sever your reflective link and violently destroy your reflection. As an action, you cause your reflection to explode into a burst of either fire or acid. All creatures within a 10 foot radius must succeed on a Dexterity saving throw or take 6d8 damage of the chosen type, or half that amount on a success. Once you use this feature, you must finish a long rest before you can use it again.

EXPANDED ABILITIES

An open perspective enables a wide array of expanded abilities as your powers mature, you can select a new expanded ability at 11th, 15th, and 18th levels. The list of these abilities can be found at the end of the class description.

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

GHOSTLY DRIFTER

The boundaries between life and death blur to the point where both occupy your perception equally. Whether as a witness to a catastrophe, a survivor of a near death experience, or a momentary viewer of the afterworld planes, a lingering reflection of a life after death is imprinted upon your thoughts. An observer might even consider this a haunting, possession, or hallucination.

You have witnessed how the spirits of the dead still defiantly cling to the material world. These spirits are often resolute, vengeful, or driven by deeds which remain undone. Ghostly reflections often appear in ethereal, grim, or macabre manifestations, sometimes bearing evidence

of the circumstances of their realization. While active, your reflection's creature type is considered undead.

BONUS PROFICIENCIES

Your reflection is proficient in all Dexterity based ability checks and Dexterity saving throws. Additionally, your reflection is immune to effects which would turn undead.

ETHEREAL CHILL

At 1st level, your reflection is able to become ethereal, allowing it to move through other creatures and objects as if they were difficult terrain. The area through which it passes becomes noticeably colder for up to a minute. This effect is not powerful enough to do damage. If your reflection ends your turn inside an object, it takes 3d10 bludgeoning damage and is pushed out of it in a random direction.

CHAINS OF THE GRAVE

At 3rd level, you can use your action to command your reflection to make a melee spell attack against a creature within 10 feet of it. On a hit, the target takes 2d6 bludgeoning damage and is grappled by spectral chains that lash the target to your reflection.

AGONIZING POSSESSION

At 5th level, if a creature ends its turn within 5 feet of your reflection, you can use your reaction to expend a reflection point and attempt to possess it. The target creature must succeed on a Charisma saving throw, or the reflection merges into its form. While merged with the target, any damage you suffer is divided equally between you and the target. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success and expelling your reflection into an unoccupied space within 5 feet. If a creature's saving throw is successful or the effect ends for it, it is immune to your possession for the next 24 hours.

INESCAPABLE FATE

At 7th level, you can use your action to expend a reflection point to curse a humanoid creature within 30 feet of your reflection using a string of indecipherable whispers. The target must succeed on a Constitution saving throw or become cursed. While cursed, the target gains a vulnerability to a type of damage of your choosing and has disadvantage on a type of saving throw of your choice. If the creature has resistance to that type of damage, its resistance is nullified. If the target has immunity to the damage type, the curse fails. The target can repeat the

saving throw at the end of each of its turn, ending the effect on a success.

EXPANDED ABILITIES

An open perspective enables a wide array of expanded abilities as your powers mature, you can select a new expanded ability at 11th, 15th, and 18th levels. The list of these abilities can be found at the end of the class description.

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

CELESTIAL WARDEN

You have experienced the presence of an ascendant being from the upper planes. These encounters often are interventions of guidance, benevolence, or protection from a higher power. These beings are typically described as focused, moral, unfaltering, or benevolent. Celestial reflections often appear as pristine, radiant, or stalwart protectors, regally attired in whites, silvers, or golds. While active, your reflection's creature type is considered celestial.

BONUS PROFICIENCIES

Your reflection is proficient in all Constitution based ability checks and Constitution saving throws.

ASCENDANT BRILLIANCE

At 1st level, once conjured, your reflection sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

WARDING STANCE

At 3rd level, your reflection gains the ability to guard against incoming attacks. As an action, you can direct your reflection to assume a defensive stance. While in this stance, any creature you designate within a 5 foot radius of your reflection, receives a +2 bonus to their AC. While in this stance, your reflection is unable to move. On your turn, you can choose to use your bonus action to end the stance.

CLEANSING DISSOLUTION

At 5th level, the soothing energy of your reflection can be used to heal and cleanse other creatures. If you end your turn with your reflection within 5 feet of another creature, you can use your reaction to merge your reflection into it,

immediately restoring hit points equal to twice your reflectionist level + your Wisdom Modifier to the target and removing one afflicting disease or poison. After using this ability, your reflection dissolves into the target and is no longer active.

BLINDING INTERCESSION

At 7th level, the protective instinct of your reflection becomes almost instantaneous. Whenever a creature makes an attack against an ally, you can use your reaction to expend one reflection point and call your reflection to the target to intercede. Your reflection appears in a flash of light in an unoccupied space within 5 feet of the target granting your ally resistance to the attack's damage. Any hostile creatures within a 10 foot radius of your reflection's end location must succeed on a Constitution saving throw or become blinded until the end of their next turn.

EXPANDED ABILITIES

An open perspective enables a wide array of expanded abilities as your powers mature, you can select a new expanded ability at 11th, 15th, and 18th levels. The list of these abilities can be found at the end of the class description.

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

EMOTIVE DUALIST

Emotive reflectionists are intimately acquainted with the full, dizzying spectrum of emotions. A brave adventurer may crumble under unbeatable odds, or a meek individual may rise to commit heroic deeds. For you personally, the breadth of your experience spans across the extremes of some set of emotions. Your defining moments have revealed to you a new self-perspective beyond who you believed you were capable of being. As a result of this variability, emotive manifestations have unparalleled flexibility in their abilities.

Emotive manifestations result from a comprehensive understanding of a particular emotion, generally triggered by a personal experience with the extremes of an emotional spectrum. Emotive reflections are generally considered mercurial and are notoriously more difficult to control completely. When conjured, they may manifest as an archetype of one emotional extreme, an indication of your current subconscious state, or a form contradictory to your mood entirely. As a result, emotive reflectionists

must learn to work effectively with any point along the spectrum to accomplish their aims.

BONUS PROFICIENCIES

Your reflection is proficient in all Charisma based ability checks and Charisma saving throws.

SUBCONSCIOUS VOICE

Emotive reflections are true manifestations of your subconscious, capable of offering both affirmation and insecurity. Though under your control, emotive reflections may still become an audible voice for inner thoughts.

Starting at 1st level, your reflection is able to speak and understand any languages you know. The reflection speaks with your voice, though its speech is under your complete control. The one exception to this control is that the reflection may make comments on topics directly related to your self-perception without your instruction, much in the manner of subconscious thoughts. These brief comments may take the form of encouragement, advice, warning, or even criticism.

INSIGHTFUL OBSERVER

The ability to simultaneously hold multiple emotional perspectives gives you an upper hand in reading others. At 1st level, you gain advantage on Wisdom (Insight) checks while your reflection is present.

EXPANDED ABILITIES

Open perspective and emotional flexibility enable Emotive Dualist manifestations a wide array of possible abilities. Upon selecting this manifestation, you gain access to its innate abilities at 1st level. You can select a new expanded manifestation ability at 3rd, 5th, 7th, 11th, 15th, and 18th levels. The list of these abilities is at the end of the class description.

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

EXPANDED ABILITIES

If a manifestation ability has prerequisites, you must meet them in order to learn it. You can learn the ability at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

ABUNDANT POTENTIAL

Prerequisite: 5th level

Acclimatizing yourself to the abundance of surrounding magical possibility bolsters your spellcasting power. You can choose two cantrips and learn one spell from another class's spell list. These spells must be of a level for which you have spell slots. They become reflectionist spells for you but do not count against your known spells.

ARCANE CONDUIT

Prerequisite: 5th level

You gain the ability to cast your reflectionist spells through your reflection. The reflection is considered the caster and the point of origin for the spell though you must still be able to perform any verbal or somatic components and, if necessary, provide any material components.

BOUNDLESS ATTUNEMENT

Prerequisite: 7th level

Your reflective link has become strong enough to extend your attunement to magical items to your reflection. Your reflection can now use and benefit from the effects of any magical items you have equipped.

CALL TO ACTION

Whenever you conjure your reflection, you and up to 3 other creatures you choose within a 30 foot radius of it gain temporary hit points equal to your reflectionist level + your wisdom modifier.

COMMUNE WITH SOCIETY

Spending 10 minutes alongside your reflection with a receptive mind in a populated area, you can expend one reflection point to gain a sense of the demeanor and concerns of the populace within a 1-mile radius. At the end of the duration, you learn any major fears or concerns shared by the populace, as well as gaining a sense of any major uniting or dividing forces.

DISTRACTING COMBATANT

When a creature makes an attack targeting your reflection or an ally you can see, prior to knowing the result, you can use your reaction to attempt to redirect the attack through distraction. The attacking creature must succeed on a Wisdom saving throw. On a failure, if the attack targeted your reflection, it instead targets a random creature within 5 feet of your reflection instead. If the attack targeted an ally, it now instead targets your reflection. On a success, the attack is made on its original target.

DOMINATING RESOLVE

Prerequisite: 7th level

You can add your Wisdom modifier to all damage rolls made by your reflection.

ENDURING COMPANION

Your reflection now lasts for up to 8 hours.

ETHEREAL BORDER WANDERER

Prerequisite: 13th level

You can cast *etherealness* at 7th level on both yourself and your reflection by expending two reflection points.

EXTENDED PROJECTION

Prerequisite: 5th level

You can move your reflection up to 20 feet each round without using your movement speed and are able to maintain the link with your reflection up to a distance of 120 feet.

FUSED PERSPECTIVE

Prerequisite: 7th level

Your intimacy with your reflection is strong enough to temporarily alter how others perceive you. Upon dismissing a reflection, you can choose to use your action to assume its appearance for up to 1 hour. While in this form, you are unable to conjure a reflection until you dispel the guise as a bonus action. While in its guise, you acquire your reflection's creature type and bonus proficiencies, and gain resistance to psychic damage. Maintaining the guise requires concentration like that of concentration spell. Once you use this feature, you can't use it again until you finish a long rest.

GRITTY TENACITY

Prerequisite: 7th level

Your experiences have molded your reflection into a more resilient form. Your reflection gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

UNWIELDY EGO

You can cast *enlarge/reduce* on your reflection by expending one reflection point.

INSPIRING COMPANY

The presence of your reflection bolsters another creature's resolve. As a bonus action, you can target one creature that can see your reflection and granting them advantage on one ability check or saving throw within the next 10 minutes. Use of this advantage must be declared

prior to the roll. You may use this feature a number of times equal to your Wisdom modifier, regaining all uses upon completing a long rest.

MOBILE PSYCHE

Prerequisite: 5th level

Your full acceptance of your reflection as a true representation of yourself enables you to trade places with it at will. As a bonus action, you can expend one reflection point to swap places with your reflection.

PARTNERED FIGHTING

Prerequisite: 5th level

Through a dance of feints and timed strikes, you are able to use your reflection to enhance your effectiveness in combat. If both you and your reflection are within melee range of the same creature, you each have advantage on melee weapon attack rolls against it.

PERCEPTION MANIPULATOR

You can cast *silent image* at will to create illusory images in reflections and as described in the spell. This can also be used to manipulate existing reflections appearances, modifying or erasing parts of the reflected image.

PERSUASIVE ASSERTION

You can cast *command* or *suggestion* by expending one reflection point.

PSYCHE RECHARGE

Prerequisite: 5th level

You are able to spend the duration of a short rest in quietly meditating and regain 1d4 reflection points.

QUELL HOSTILITY

Prerequisite: 5th level

You can dissolve your reflection into another creature in an attempt to temporarily reduce its hostility towards you and your allies. A target creature within 5 feet of your reflection that is hostile to you must succeed on a Wisdom saving throw or become charmed. If you or your allies have already damaged the creature, it makes its save with advantage. While charmed in this manner, the creature is indifferent towards you and your allies for 1 minute. If the target takes damage before the effect ends, it may repeat the saving throw, ending the effect on a success. Regardless of the result of the save, your reflection dissolves and is no longer active.

SEED OF DOUBT

Prerequisite: 5th level

As an action, you can expend one reflection point to speak words that plant doubt in the mind of a creature who can hear you. The target must succeed on a Wisdom saving throw or become restrained with inaction until the end of its next turn and take psychic damage equal to your Wisdom modifier + your Proficiency Bonus.

UNEXPECTED DUALITY

You can expend one reflection point to attempt to conjure a reflection in the style of your manifestation of a creature you can see within 30 feet. This reflection replaces any active reflection and lasts for 5 minutes. The target must succeed on a Wisdom saving throw to shield its mind, or the new reflection has advantage on attack rolls and any Charisma based skill checks made against the target for the duration. The target must have an Intelligence score of 6 or greater or the attempt fails.

UNNATURAL REBIRTH

Prerequisite: 11th level – Fiendish Reveler or Celestial Warden

By manipulating the boundary to the afterlife, you gain the ability to resurrect a creature that has been killed within the past 24 hours, provided its remains are still intact. To do this, you must perform a 10 minute long ritual alongside the corpse. Once completed, the ritual removes all poisons or diseases left in corpse before restoring the creature to half its maximum hit points. Given the hasty, unnatural nature of the process, both you and the target suffer one level of exhaustion for the next 24 hours, and the ritual cannot be performed again for one week.

WILLBOUND SANCTUARY

Prerequisite: 13th level

While your reflection is active, you can cast *forbiddance* centered on it without material components by expending two reflection points.

WORDS OF ENCOURAGEMENT

You can expend a reflection point to cast *healing word* from your reflection using a reflectionist spell slot.

WORDS FROM BEYOND

Prerequisite: Fiendish Reveler or Ghostly Drifter

Your mental bridge between life and death gives you the ability to cast *speak with dead* at will.

REFLECTIONIST SPELLS

1ST LEVEL

Absorb Elements
Bane
Bless
Comprehend Languages
Charm Person
Dissonant Whispers
Disguise Self
Expeditious Retreat
Faerie Fire
Heroism
Sleep

2ND LEVEL

Alter Self
Blur
Calm Emotions
Crown of Madness
Detect Thoughts
Enthrall
Enhance Ability
Hold Person
Mind Spike
Mirror Image
Pass without Trace
Phantasmal Force
Shatter

3RD LEVEL

Bestow Curse
Catnap
Counterspell
Dispel Magic
Haste
Hypnotic Pattern
Nondetection
Protection from Energy
Sending
Slow
Tongues

4TH LEVEL

Banishment
Charm Monster
Compulsion
Divination
Faithful Hound
Freedom of Movement

Phantasmal Killer
Sickening Radiance
Shadow of Moil

5TH LEVEL

Circle of Power
Dominate Person
Dream
Hold Monster
Mislead
Modify Memory
Seeming
Skill Empowerment
Synaptic Static

MULTICLASSING NOTES

MULTICLASSING PREREQUISITES

To multiclass to reflectionist, you must have a Wisdom Ability Score no less than 13.

PROFICIENCIES GAINED

Light Armor, simple weapons, one skill of your choice from the class's skill list.

SPELL SLOTS.

For determining multiclassing spell slots, take half your levels (rounded down) in reflectionist when calculating your overall multiclassing spellcasting level.

VERSION - 1.1

CREDITS

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Class Updates & Revisions:

For information regarding class updates and refinements, consider following @CaseyMachado on Twitter or check back on the DMs Guild.

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