

THE FATEBENDER

BASIC CLASS INFORMATION

THE YOUNG TIEFLING GIRL SMILED from beneath her parasol and with her expensive yet somber finery she stood out from the town burning behind her, chaos and misfortune flowing throughout the little hamlet like a flood. This disaster was certainly her doing—but as the villager reached out for retribution wreckage shifted from underneath the cursed whelp. She left her attacker trapped in the wreckage, leaving him to die in the burning ruin that was his livelihood, all the while humming a cheery tune as if she didn't have a care in the world.



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The plucky young goblin had been an important member of the battalion for years. True, it was never really clear what he did exactly, but the men were always so encouraged to have the little guy along. Somehow they always had the best of luck with him, a lucky charm that brought success to every mission he went on. Something about his attitude made it clear that no matter how dark it got, it would all work out in the end.

CREATING A FATEBENDER

As you make your fatebender character consider how aware of their fate powers do you want them to be? Is your character a practiced weaver? Trained from birth to utilize their destined gifts to forward the interests of fate? Or are your powers largely a mystery to you? Is this a boon or curse that has puzzled you for years? Perhaps you are aware of your powers and you take the utmost pleasure in rearranging fate to suit your needs.

Then figure out what drew your character to an adventurer's lifestyle. Are you flowing with the threads that weave around you or are you forging your own path? Are you sure that your luck will protect you and adventuring sounds exciting? Are you fleeing the wake of chaos you've left behind? Perhaps you've followed along where the tapestry of fate has brought you and the adventure at hand will have an even greater effect upon the world than people realize.

Multiclassing Prerequisite: Charisma 13

Proficiencies Gained: Light armor, medium armor, shields, simple weapons, martial weapons, and one instrument of your choice.

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CLASS FEATURES

Hit Points and Proficiencies

- **Hit Dice:** 1d8 per fatebender level
- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** One instrument of your choice
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Choose two from Acrobatics, Deception, Performance, Persuasion, Sleight of Hand, and Stealth.

Equipment

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

- (a) leather armor or (b) chain mail
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts
- (a) a lucky simple item of sentimental value which can be used as an improvised weapon or (b) a lucky charm with a value of up to 15 gp
- a randomly determined equipment pack (roll 2d4: 2—burglar's pack, 3—diplomat's pack, 4—dungeoneer's pack, 5—entertainer's pack, 6—explorer's pack, 7—priest's pack, 8—scholar's pack)

Fate Pool

At 1st level, you embody an innate distortion within the tapestry of fate. Your ability to tug and unravel the strands of destiny is represented by a number of fate points. You gain a number of fate points equal to your Charisma modifier. You gain additional fate points as you advance in fatebender levels as shown on the Fate Points column of the Fatebender Table. You can spend these points to fuel various fate features. You start knowing two such features: Chaos Theory and Fatebend. You learn more fate features as you gain levels in this class.

When you spend a fate point, it is unavailable until you finish a long rest, at the end of which your power to manipulate causality is restored.

Whenever you finish a short rest, you regain a number of fate points equal to your Charisma modifier.

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

- Fate save DC = 8 + your proficiency bonus + your Charisma modifier.

Chaos Theory

At 1st level your presence distorts the tapestry of fate, causing the highly unlikely but not technically impossible to happen. You can use an action and spend 2 fate points to choose one highly unlikely event to occur within 50 feet of you. The exact nature of this event is left up to the GM's discretion but is otherwise limited to any event that could conceivably happen, however unlikely, but nothing that requires supernatural actions to occur. Examples include a cat conveniently distracting the guards, the barman's cask of ale suddenly breaking, or drawing a hand of winning cards.

Fatebend

At 1st level, you can tactfully tug upon a strand of fate to shift the circumstances in your favor. Whenever a creature makes an attack roll, ability check, or saving throw within 50 feet of you (including yourself), you can use your reaction and spend 1 fate point to force that creature to reroll the d20 after the result of the roll is known but before the outcome is determined. You may not reroll an attack

I Admit It's Kinda Eerie

The Chaos Theory feature can be powerful but how it functions is largely left up to the GM's discretion and allows players direct access to the fickle hand of fate. Don't feel beholden to it—this feature is meant to represent chaos after all. Allow this feature to be used creatively, but remind fatebenders that chaos can just as easily backfire as work in the party's favor. Remember that nothing supernatural is meant to occur, just highly unlikely but otherwise mundane events, and nothing should occur that has more impact than a level 1 spell or cantrip.

TABLE: FATEBENDER

Proficiency			Fate
Level	Bonus	Class Features	Points
1	+2	Chaos Theory, Fatebend, Fate Pool	0
2	+2	Destined Prospect, Never Leave Home Without It	0
3	+2	Luck Beats Skill	1
4	+2	Ability Score Improvement	1
5	+3	Extra Attack	2
6	+3	Destined Prospect Feature	2
7	+3	Chance Encounter, Evasion	3
8	+3	Ability Score Improvement	3
9	+4	Wild Haymakers	4
10	+4	Destined Prospect Feature	4
11	+4	Missed by an Inch	5
12	+4	Ability Score Improvement	5
13	+5	Tip the Balance	6
14	+5	Extra Attack (2), Destined Prospect Feature	6
15	+5	What Was It Supposed to Do?	7
16	+5	Ability Score Improvement	7
17	+6	Flip the Scales	8
18	+6	Expendable and Invulnerable	8
19	+6	Ability Score Improvement	8
20	+6	Oblivious and Unscathed	8

roll, ability check, or saving throw that has already been rerolled using this feature.

Destined Prospect

At 2nd level, choose a prospective destiny: Jinx, Mascot, or Weaver. Your prospect grants you features at 2nd level and again at 6th, 10th, and 14th level.

Never Leave Home Without It

At 2nd level, your seemingly critical injuries often result merely with weapons imbedded into holy books, canteens, and other innocuous objects that just happen to be in the right pocket to buffer attacks. Whenever you would take bludgeoning, piercing or slashing damage, you can spend 1 fate point and reduce the damage by up to 1d6 + your fatebender level.

Luck Beats Skill

At 3rd level, you've learned to trust in fate more than your own fighting prowess. You gain proficiency with improvised weapons. You may add your Charisma modifier to attack and damage rolls with improvised weapons, simple weapons, and unarmed strikes instead of any other ability modifier.

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 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 14th level in this class.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Chance Encounter

At 7th level, fate rarely lets you miss a destined encounter or clue, causing you to figuratively and often literally trip over what you are seeking. Whenever you or an ally within 50 feet makes an Intelligence (Investigation) check or a Wisdom (Survival) check to locate a creature or object, you may add your Charisma modifier to the check.

Wild Haymakers

At 9th level, you have a penchant for striking the perfect spots, though always through dumb luck. Once per turn when you roll damage for a weapon attack, you can reroll the weapon's damage die and use either total.

Missed by an Inch

At 11th level, you have an uncanny ability to evade death by mere inches when you focus on your own survival. Whenever you take the Dodge action, until the beginning of your next turn your AC increases by an amount equal to half your proficiency bonus.

Tip the Balance

At 13th level, you learn to unravel the stands of fate from another and reweave them for yourself. As a bonus action you can force a creature within 50 feet that you can see to make a Charisma saving throw. On a failed save roll a d6 and mark the result. The next time this turn you roll a d20 for an attack roll, ability check, or saving throw, add the marked result. The next time the target makes an attack roll, ability check, or saving throw before the end of its next turn, subtract the marked result. In both cases the changed die rolls are considered the new natural results of the rolls (possibly undoing a critical hit).

What Was It Supposed to Do?

At 15th level, fate tries to buffer you from harmful circumstance. Whenever you trigger a trap, as a reaction you may spend 2 fate points. If you do, a mechanism of the trap fails and it does not activate.

Flip the Scales

At 17th level, you don't just tip the scales, you rig the game by shredding the strands of fate around your enemies and remaking them for yourself. Whenever you use the Tip the Balance feature, roll a d12 and mark the result rather than a d6.

Expendable and Invulnerable

At 18th level, you and your allies have an unnatural knack for surviving through impossible odds and being saved at the last moment. You and friendly creatures within 50 feet die when they fail their 6th death saving throw instead of their 3rd. Creatures with 3 or more failed death saving throws that move or are moved further than 50 feet away from you die instantly.

Oblivious and Unscathed

At 20th level, through a nearly impossible comedy of errors, you can stride through a battlefield of carnage and danger to emerge intact. You can use this feature as an action and when you do so, until the beginning of your next turn any attacks that target you automatically miss and you cannot be the target of spells or abilities. Once you use this feature, you must finish a long rest before you can use it again.

DESTINED PROSPECTS

Each fatebender finds themselves at an extreme on the tapestry of fate called a prospect. Those who push the tapestry downward are called Jinxes, the distortion they inflict upon their surroundings wreaking chaos as the tapestry tears and strains. Mascots push the tapestry upward, their uplifting threads weaving an unintended order and bringing unexpected fortune to their surroundings. Weavers try not to distort the tapestry for their own sake, weaving threads to instead insure that destinies are indeed fulfilled. The Jinx and Weaver archetypes appear in the forthcoming article *Fatebender: Advanced Class Information*.

MASCOT

Life is often easy for mascots as good fortune naturally falls into their laps. Casually confident and self-sure, they are flamboyant and reckless champions of destiny—in hopeless battles the good fortune radiating from a mascot can inadvertently turn the tide in their favor.

Favored Fortunes

Starting at 2nd level when you select this prospect, you feel uplifted by the tapestry of fate whenever good fortunes are found around you. Whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in a 20, you regain 1 fate point.

Good Luck Charm

At 6th level, you emit an aura of good luck that causes your ally's most unlikely of long shots to land true. As an action, you may spend 1 fate point to cause good luck to radiate outward from you like a beacon. For the next minute, creatures within 10 feet of you (including yourself) have advantage on attack rolls. As a bonus action on your turn, you can suppress this feature's effects for a creature of your choice until the beginning of your next turn.

Luck of the Mascot

At 10th level, you've learned to lift your friends with the strands of destiny, blessing them to the best luck that fate can offer. As an action you may spend 3 fate points to grant fortune to a creature you can see within 50 feet for the next minute. A fortunate creature has advantage on attack rolls, ability checks, and saving throws, and any d20 rolls it makes that result in an 18 or 19 result in a 20 instead.

Deus Ex Machina

At 14th level, you and your friends have lived through impossibly dangerous experiences and come out the other side smiling, surviving deathly circumstances in the unlikeliest of ways. As a reaction when an effect forces you or any creatures within 50 feet of you to make saving throws, you may choose a number of creatures up to your Charisma modifier. You and the creatures you chose automatically succeed on the saving throw. Once you use this feature, you must finish a long rest before you can use it again. 🍀