

PARAGON V0.5.3

A human warrior grips the iron gate of a besieged fortress, and with a roar they rip it asunder, tearing it off its hinges, only to use it club down the defenders that rush to defend the breach. Each blow flings away the bodies of their foes and causes the ground to tremble. The might of one human siege weapon tilts the tide of war.

A blur of motion cuts across the battlefield as an elf weaves between friend and foe. Arrows streak through the air, but none find their mark, the fleeting figure already gone before the shafts land. In a flash, they disarm one opponent, rescue an ally, and strike another down. To those few who witness her, she moves with impossible speed, as if the wind itself had chosen to fight at their side. In the space of moments, victory begins to shift.

A giant's club slams into the ground with earth-shaking force, but when the dust clears, the dwarf is still standing. Shield raised, armor cracked, the sturdy hero does not yield an inch. Blow after blow rains down, each one a blow that would crush an army, but the stalwart warrior endures them all. Companions regroup behind their living bulwark, finding shelter where none should exist. Against the unstoppable strength of the foe, one Paragon proves unbreakable.

SUPERHUMAN ABILITIES

Paragons are heroes whose abilities rise far beyond mortal limits. Through training, destiny, or sheer willpower, they embody the pinnacle of physical potential, moving with speed no eye can follow, wielding strength that can turn the tide of a war, or standing firm against forces that would break any other. Where others falter, the Paragon prevails, becoming a symbol of defiance and hope. To friend and foe alike, their deeds seem larger than life, the kind of stories that echo in songs and legends.

Some paragons channel their gifts into unmatched athleticism, leaping across rooftops, racing the wind, or striking before enemies can react. Others become living bulwarks, bearing wounds without falling and holding the line when no one else can. Still others master raw might, lifting what should be immovable and wielding weapons like extensions of their own will. No matter their path, every Paragon is defined by the extraordinary, standing as proof that even in a world of monsters and magic, sometimes the greatest power comes from the hero themselves.

A UNIQUELY 'ACTIVE' MARTIAL

This class is an 'active martial class'. This means that it rarely uses the 'Attack' action on its turn, but instead has a suite of power-based abilities. This does not mean it is stronger than the Fighter class, as it gives up some of that consistent single target damage for a more dynamic ability to deal area of effect damage, inflict conditions, or provide itself or allies with opportunities.

This is not a class designed for 4e, but it could be considered an attempt to adapt a 4e martial to 5e, something that draws on similar themes and styles, but plays nice within the 5e system.



PLAYTEST CLASS

This is a preview, and should not be considered full balanced or edited at this point. Play at your own risk. Feel free to leave any comments or feedback on the [KibblesTasty's Discord](#).

This class has been through quite a few rounds of testing at this point and is probably safe to play in most games, but I would say that it runs certain optimization risks (as in there may be combinations of things that are more powerful than intended). It is being actively playtested by at least dozens of folks to hammer those out.

Likewise, it has not been edited for grammar and spelling mistakes. You will almost certainly find some, if that is upsetting for you, please wait for the published version.

PARAGON CLASS TABLE

Level	Proficiency Bonus	Features	Exertion Limit	Active Abilities	Talents
1st	+2	Pursuit of Perfection, Exertion, Origin of Power	1	1	—
2nd	+2	Exerted Attack, Try Harder, Paragon Talents	2	2	2
3rd	+2	Origin Feature, Secondary Pursuit	3	3	2
4th	+2	Ability Score Improvement	3	4	2
5th	+3	Indefatigable	4	5	3
6th	+3	Deep Breath, Perfected Defense	4	6	3
7th	+3	Origin Feature	5	7	4
8th	+3	Ability Score Improvement (2)	5	8	4
9th	+4	Warmed Up	6	9	5
10th	+4	Limitbreaker	6	10	5
11th	+4	Extra Attack	7	10	5
12th	+4	Ability Score Improvement (3)	7	11	6
13th	+5	Origin Feature	8	11	6
14th	+5	Ability Score Improvement (4)	8	12	6
15th	+5	Limitbreaker (2)	9	12	7
16th	+5	Ability Score Improvement (5)	9	13	7
17th	+6	Origin Feature	10	13	7
18th	+6	Adrenaline Rush	10	14	8
19th	+6	Ability Score Improvement (6)	11	14	8
20th	+6	Beyond Pursuit	11	15	8

CREATING A PARAGON

When you build your Paragon, think about what sets you apart from ordinary mortals. Did you discover your gifts suddenly, in a moment of crisis when your strength, speed, or resilience carried you beyond your limits? Or did your power grow through relentless training, a lifetime of discipline that pushed you further than anyone else could go? Perhaps destiny or divine will marked you for greatness, making you a vessel of impossible potential.

Your Origin is important to your story. A Paragon is by definition exceptional at what they do, even if they don't think of themselves in those terms, and your Origin will tie into how you became the way you are.

QUICK BUILD

You can quickly make a Paragon by following these suggestions. Pick Strength as your primary ability score and then make Constitution your secondary ability score. Pick Pursuit of Strength, and pick Whirlwind Slash or Wild Charge as your active ability.

For your Origin, you can pick any of them, or select Prodigy if you don't have a particular Origin in mind.

Lastly, choose a background that emphasizes your chosen origin, training or heroics.

CLASS FEATURES

- **Hit Dice:** 1d10 per Paragon level
- **Hit Points at 1st level:** 10 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per Paragon level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple Weapons

Saving Throws: Constitution and Charisma

Skills: Choose two Acrobatics, Athletics, Investigation, Intimidation, Perception, Persuasion,

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) any two simple weapons or (b) a simple weapon and a shield
- (a) a shortbow and 20 arrows or (b) 10 darts
- (a) a dungeoneer's pack or (b) an explorer's pack

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

PURSUIT OF PERFECTION

1st-level Paragon feature

Select a Pursuit you wish to achieve perfection with, selecting from the **Pursuit of Strength, Speed, Endurance, Mind, Blades** or **Flame**. The selected Pursuit grants you various features, and a list of Active Abilities you can select.

EXERTION

1st-level Paragon feature

As a Paragon, you can push yourself above and beyond. Some features either use or require Exertion. Using Exertion generates a stack of Exertion, contributing toward your Exertion Limit.

Exertion Limit. Your Exertion Limit starts at 1, and increases as you gain levels, as shown on the Paragon Class Table. Any time you generate Exertion while at your Exertion Limit, you instead gain a level of Exhaustion. You can generate a maximum of two stacks of Exertion a turn, after which you cannot use additional Exertion that turn.

Clearing Exertion. You clear all stacks of Exertion when you take a short or long rest, but do not clear any that have turned into Exhaustion (which are treated as normal levels of Exhaustion).

If you are at maximum stacks of Exertion when you roll initiative, your stacks of Exertion is reduced by 1.

ACTIVE ABILITIES

You gain one Active Ability. These are powerful moves you can unleash (usually in combat) that allow you to perform a special attack, action, or reaction. Using these generates Exertion. You use your Strength or Dexterity (your choice) for calculating the DC of these abilities:

Active Ability DC = 8 + Strength or Dexterity modifier + your Proficiency Bonus.

You can use the same DC for any Active Martial Feat you acquire. You gain additional Active Abilities as you gain levels. The number of Active Abilities you know is shown on the class table. The selected score modifier is your **Active Ability modifier**.

ORIGIN OF POWER

1st-level Paragon feature

In addition to selecting the Pursuit of Perfection you pursue, you select your Origin of Power, selecting from **Prodigy, Divine, Gifted, Augmented**, or **Vampiric**. This represents the source of your superhuman powers, and gives you a list of additional features.

EXERTED ATTACK

2nd-level Paragon feature

Once per turn when you take the Attack action, you can generate a stack of Exertion to take the Attack action (one weapon attack only) again as bonus action.

TRY HARDER

2nd-level Paragon feature

When you make an ability check using a skill you are proficient in, after rolling you can generate a stack of Exertion to reroll the die. You can use either result.

PARAGON TALENTS

2nd-level Paragon feature

You gain access to Paragon talents. Paragon talents can be selected from the general pool of options available to all Paragons, or from the specific ones available to Paragons that follow a specific Pursuit, listed at the end of each path of Pursuit.

SECONDARY PURSUIT

3rd-level Paragon feature

You can select a second Pursuit, selecting an option that you do not already have. You gain its first passive feature, but do not gain its 3rd level attack modifier until 5th level.

ABILITY SCORE IMPROVEMENT

4th-level Paragon feature

When you reach 4th level, and again at 8th, 12th, 14th, 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.

INDEFATIGABLE

5th-level Paragon feature

On each of your turns the first exertion you would generate from an Active Ability or Exerted Attack is free and does not generate a stack of Exertion.

DEEP BREATH

6th-level Paragon feature

You gain the ability to recuperate quickly. If you haven't generated any stacks of exertion during your turn at the end of your turn, you can roll a d4 and remove the rolled number stacks of exertion.

Once you do so, you cannot do so again until you complete a short or long rest.

PERFECTED DEFENSE

6th-level Paragon feature

You gain Proficiency in a saving throw related to one of your Pursuits. Consult the table below. If you already have proficiency in all the options for your pursuits, you can select another attribute of your choice.

RELATED ABILITY SCORES

Path of Perfection	Related Saving Throw
Blade	Strength or Dexterity
Endurance	Wisdom
Fire	Dexterity or Intelligence
Mind	Intelligence or Wisdom
Strength	Strength
Speed	Dexterity

WARMED UP

9th-level Paragon feature

When you reach your maximum stacks of exertion for the first time, you regain hit points equal to your Paragon level. This resets whenever you complete a short or long rest.

LIMITBREAKER

10th-level Paragon feature

At 10th level, select one ability score. You gain +1 to that ability score, and the maximum for that ability score increases to 22.

EXTRA ATTACK

11th-level Paragon feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LIMITBREAKER (2)

15th-level Paragon feature

Select another ability score you have not used Limitbreaker on already. You gain +1 to that ability score, and the maximum for that ability score increases to 22.

ADRENALINE RUSH

18th-level Paragon feature

You can briefly ignore your limits and freely use exertion. On your turn, you do not generate any stacks while using Exertion.

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

BEYOND PERFECTION

20th-level Paragon feature

You shatter mortal limits. Select on ability you've used Limit Breaker on. You gain +2 to that ability score, and the maximum for that ability score increases to 24. When you make any attack roll, ability check, or saving throw using that ability, you can treat any roll lower than 10 as a 10.

PARAGON ORIGINS

PRODIGY

A prodigy is a Paragon without a true origin—no secret bloodline, no chosen destiny, no mystical powers, just a mortal that, one step at a time, refuses to stop when reaching their mortal limits, challenging the very idea that mortals have limits.

Their lack of origin doesn't mean they aren't exceptional, even if they cannot always see it themselves, there is a spark of something that drives them beyond, to keep trying and struggling where others would collapse or give up.

TIRELESS TRAINING

1st-level Prodigy feature

Your Exertion Limit increases by 1.

ENDURING EFFORTS

1st-level Prodigy feature

Your maximum hit points increase by 1. Your maximum hit points increase by 1 again when you gain a level in this class.

CREATIVE APPLICATION

3rd-level Prodigy feature

You can select an additional Active Ability from any Pursuit, even if it's not one that you currently follow.



PURSUIT OF MASTERY

3rd-level Prodigy feature

You can select one additional Paragon Talent.

Additionally, you gain proficiency with one weapon, gaming set, musical instrument, or tool of your choice that you don't currently have proficiency in.

MORTAL CONVICTION

7th-level Prodigy feature

Your willpower allows you to overcome the limits of their body. When you drop to 0 hit points, you can instead drop to 1 hit point and gain temporary hit points equal to twice your Paragon level.

Once you do this, you cannot do so again until you complete a short or long rest.

MOMENTUM OF EFFORT

13th-level Prodigy feature

Whenever you generate a stack of Exertion, you gain advantage on your next weapon attack roll made before the end of your turn.

UNLIMITED WILLPOWER

17th-level Prodigy feature

During your turn can push yourself beyond mortal limits until the start of your next turn (no action required). You gain the following benefits:

- You ignore the effects of Exhaustion, even if it would otherwise kill you.
- You can take an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
- You are unaffected by difficult terrain, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

This state ends at the start of your next turn unless you generate a stack of Exertion to maintain it. Doing so reduces your current hit points by combined number of stacks of Exertion and Exhaustion. Once this ability ends, you cannot use it again until you complete a long rest.

DIVINE ORIGIN

Paragons of a Divine Origin typically have the blood or blessing of divine or celestial origins—distant demigods, descendents of avatars, blessed champions, anyone that is beyond the mortal capability due to the touch of the divine.

Some of them champion or owe allegiance to the source of the power, while others are a distant and forgotten remnant left behind in the mortal realm who may not even know the origin of the power.

DIVINE BLOOD

1st-level Divine Blood Feature

When you select this origin, your divine blood courses through, constantly invigorating you. When you generate a stack of Exertion, you regain 1d4 hit points.

MANIFESTED POWER

1st-level Divine Blood Feature

When you select this origin, your divine legacy makes itself apparent through supernatural powers. When you gain this feature, choose a damage type from Fire, Cold, Lightning, Radiant or Necrotic. Using your powers causes an aura of that type to manifest around you. When you deal damage with unarmed strikes or Active Abilities that deal bludgeoning, piercing or slashing damage, you can choose for it deal that damage type instead.

CELESTIAL LEGACY

3rd-level Divine Blood Feature

Another part of your celestial legacy shines through, granting you one of the following features of your choice:

- **Eyes.** Your eyes softly glow or reflect light. You gain 60 feet of darkvision, and if you already have darkvision, the range of your darkvision increases by 30 feet.
- **Voice.** You can cast *speak with animals* and *command* without expending a spell slot by generating a stack of Exertion. Charisma is your spellcasting modifier for these spells.
- **Wings.** Ethereal wings of radiant light form behind you when you are airborne, granting you the effect of *feather fall*.



- **Skin.** Your skin becomes tougher and often strangely hued. While you are not wearing any armor, your Armor Class equals 13 + your Constitution modifier. You can use a shield and still gain this benefit.

ACTIVE ABILITY: DIVINE JUDGEMENT

3rd-level Divine Blood Feature

You gain an active ability unique to your origin that, unrelated to any of your perfections. You can use it as normal for an active ability.

DIVINE JUDGEMENT (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks to cast *divine judgment*^K without a spell slot or components.

The level you cast the spell increases by 1 at 9th (to 3rd), 13th (to 4th), and 17th level (to 5th).

SACRED BODY

7th-level Divine Blood Feature

When you roll to recover hit points with Divine Blood while you are Bloodied, you can add your Constitution modifier to the hit points recovered.

Additionally, you are immune to diseases.

GROWING DIVINITY

13th-level Divine Blood Feature

Select an additional selection from Celestial Legacy, and then select one of the following upgrades to one of your selections:

- **Eyes.** You gain blindsight with a range of 30 feet.
- **Voice.** You can understand and speak all languages.
- **Wings.** Your wings stay manifested at all times. You gain a flying speed of 30 feet.
- **Skin.** You gain resistance to your choice of Cold, Fire, Lightning, Radiant, or Necrotic damage.

DIVINE DESCENT

17th-level Divine Blood Feature

As a bonus action, you fully express your divine legacy becoming a divine avatar and gaining the following benefits:

- You gain resistance to all damage.
- You have advantage on all saving throws.
- You can become Large sized.
- Once during the effect, when you use Divine Judgement you can generate two stacks of Exertion to instead cast *platinum lances*^K without a spell slot or components.

This form ends at the start of your next turn unless you generate a stack of Exertion to maintain it. Once this ability ends, you cannot use it again until you complete a long rest.

GIFTED ORIGIN

A gifted Paragon is one whose power comes from an inner well of psionic power. This power is something they tap into unconsciously, empowering their body and granting them nearly instinctive psionic abilities as they continue to use it, filling themselves with psionic power.

The more they strain themselves, the more of this psionic energy fills them, often causing them to glow or distort their surroundings in minor ways as their psionic powers grow more potent. Their lack of formal Psionic training sometimes makes their powers leak subconsciously.

GENERATED ENERGY

1st-level Gifted feature

When you select this origin, whenever you generate a stack of Exertion, you generate 1 psi point. You can have a maximum number of this points equal to your Exertion Limit + 1. Any psi points that remain unspent when you complete a long rest are lost.

When you use an ability that generates a stack of Exertion, you can expend 2 psi points to prevent it from causing a stack of Exertion. You can additionally use these points to fuel some psionic features you gain.

PSIONIC POWERS

1st-level Gifted feature

You gain the passive power of one Psionic Discipline of your choice (from the Psion^K class). This choice will impact which Psionic Power you gain for later features.

ACTIVE ABILITY: PSIONIC SURGE

3rd-level Gifted feature

You gain the ability to use the Psionic Power related to the Discipline selected for the Psionic Powers feature as an Active Ability which you can use by generating a stack of Exertion.



The ability modifier for this power becomes your Active Ability modifier for attack rolls, saving throws, and any time it refers to your Intelligence modifier.

PSIONIC SURGE (1 EXERTION)

3rd-level Gifted power

You use the selected Power. When you use it, it is empowered as if you expended 1 psi point on it. The number of psi points increases at 5th (to 2), 11th (to 3), and 17th (to 4) levels. You can expend psi points you have to further empower it, though the maximum total psi points you can spend on it is equal to your proficiency bonus. If the select power deals damage on a failed save, it deals half damage on a successful save.

Regardless of the power selected, it gains the following potential modifier you can select:

Quickened (1 Psi Point): The power can be used as a bonus action.

RAMPANT POWER

3rd-level Gifted feature

Your generated Psionic power wreathes you in an aura of power. While you have 1 or more psi points, the first time during your turn you strike a creature with a melee weapon attack or Active Ability, it deals an additional psychic damage equal to the psi points you have.

DANGEROUS MIND

7th-level Gifted feature

You can aggressively rebuff and rebound any effect that targets your mind. You can gain advantage on an Intelligence or Wisdom saving throw.

Rebound. If you succeed and the save was triggered by the spell or effect of another creature, you can expend 1 psi point to force the creature to make a saving throw of the same type and DC. On failure it takes 4d6 psionic damage and becomes Dazed until the start of your turn. On success, it takes half as much damage and does not become Dazed.

Once you use this feature to succeed a saving throw, you cannot use it again until you complete a short or long rest.

BRANCHING POWER

13th-level Gifted feature

You can select a second Psionic Power from any Discipline of Psion, gaining the passive feature and the ability to use that Power with Psionic Surge as a second option.

Additionally, you can use any of the Alternate Effects from either Discipline of 3rd level or lower by expending psi points.

ULTIMATE OUTBURST

17th-level Gifted feature

When you use Psionic Surge, you can instead cast *shockwave*^K. The overwhelming psionic energy coursing through you empowers, granting you temporary hit points equal to the damage roll of the spell and granting you an additional action you can use before the end of your turn.

Once you use this ability, you cannot use it again until you complete a short or long rest. If you die, you automatically cast *shockwave*^K (no action required), regardless if this ability is available or not.

SHOCKWAVE

5th-level psionic

Casting Time: 1 action

Range: Self (30-foot radius)

Components: S

Duration: Instantaneous

You unleash a burst of telekinetic force in all directions. Each creature of your choice within 30 feet of you is knocked 5 feet back and must succeed on a Strength saving throw or take 8d6 damage bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

AUGMENTED ORIGIN

While some Paragons are born to their power, Augmented Paragons pursue perfection through artificial enhancement. They leave behind the weak and insufficient flesh replacing parts of the bodies with powerful augmentations. Some perform these enhancements out of necessity to repair a ruined body, others in pursuit of power, while an unlucky few are the results of some mad experiment waking up with powers they never sought and having to learn to make due with their situation.

AUGMENTED ORIGIN SUBCLASS FEATURES

Level Features

1	Overheat, Mechanical Maintenance
3	Weapon Module, Mechanical Upgrade
7	Machine Mode
13	Emergency Systems
17	Mega Module, Hotswap



OVERHEAT

1st-level Augmented feature

You gain the ability to push your mechanical enhancements beyond their limits. Once per turn, when you generate a stack of Exertion while at your maximum stacks, you can choose to take 1d6 fire damage instead of gaining a level of Exhaustion.

You take this damage at the end of your turn. Each time you take fire damage this way after the first, the fire damage is doubled (to 2d6, 4d6, etc). This damage cannot be reduced by any means. This resets back to 1d6 when you complete a short rest or long rest.

MECHANICAL MAINTENANCE

1st-level Augmented feature

You gain proficiency in your choice of Tinkerer's Tools, Blacksmith's Tools, or the Arcana skill.

WEAPON MODULE

3rd-level Augmented feature

You can install a module that grants you a special Active Ability. Select one of the following options:

- **Energy Cannon** You gain the Fire Beam active ability.
- **Power Leap** You gain the Meteor Leap active ability.
- **Blade Whip.** You gain the Whirlwind Slash active ability.

You can replace your selection of module when you gain a level in this class, replacing the module over the course of a long rest.

MECHANICAL UPGRADE

3rd-level Augmented feature

You gain the ability to upgrade your form in one of the following ways:

- **Boosted Jumps.** You double your jumping distance.
- **Grappling Reel.** As an attack or as an action, you may target a surface, object or creature within 30 feet. If the target is Medium or smaller, you can make a Strength (Athletics) check as if grappling normally to pull it to you and grapple it on success. Alternatively, if the target is Large or larger, you can choose to be pulled to it (this doesn't grapple it). When moving yourself this movement provokes opportunity attacks as normal movement would.
- **Reinforced Limbs.** You count as one size larger when determining your carrying weight and the weight you can push, drag, or lift.
- **Terrain Adaptation.** You gain a climbing or swimming speed equal to your walking speed.
- **Integrated Weapon.** You integrate one one handed simple or martial melee weapon into one of your arms. You are proficient with the integrated weapon. It counts as occupying your hand only while in use.

You can replace your selection of upgrade when you gain a level in this class, replacing the upgrade over the course of a long rest.

You can select additional Upgrades by using Paragon Talents.

MACHINE MODE

7th-level Augmented feature

When you become Unconscious, Incapacitated, roll initiative while under the effect of those conditions, or die, you can allow your augmentation to override control of your body, suppressing the effect or death until the end of your next turn. Doing so generates a stack of Exertion, and while you are in this state you are considered Dazed and Silenced. These are removed if the underlying condition is cured.

If you are unconscious due to being at 0 hit points, you gain a damage threshold of 10 (meaning you do not suffer any effects from taking less than 10 damage) while in this state, but if you are still damaged, you suffer a failed Death Saving Throw as normal.

This effect cannot be triggered if you are Paralyzed, Petrified, or your body is fully destroyed. Once triggered, this effect cannot be triggered again until you complete a short or long rest.

EMERGENCY SYSTEMS

13th-level Augmented feature

You gain one of the following features of your choice. You can replace your selection of system when you gain a level in this class, replacing the upgrade over the course of a long rest.

REDUNDANT SYSTEMS

Machine Mode can be triggered an additional time before needing to complete a short rest.

Reboot. When Machine Mode is triggered by dropping to 0 hit points, you recover 1 hit point at the end of your turn. When Machine Mode is triggered by death, roll a d20 and add your level to the result. If the result is 30 or higher, you return to life with 1 hit point at the start of your turn.

HEAT VENTS

When you take damage from Overheat, you can deal an equal amount of damage to one creature within 5 feet of you (up to a maximum of 4d6 damage).

Redline Protocol. When you trigger Overheat, you can double your movement speed and you gain an additional action. The action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can do this once, after which you cannot do so again until you complete a short rest.

MEGA MODULE

17th-level Augmented feature

When you use the Active Ability granted by your Weapon Module, you can choose to double the area of effect and damage of it. Once you do so, you cannot do so again until you complete a short or long rest.

HOTSWAP

17th-level Augmented feature

You can replace any module, upgrade, or system that you can normally replace during a long rest or after gaining a level during a short rest. You can only change one selection during the course of a short rest.

VAMPIRIC ORIGIN

Vampiric Paragons drain their powers from others, shattering their mortal shackles through stealing the power of others to add to their own. Some following this path use forbidden techniques and rites, others were born with an ability to draw in the power of others, such as dhampirs or others with powers that descend from vampiric or demonic kin of some kind.

VAMPIRIC ORIGIN SUBCLASS FEATURES

Level Features

1	Draining Strike, Hunter's Sight
3	Predator's Pounce, Growing Hunger
7	Into the Mist, Night Rush
13	Stolen Power
17	Devouring Storm

ACTIVE ABILITY: DRAINING STRIKE

1st-level Vampiric feature

You gain a special Active Ability called Draining Strike. Draining Strike does not cost any Exertion or scale with proficiency like other Active Abilities.

DRAINING STRIKE (0 EXERTION)

Active Ability (Attack)

Once per turn on your turn, when you take the Attack action, you can replace one of your attacks with a draining strike. On hit, it deals 1d4 + your Active Ability modifier + your current number of stacks of Exertion necrotic damage and, if the target is not a Construct or Undead and its CR is 1/8 or greater, your stacks of Exertion is reduced by 1 (to a minimum of 0).

HUNTER'S SIGHT

1st-level Vampiric feature

You gain proficiency in the Perception skill, and you ignore the disadvantage imposed by dim light when making Perception checks against creatures that are not Undead or Constructs.

ACTIVE ABILITY: PREDATOR'S POUNCE

3rd-level Vampiric feature

PREDATOR'S POUNCE (1 EXERTION)

Active Ability (Attack)

You dash forward up to 10 feet and initiate a Grapple attempt against a creature with advantage. On success, the target takes 2d6 necrotic damage. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus) and the distance you can dash increases by 5 feet (with the total range being 5 × your proficiency bonus). You gain temporary hit points equal to half the necrotic damage dealt.

GROWING HUNGER

3rd-level Vampiric feature

If your stacks of Exertion are at their maximum, you gain advantage on your attack rolls with Draining Strike.

INTO THE MIST

7th-level Vampiric feature

You can use your bonus action to become a cloud of mist. Until the start of your next turn, you have resistance to all damage types besides force, fire, and radiant and a flying speed of 30 feet.

This form ends early if you take any action or make an attack. You cannot interact with other creatures or objects while mist, but ignore any difficult terrain and can pass through small holes, narrow openings, and even mere cracks.

Once you use this feature, you cannot use it again until you complete a short rest.

NIGHT RUSH

7th-level Vampiric feature

While you are in dim light or darkness your Predatory Pounce feature turns you into mist and teleports you to the target instead of moving like normal.



STOLEN POWER

13th-level Vampiric feature

You gain the ability to copy powers from creatures that you drain. You can gain one of the following features of a creature you hit with a Draining Strike. The copied ability lasts for 1 minute or until you steal another ability this way:

- Any special sense it has (such as darkvision, blindsight, or Keen Senses).
- Any skill, weapon, or tool proficiency it has.
- Any damage resistance it has (against a single type of damage).
- Any climbing, swimming, or flying speed it has, with a maximum of up to your walking speed.

DEVOURING STORM

17th-level Vampiric feature

You gain the ability to drain entire armies of their life. As an action, you vanish, teleporting to and making a Draining Strike against a number of creatures within 60 feet of you equal to your current number of Exertion stacks (ignoring the normal once per limitation of the ability). Each creature takes damage based on the number of Exertion stacks you have when using this feature. Each successful hit can reduce your stacks of Exertion by 1 as normal. After completing all of the attacks, you reappear either where you started, or within 5 feet of any target attacked by the ability.

Once you use this ability, you cannot use it again until you complete a short or long rest.

PLAYING ACTUAL VAMPIRES

This subclass can be used to play an actual vampire, but an actual vampire has rules that disrupt typical D&D play. When aiming to play an actual vampire, consult your DM. It is likely going to require a combination of a specialized Ancestry and this subclass to capture the full experience.

This subclass does not assume you are a literal vampire, and features such as vampiric fangs to bite your foes will need to come from your Ancestry.

PURSUIT OF STRENGTH

Paragons that pursue this Pursuit aim to achieve the pinnacle of mortal strength and surpass it, being engines of raw power that shatters all that stands before them. Before absolute strength, all else is secondary—nothing can hinder their steps, nothing can stop their blows, and nothing can escape their grip.

STRENGTH PROFICIENCY

1st-level Pursuit of Strength feature

You can add your proficiency bonus to your Strength ability score before calculating the amount you can lift, carry, drag, or the distance that you can jump.

HEAVY SLAMS

3rd-level Pursuit of Strength feature

Once per turn when hit a creature with melee weapon attack roll made as part of the Attack action, you can knock one target hit 5 feet away from you.

ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Strength.

ATHLETIC FEAT (1 EXERTION)

Active Ability (Special)

You can perform an outrageous athletic feat. You can do any of the following during your turn:

- Increase your Jump distance to be equal to your movement speed until the end of your turn.
- Lift twice your normal lifting capacity until the end of your turn.
- Move at normal speed while carrying or dragging another creature until the end of your turn.
- Make a free Strength or Dexterity saving throw or ability check against an ongoing effect or spell effecting you that would normally take an action or only occur at the end of your turn
- Take the Dash action as a bonus action.

MARTIAL TOSS (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to attempt to hurl a creature or object of your size or smaller. The target must make a Strength saving throw. An object or creature you are grappling automatically fails. If you successfully lift them, you can throw them 20 feet. The range is increased by 10 feet for each size smaller than you the target is.

The thrown creature or object's movement ends early if it collides with another creature or obstacle. The thrown creature or object and anything it collides with takes 2d6 + your Strength modifier, and the thrown creature falls prone. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

A creature can choose to fail their save against this ability. You can throw a willing creature more carefully, dealing no damage to them unless they collide with something during their flight.

MERCILESS BREAK (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to inflict a debilitating injury on a creature you are grappling. The creature takes 2d6 + your Active Ability modifier bludgeoning damage and suffers an injury for 1 minute.

The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

While suffering from this injury, the creature subtracts 1d6 from attack rolls and ability checks, and must pass a DC 10 Constitution saving throw to successfully cast a spell.

The target creature makes a Constitution saving throw at the end of each of their turns, ending the effect of the injury on a success. A creature can spend their action treating their injury to automatically pass the saving throw.

METEOR LEAP (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can leap up three times your running long jump distance (up to a maximum of your movement speed) without expending any movement. When you land, the force of your landing creates a shockwave. Any creature within 5 feet of you where land must make a Strength saving throw. On a failed save, they take 2d6 damage and are knocked prone. On a successful save, they take half as much damage and are not prone. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

MIGHTY IMPACT (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to slam an enemy backwards. The target must make a Strength saving throw. On failure, it takes 2d6 + your Active Ability modifier damage and is pushed 15 feet away from you. On a success, it takes half as much damage and is pushed 5 feet away from you. The distance the target is pushed is reduced by 5 feet for every size larger than you it is. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

OVERWHELMING BLOW (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with to unleash an empowered slam against the target. Make a melee weapon attack against the target. On hit, the target takes 2d8 + your Active Ability modifier damage and must make a Constitution saving throw. On failure, it is knocked 10 feet away from you and becomes Dazed until the start of your next turn. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8 equaling your proficiency bonus).

On miss, the target takes half as much damage and does not have to make a saving throw.

THUNDER STRIKE (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a shockwave that affects all creatures in a 15 foot cone. Each creature in the area must make a Constitution saving throw. On failure, they take 2d8 + your Active Ability modifier thunder damage and are knocked backwards 10 feet. On success, they take half as much damage and are not knocked back. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

THUNDERBOLT THROW (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks to hurl a Small or smaller object (including weapons for creatures of Medium size) at a target. Make an attack treating the object as a simple melee weapon with the thrown 60/180 property unless it already has a longer thrown range. On hit, the creature takes 2d6 + your Active Ability modifier bludgeoning damage (replaced by the weapons damage type when throwing a weapon) and must pass a Constitution saving throw or be knocked prone and dazed†. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

WHIRLWIND SLASH (1 EXERTION)

Active Ability (Attack) When you take the Attack action on your turn, you can replace one of your attacks with spinning your weapon in a massive arc with great force. All creatures of your choice within 5 feet of you must make a Dexterity saving throw. On failure, they take 2d6 + your Active Ability modifier damage, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

WILD CHARGE (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with making a charge.

You or a mount you are controlling can move up to 30 feet in a straight line, flinging your enemies out of your path. This movement does not provoke attacks of opportunity. Large or smaller creatures in your path must make a Strength saving throw, or be knocked out of your way and prone.

If a creature has no where they can move, they are knocked prone but not moved, and you pass over them. A creature takes 2d6 + your Active Ability modifier bludgeoning damage on a failed save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). Your charge ends early if a creature passes their save. Creatures with a CR equal to less than half of your character level automatically fails their save.

STRENGTH TALENTS

The following are Paragon Talents that you can select if you follow the Pursuit of Strength:

Forceful Entry

You can cast *knock* without any components or spell slots. When an object is opened with *knock* this way, the unlocked object is broken (both the object itself and the locking mechanism).

Once you use this ability, you cannot do so again until you complete a short or long rest.

Magic Breaker

You can cast *dispel magic* without any components or spell slots, but the range becomes touch and the target takes 1d8 + your Strength modifier damage if targeting an object or creature. Strength is your spellcasting ability modifier when casting the spell in this way.

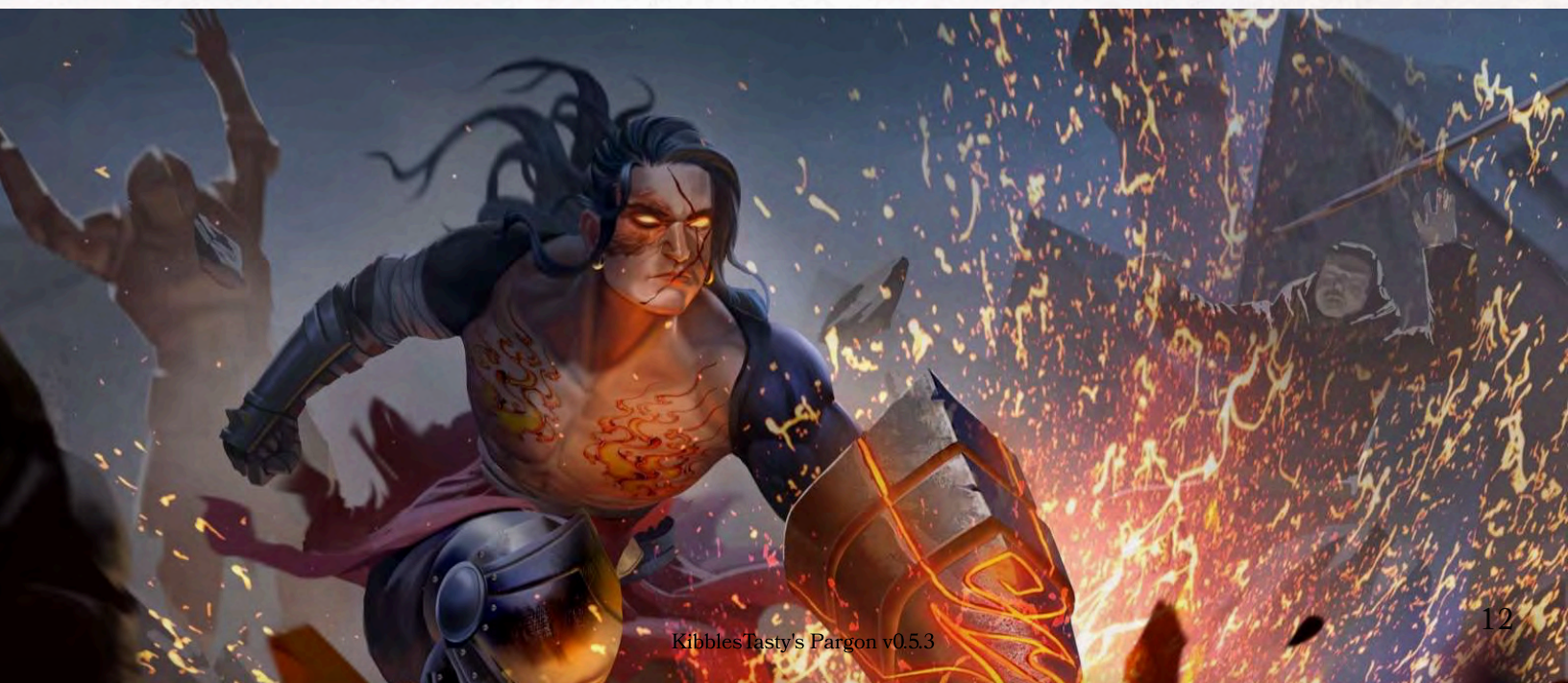
Once you use this ability, you cannot do so again until you complete a long rest.

Mythic Feat (Prerequisite: Athletic Feat, 15th Level)

When using Athletic Feat, you can lift, carry, or drag anything Huge or smaller regardless of weight.

Lifting Mastery

You count as one size larger for the purposes of Lifting and Carrying, up to counting as Large sized creature.



PURSUIT OF SPEED

Paragons of speed follow only one creed: there is no such thing as moving too fast. To move untouched, to move unseen, to move up a wall... everything is a question if you can just move fast enough. To a Paragon of this path, all problems fall away in the face of unmatched movement. Nothing catches them—not the weapons of their enemies, not the magic of wizards, not even the so-called laws of physics.

FIRST OFF THE LINE

1st-level Pursuit of Speed feature

You can add half of your proficiency bonus (rounded down) when you roll for initiative.

QUICK STEPS

3rd-level Pursuit of Speed feature

Once per turn when hit a creature with melee weapon attack roll made as part of the Attack action while able to move, you can move up to 10 feet without provoking attacks of opportunity.

ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Speed.

ACCELERATED STEP (1 EXERTION)

Active Ability (Special)

You can perform a feat of astounding speed. You can do one of the following on your turn:

- Escape a grapple or restrained automatically.
- Become Invisible until the end of your turn, or until you make an attack.
- Treat your movement as teleportation, as long as there is a path you could travel between you and your destination.
- Leave an afterimage when you move, generating one mirror image (as per the *mirror image* spell) until the start of your turn.
- Double your movement speed until the end of your turn.

AFTER IMAGES (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks to cast *mirror image* without a spell slot or components. When you cast it this way, it only creates 1 mirror image. The number of mirror images increases at 5th level (to 2) and 11th level (to 3).

ARROW STORM (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks by firing innumerable pieces of ammunition into the sky which rain down around a point within 60 feet of you. All creatures within 10 feet of the point must make a Dexterity saving throw.

On failure, they take 2d6 + your Dexterity modifier damage, or half as much on success. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

A number of pieces of ammunition are consumed equal to the number of targets that make the save against the ability times two. Once you use this feature, you cannot use it again until you complete a short or long rest.

DIRTY STRIKE (1 EXERTION)

Active Ability (Special)

When you make a melee weapon attack, you can follow up with a dirty trick (a knee to the gut, handful of sand to eyes, etc.). The creature must make a Constitution saving throw. On failure, they become your choice of Blinded or Dazed (your choice) for 1 minute. The target can repeat its saving throw at the end of each of their turns. A creature can spend their action treating their condition to automatically pass the saving throw. Once you use this against a target once, they are ready for subsequent attempts and automatically pass saving throws against it.

EVASIVE STEP (1 EXERTION)

Active Ability (Reaction)

As a reaction to being hit by an attack from a creature that you can see, you can add your proficiency bonus to your AC until the start of your next turn, potentially turning the hit into a miss.

INSTANT REBUKE (1 EXERTION)

Active Ability (Reaction, Supernatural), Prerequisite: Level 5

You can cast *instant counter*^K without a spell slot or components.

The level you cast the spell increases by 1 at 9th (to 3rd), 13th (to 4th), and 17th level (to 5th).

LIGHTNING LEAP (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by turning into lightning, leaping (as lightning) to a creature or empty space within 10 feet. If you target a creature, you can target a chain of creatures within 10 feet of the previous target, targeting a number of creatures equal to your proficiency bonus. Each creature you target makes a Dexterity saving, taking 2d6 lightning damage on a failed save, or half as much on a successful save. You then teleport to an empty spot of your choice adjacent to the last target of the chain. The damage increases by 1d6 and the range (initial and jump distance) increases by 5 feet whenever your proficiency bonus increases.

SLASHING DASH (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with a rapid burst of movement, moving up to 30 feet along any surface in a straight line.

You can move on vertical or horizontal surfaces with this movement, can pass through creatures, and do not provoke attacks of opportunity, but cannot pass through objects or terrain. Each time you pass through a creature, you can force it to make a Dexterity saving throw. A creature takes 2d6 + your Active Ability modifier (your choice) bludgeoning damage (or of your weapon type, if you are carrying a weapon you are proficient in) on a failed save, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

QUICKSILVER STEPS (1 EXERTION)

Active Ability (Attack, Supernatural), Prerequisite: Level 15

When you take the Attack action on your turn, you can replace one of your attacks to cast *quicksilver steps* without a spell slot or components.

WIND STRIKE (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack that lets you vanish into the wind before striking a number of nearby creatures with an unarmed strike or weapon you are carrying in a flurry of blows, before reform from the wind within 5 feet of one of the creatures attacked. You can attack a number of creatures in this way equal to your proficiency bonus, but can only strike each creature once. You can strike creatures within a range of $5 \times$ your proficiency bonus feet (for example when your proficiency bonus is +2, you can strike creatures within 10 feet).

Each time you strike a creature, make a melee weapon attack, dealing $1d6 +$ your Active Ability modifier (your choice) modifier damage on a hit. The damage increases by $1d6$ each time your proficiency bonus increases.

SPEED TALENTS

The following are Paragon Talents that you can select if you follow the Pursuit of Speed:

Arrow Time

As long as your movement speed isn't 0, ranged weapon attacks made from more than 30 feet away from you have disadvantage.

Blurring Movement

When you take the Dash action, all attacks have disadvantage against you until the start of your next turn.

Evasion (Prerequisite: 7th Level)

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.

High Velocity

Your unarmed strikes gain the Finesse property, allowing you to use your Dexterity in place of your Strength for attack and damage rolls.

Perfect Step (Prerequisite: Pursuit of Mind, Evasive Step, 12th Level)

When you use Evasive Step, the attack that triggered the ability automatically misses.

Wind Step

You can cast *become wind* without any components or spell slots. Once you use this ability, you cannot do so again until you complete a short or long rest.



PURSUIT OF ENDURANCE

Paragons of Endurance embody the unyielding spirit of stone and steel. Where others falter, they remain, unbroken and immovable. Their creed is simple: to outlast all trials, to weather every storm, to endure where none others can. Neither blade nor spell can sway them from their path, for they are living bastions, defined not by how hard they strike, but by how impossible they are to bring down.

STURDILY BUILT

1st-level Pursuit of Endurance feature

Any damage you take from falling is halved.

FACE TO FACE

3rd-level Pursuit of Endurance feature

Once per turn when hit a creature with melee weapon attack roll made as part of the Attack action, you can give one hit target disadvantage on its next attack roll if that attack roll does not target you.

ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Endurance.

BATTERING RAM (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with moving up to half your movement speed in a straight line. If you collide with a creature during this movement, the creature must succeed a Strength saving throw or take 2d8 + your Strength or Constitution modifier (your choice) bludgeoning damage and be knocked prone. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8 equaling your proficiency bonus). On success, it takes half as much damage and is not knocked prone.

If you collide with a Medium or larger object or surface during this movement, it instead takes twice as much damage as a creature would. If this damage breaks it, it does not stop your movement.

BODY BLOCK (1 EXERTION)

Active Ability (Reaction)

As a reaction while you are grappling a creature of your size or smaller, if you take damage from another source, you can halve the damage and cause the creature you are grappling to take an equal amount of damage. If this damage reduces the creature you are grappling to 0 hit points, you take any additional overflow damage.

BRACE (1 EXERTION)

Active Ability (Bonus Action)

As a bonus action, you rally your endurance and brace yourself for impact. Until the start of your next turn, your movement speed is zero and you gain 2d6 + your Constitution modifier temporary hit points. Any remaining temporary hit points are lost at the start of your turn. The number of d6s increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

ENDURE ELEMENTS (1 EXERTION)

Active Ability (Reaction)

As a reaction to taking acid, cold, fire, lightning, or thunder damage, you can gain resistance to that damage until the start of your next turn (including against the triggering attack).

Your next melee weapon attack roll before the end of your next turn deals 2d6 of the selected damage type. The number of d6s increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

HEADBUTT (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks by bashing your head into the head of a creature within 5 feet of you. Make an unarmed strike. If the attack hits, both you and the target take damage equal to your Constitution modifier and become Dazed until end of your next turn. The target must make a Constitution saving throw. On failure, it is Stunned until the start of your next turn.

If the attack misses, it does not generate a stack of exertion. You can only attack to make this attack once per turn.

HEROIC INTERVENTION (1 EXERTION)

Active Ability (Reaction)

As a reaction, when an allied creature within range of your movement speed would take damage, you can move to them and into their space. If the damage came from an attack, you become the target of the attack.

They move to an unoccupied space of their choice within 5 feet, or the closest unoccupied space if there are no unoccupied spaces within 5 feet (potentially moving them out of an area of effect, but moving yourself into it).

You and the target creature have resistance to all damage until the start of your next turn.

IRON HAND (1 EXERTION)

Active Ability (Attack)

You make initiate a grapple check against a creature within 5 feet of you. On success, the creature becomes grappled and takes 2d6 + your Strength modifier bludgeoning damage. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus). On failure it takes half as much damage and is not grappled.

KARMIC CYCLE (1 EXERTION)

Active Ability (Reaction, Supernatural)

As a reaction to taking damage from a hostile creature, you can gain resistance to that instance of damage and store an amount equal to the damage taken after resistance (up to a maximum of 5 × your proficiency bonus). Until the end of your next turn, the first time you hit a creature with a melee attack, you can add that damage as a bonus to the damage roll.

UNYIELDING ENDURANCE (1 EXERTION)

Active Ability (Reaction)

As a reaction to taking damage, you can brace yourself to weather the blow and any additional blows. Until the start of your next turn, you can reduce all damage taken (including from the damage that triggered this reaction) by your Proficiency bonus and gain advantage on Strength and Constitution saving throws.

Additionally for the duration, if an attack would reduce you to 0, you can make a Constitution saving throw with a DC to the amount of damage taken. On a success, you are reduced to 1 instead.

If you are not incapacitated at the start of your next turn after using this feature, you can expend a number of hit dice up to your proficiency bonus, rolling them to regain hit points as normal.

WRECKING BALL (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with leaping into another creature's space within the distance of your long jump range. The target must make a Dexterity saving throw. On failure it takes $2d8 + \text{your Strength modifier}$ damage and is knocked prone. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8 equaling your proficiency bonus).

Pass or fail, if the creature is your size or smaller, it is knocked out of its space to the closest adjacent space, prioritizing spaces away from where you jumped. If there is no available space or it is larger than you, you instead are moved to the closest available space.

ENDURANCE TALENTS

The following are Paragon Talents that you can select if you follow the Pursuit of Endurance:

Adamantine Grip *(Prerequisite: 5th level)*

You gain proficiency in Athletics. If you are already proficient in Athletics, you gain expertise in Athletics.

Durable Skin

While you are not wearing any armor, your Armor Class equals $13 + \text{your Constitution modifier}$. You can use a shield and still gain this benefit.

Internal Endurance.

You gain resistance to Poison damage, and advantage on saving throws against becoming Poisoned.

Iron Flesh

You reduce all damage taken by 1.

Steel Skin

Your AC increases by 1.

Stone Stance

You can cast *become stone* without any components or spell slots. Once you use this ability, using it again before you complete a short or long rest generates a stack of Exertion.

Unbreakable *(Prerequisite: 9th level)*

You become immune to damage from falling.

PURSUIT OF MIND

Paragons who walk the Pursuit of Mind devote themselves to the sharpest edge of all—intellect. To them, raw speed and strength mean little without the wit to apply them with precision. They move through battle and life alike with uncanny foresight, analyzing possibilities in a heartbeat and choosing the one path that leads to victory. Their minds race faster than blades, and with each decision they prove that true mastery lies not in brawn or swiftness, but in clarity of thought.

APPLIED KNOWLEDGE

1st-level Pursuit of Mind feature

You gain proficiency in one gaming set, artisan tool, or Intelligence related skill of your choice.

ANALYTIC STRIKE

3rd-level Pursuit of Mind feature

Once per turn when hit a creature with melee weapon attack roll made as part of the Attack action, you grant advantage to the next attack roll against one target hit made before the start of your next turn.

ADDITIONAL ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Mind.

BATTLEFIELD ANALYSIS (1 EXERTION)

Active Ability (Bonus Action)

As a bonus action, you can take the Search action. When you Search in this way, you can additionally do one of the following:

- Make an Intelligence (Investigation) check against the DC of any possible illusions within 60 feet of you. If you roll higher than the spell save DC of the caster and discern them as illusions. Once you fail to discern an illusion this way, you can attempt to use this feature to discern the illusion again.
- Make an Intelligence (Investigation) check against the AC of a creature, learning their AC and any resistances or immunities they have on success.

COUNTERING INTERFERENCE (1 EXERTION)

Active Ability (Reaction), Prerequisite: Level 9th

As a reaction to a creature within 5 feet of you attempting to cast a spell, you can attempt to prevent or interrupt it, forcing the creature to make a Constitution saving throw. On failure, the spell fails to be cast.

HUNTER'S MIND (1 EXERTION)

Active Ability (Bonus Action)

As a bonus action, you can cast *hunter's mark* without expending a spell slot.

PERFECT CALCULATION (1–2 EXERTION)

Active Ability (Bonus Action)

As a bonus action on your turn, you calculate an upcoming sequence of events. Roll a number of d20s equal to the Exertion generated and save the results. Until the start of your next turn, you can replace the d20 roll of an attack roll against you, an attack roll you make, or a saving throw you make, with one of the saved results, expending the saved result.

RALLYING PRESENCE (1 EXERTION)

Active Ability (Attack)

When you take the attack action on your turn, you can allow an allied creature to move up to half of its movement speed without provoking attacks of opportunity and make a single weapon attack as a reaction.

This attack can occur before or after the moment. The allied creature also gains 2d6 temporary hit points.

The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

TACTICAL COORDINATION (1 EXERTION)

Active Ability (Attack)

When you take the attack action on your turn, you can allow an ally to also make a coordinated weapon attack with their reaction against the same target with advantage. If both attacks hit, the target takes 2d6 additional damage (of a damage type from either attack). The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

MIND TALENTS

Analytic Abilities

You can use your Intelligence, Wisdom, or Charisma as your Active Ability modifier to calculate DC and damage instead of Strength or Dexterity.

Calculated Interference

When you have one or more uses of Perfect Calculation, as a reaction to a creature within 5 feet of you making a saving throw, you can force them to use the d20 result in place of rolling their own save.

Calculated Sight (*Prerequisite: 5th Level*)

When you use Perfect Calculation, you gain blindsight with a range of 30 feet until the start of your next turn. If you already have blindsight, the range of your blindsight expands by 30 feet instead.

Clear Mind (*Prerequisite: 9th level*)

You can use your action to end one effect on yourself that is causing you to be Charmed or Frightened. If you generate a stack of Exertion, you can do this as a bonus action instead.

Cold Reader (*Prerequisite: 5th level*)

You can cast *detect thoughts* without expending a spell slot or any components must study the target for a number of extra rounds equal to 5 minus your Intelligence modifier (minimum 0) before you can read their thoughts. Once you cast it this way once, casting it this way again generates a stack of exertion each time until you complete a long rest.

Expanded Calculations

When you have one or more uses of Perfect Calculation available, you can replace the attack roll by or against an allied creature within 60 feet instead of an attack roll by or against you.

Polygot

You learn an additional language of your choice.

Precise Placement

When you are within 5 feet of the edge of an area of effect that requires you to make a saving throw, you have advantage on the saving throw.

Savant

You gain Expertise with one artisan tool, gaming set, or Intelligence related skill you are proficient in.

Quick Mind

You can take the Search action as a bonus action. When you take this action, you can attempt to examine your surroundings for illusions, making an Intelligence (Investigation) check. If your Investigation result exceeds the casters saving throw DC, you discern the illusion.

PURSUIT OF BLADES

Paragons who follow the Pursuit of Blades see the edge of a weapon as the purest expression of mastery. To them, the sword, dagger, or axe is not merely a tool of battle, but an extension of the self—swift, precise, and unrelenting. Every motion is a cut, every breath a strike waiting to be unleashed. They carve paths through their foes with flawless technique, blending art and lethality until the line between them is razor-thin. In the hands of such a Paragon, a blade is not just a weapon, but destiny sharpened to a point.

BLADE PROFICIENCY

1st-level Pursuit of Blades feature

You gain proficiency with battleaxes, longswords, shortswords, greatswords, and greataxes.

CLEAVING SWING

3rd-level Pursuit of Blades feature

Once per turn when hit a creature with melee weapon attack roll made as part of the Attack action, you can split the attack between two adjacent creatures within reach (using the same attack roll against each). On hit, it deals half damage to each target. No other effects from the attack other than damage are applied to the additional targets.

ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Blades.

DIMENSION CUTTER (1 EXERTION)

Active Ability (Attack, Supernatural), Prerequisite: 13th level

When you take the Attack action on your turn, you can replace one of your attacks to cast *dimension cutter*^K without a spell slot or components.

The level you cast the spell increases at 17th level (to 5th).

GREAT CLEAVE (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a wide cleave. All creatures within 10 feet in a 180 degree arc around you in a direction of your choice (a half circle) must make a Dexterity saving throw. On failure, they take 2d6 + your Active Ability modifier slashing damage. On success, they take half as much damage. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

SLASHING DASH (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with a rapid burst of movement, moving up to 30 feet along any surface in a straight line.

You can move on vertical or horizontal surfaces with this movement, can pass through creatures, and do not provoke attacks of opportunity, but cannot pass through objects or terrain.

Each time you pass through a creature, you can force it to make a Dexterity saving throw. A creature takes 2d6 + your Active Ability modifier bludgeoning damage (or of your weapon type, if you are carrying a weapon you are proficient in) on a failed save, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

SPLITTING SLASH (1 EXERTION)

Active Ability (Reaction)

As a reaction to be an area of effect that deals damage based on failing a Strength, Dexterity or Constitution saving throw, as a reaction, you can attempt to slash the effect. You gain resistance to the damage taken and make a weapon attack roll. If the result of your attack roll exceeds the DC of the effect you can draw a 5-foot wide line from the source of the area of effect directly away from you. Creatures in that line also gain resistance to the damage taken.

WEAPON CLASH (1 EXERTION)

Active Ability (Reaction)

When you are hit by a melee weapon attack while carrying a weapon, you can make a special attack as a reaction. Roll 2d6 + your Active Ability modifier. You block that amount of damage, and if you block more damage than the attack did and your attack roll would hit the attacker, they take any overflow damage (with the damage type being from the weapon you blocked with). The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

WHIRLWIND SLASH (1 EXERTION)

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with spinning your weapon in a massive arc with great force. All creatures of your choice within 5 feet of you must make a Dexterity saving throw. On failure, they take 2d6 + your Active Ability modifier damage, or half as much on a successful save. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

VOID STRIKE (2 EXERTION)

Active Ability (Action, Supernatural), Prerequisite: 5th Level

As an action, you make a special melee attack that strikes the dimensional boundaries around a creature, disrupting them and potentially briefly pulling the creature into the ethereal plane. The target makes a Charisma saving throw. On failure, they take force damage equal to 3d6 + your Active Ability modifier and are banished to the ethereal plane until the start of your next turn. On success, they take half as much and are not banished to the ethereal plane.

The creature cannot move while on the ethereal plane, but can otherwise take any action they can normally take, but they cannot interact with things on the material plane unless they normally could. You can choose to do no damage with this ability, and the target can choose to fail their save. The number of d6 damage the target takes increases when your proficiency bonus increase, remaining equal to your proficiency bonus

WIND CLEAVE (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with an overhand cleave that releases a slash of wind. Each creature in a 15-foot long, 5-foot wide line must make a Dexterity saving throw. On failure, they take 2d8 slashing damage. On success, they take half as much damage. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

WIND SLASH (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack, launching a blade of wind at targets within 60 feet. You launch a number of blades equal to half your proficiency modifier (rounded up). The blades are ranged weapon attacks using your Strength or Dexterity modifier. Each blade deals 2d6 + your Active Ability modifier slashing damage on damage on hit.

If you can make multiple attacks as part of the Attack action, you can forgo the rest of your attacks to generate one additional Wind Slash attack.

WIND STRIKE (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a special attack that lets you vanish into the wind before striking a number of nearby creatures with an unarmed strike or weapon you are carrying in a flurry of blows, before reform from the wind within 5 feet of one of the creatures attacked. You can attack a number of creatures in this way equal to your proficiency bonus, but can only strike each creature once. You can strike creatures within a range of 5 × your proficiency bonus feet (for example when you proficiency bonus is +2, you can strike creatures within 10 feet).

Each time you strike a creature, make a melee weapon attack, dealing 1d6 + your Active Ability modifier damage on a hit. The damage increases by 1d6 each time your proficiency bonus increases.

BLADE TALENTS

Arrow Parry

When you are hit by a ranged weapon attack roll from an attacker you can see, as a reaction you can attempt to parry the projectile out of the air, adding your proficiency bonus to your AC against that attack, potentially during the hit into a miss.

Blade Bond

You form a special bond with a bladed melee weapon. Damage you deal with that weapon is considered magical for the purposes of overcoming resistance damage from nonmagical attacks. If the weapon does not have a bonus to attack and damage rolls, it gains a +1 bonus to attack and damage rolls. If the weapon is lost or destroyed, you can form a bond with a new weapon over the course of a long rest.

Blade Soul (Prerequisite: Blade Bond, 9th level)

The empowerment of the bonded blade grows stronger, and its bonus to attack and damage rolls becomes +2.

You can manifest the soul of the blade with the effect of casting the *unseen servant* spell without a spell slot and using the blade as the only component to casting the spell. Once you manifest the soul of in this way, you cannot do so again until you complete a long rest.

Blade Zenith (Prerequisite: Blade Soul, 15th level)

The empowerment of the bonded blade grows stronger, and its bonus to attack and damage rolls becomes +3.

The blade can no longer be damaged or destroyed by normal means, and while you are on the same plane of existence as the weapon you can call it to your hand as an action, causing it to vanish appear in your hand.

Blade Style

You gain the Dueling or Great Weapon Fighting Fighting Style from the Fighter class.

Fancy Footwork

When you hit a creature with a bladed melee weapon, you can move through their space as difficult terrain until the end of your turn.

Fencing Stance

While wielding a melee weapon and not a shield, your AC is increased by 1.

Style Mastery (Prerequisite: Blade Style)

You can apply the Fighting Style gained from Blade Style to damage dealt by an Active Ability using a qualifying weapon.

PURSUIT OF FIRE

Paragons who walk this path seek to become fire, gaining a supernatural mastery of it and even becoming one with it as they progress toward Pursuit. For some it is an innate ability, for others it is a mystical technique, for others still an esoteric secret tradition.

CONFLAGRATION CONTROL

1st-level Pursuit of Fire feature

You learn the cantrip *manipulate fire*^K. You can cast it without any components.

BLAZING STRIKE

3rd-level Pursuit of Fire feature

Once per turn when you hit a creature with a melee weapon attack, you can set the target ablaze, inflicting the Burning (1d4) condition on it.

ACTIVE ABILITIES

The following are Active Abilities you can select for the Pursuit of Fire.

BURNING BURST (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks to cast *burning hands* without a spell slot or components.

The level you cast the spell increases at 5th (to 2nd), 9th, (to 3rd), 13th (to 4th), and 17th level (to 5th).

CINDER SWEEP (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with moving up to 5 feet without provoking attacks of opportunity and then cause an explosion of fire around you. All creatures within 10 feet of you must make a Dexterity saving throw. On failure, a creature takes 2d6 fire damage and becomes ignited. Creatures that are ignited take 1d6 fire damage at the end of each of their turns until a creature within 5 feet of the ignited target spends their action to douse the flames. On success, creatures take half as much damage and are not ignited. The initial fire damage increases by 1d6 when your proficiency bonus increases.

FLAME AURA (1 EXERTION)

Active Ability (Bonus Action, Supernatural) Prerequisite: 3rd Level

As a bonus action, you can surround yourself with an aura of flames for 1 minute. Any creature that ends its turn within 5 feet of you or strikes you with a melee attack takes 2d4 fire damage. A creature can only take damage from this aura once per turn.

The number of d4s increase when your proficiency bonus does, remaining equal to your proficiency bonus.

FIRE BEAM (1–2 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks to fire a beam of fire. All creatures within a line 30-foot long, 5-foot wide must make a Dexterity saving throw, taking 2d8 fire damage on a failed save, or half as much on a successful save. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Empowered Beam. If you can take more than one attack as part of the same Attack action, you can replace the second attack by empowering this beam, doubling the length and width of the beam, as well as the Exertion it generates. When you do so, the damage of the beam increases by 1d8.

FIRE BLAST (1–2 EXERTION)

Active Ability (Attack, Supernatural)

When you take the attack action on your turn, you can replace of your attacks with firing a ball of fire from your hand at a point within 60 feet of you. The fireball explodes on impact, filling a 10 foot radius. All creatures within the area must make a Dexterity saving throw. On failure, a creature takes 2d8 fire damage. The number of d8s increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Empowered Blast If you can take more than one attack as part of the same Attack action, you can replace the second attack by empowering this blast, doubling radius of the explosion, as well as the Exertion it generates. When you do so, the damage of the explosion increases by 1d8.

EXPLOSIVE REJUVENATION (1 EXERTION)

Active Ability (Bonus Action, Supernatural)

As a bonus action, you can unleash the power of the ember within your soul, exploding with fire. You regain 2d4 hit points, and all creatures within 10 feet of you must make a Dexterity saving throw, taking 2d4 fire damage on a failed save, or half as much on a successful one.

The fire damage and hit points regained increase by 1d4 each time your proficiency increases (remaining equal to your proficiency bonus). **Once you use this ability, you cannot use it again until you complete a short rest.**

TRAILBLAZER (1 EXERTION)

Active Ability (Bonus Action, Supernatural)

As a bonus action, you ignite your steps, leaving behind a trail of fire. Until the end of your turn, your movement speed increases by up to 10 feet and for those extra feet of movement any space you move through is filled with a blazing fire until start of your next turn. Any creature that enters one of these spaces takes 2d4 fire damage. You can place the trail of fire anywhere during your movement, but it must a single connected line of up a length equal to or less than the bonus movement speed.

The bonus movement and distance of the fire trail increases by 5 feet when your proficiency bonus does (equaling $5 \times$ your proficiency bonus).



FIRE TALENTS

Fire Flesh

You can cast *become fire*^K without any components or spell slots. Once you use this ability, you cannot do so again until you complete a short or long rest.

Flaming Fists (Prerequisite: Adamantine Fists)

Your unarmed strikes can deal Fire damage instead of bludgeoning damage. You can use your Wisdom, Intelligence, or Charisma modifier in place of your Strength modifier for your unarmed strikes.

One With Flames

You gain resistance to Fire damage.

Persistent Beam (Prerequisite: 11th level, Fire Beam)

When you use Fire Beam, you can opt to maintain the effect, leaving the line effect in place until the start of your next turn. Any creature that enters the beam for the duration must make a save against its damage. For the duration, you must concentrate on maintaining the beam, as if concentrating on a spell.

You can choose to maintain the beam at its current strength and position at the start of your next turn by spending your action. Doing so generates a single stack of Exertion (regardless if it was Empowered or not).

If you move or your concentration is broken, the beam ends and cannot be maintained.

PURSUIT OF LIGHTNING

LIGHTNING

LIGHTNING STRIKE

3rd-level Pursuit of Fire feature

Once per turn when you hit a creature with a melee weapon attack, you can create an arc of lightning that strikes another creature within 10 feet dealing 1d4 lightning damage.

ACTIVE ABILITIES

ARCING STRIKE (1 EXERTION)

Active Ability (Attack, Supernatural)

You invest lightning into an a weapon you are carrying or your unarmed strike before making a melee weapon attack with it. On hit, the attack deals 2d8 + your Active Ability modifier lightning damage. Pick a creature within 10 feet of the target. It must make a Dexterity saving throw. On failure, it takes half as much damage as the initial target.

The number of d8s and the number of times it leaps to a new target increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus). Each additional time the damage leaps it is halved again.

CHARGED STRIKE (1 EXERTION)

Active Ability (Attack, Supernatural)

You charge a weapon you are carrying or your unarmed strike with lightning before making an melee weapon attack with it. On hit, the attack deals 2d6 + your Active Ability modifier lightning damage and must make a Constitution saving throw. On failure, it becomes Dazed until the start of your next turn. The number of d6 increases by one when your proficiency bonus increases (with the total number of d6s equaling your proficiency bonus).

CRACKLING BEAM (1–2 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks to fire a beam of lightning. All creatures within a line 30-foot long, 5-foot wide must make a Dexterity saving throw, taking 2d8 lightning damage on a failed save, or half as much on a successful save. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Empowered Beam. If you can take more than one attack as part of the same Attack action, you can replace the second attack by empowering this beam, doubling the length of the beam, as well as the Exertion it generates. When you do so, the damage of the beam increases by 1d8 and it gains the ability to bounce off solid surfaces. When it does so, you pick the new angle, and it projects a new beam with a length equal to the remaining length of the beam when it hit the solid surface. A creature cannot be hit by the ability twice.

LIGHTNING BURST (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by unleashing lightning that blasts all targets of your choice within 10 feet of you. Each target must make a Dexterity saving throw. On failure, they take 2d6 lightning damage. On success they take half as much damage. The lightning damage increases by 1d6 each time your proficiency bonus increases.

LIGHTNING LEAP (1 EXERTION)

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one attack by turning into lightning, leaping (as lightning) to a creature or empty space within 10 feet. If you target a creature, you can target a chain of creatures within 10 feet of the previous target, targeting a number of creatures equal to your proficiency bonus. Each creature you target makes a Dexterity saving, taking 2d6 lightning damage on a failed save, or half as much on a successful save. You then teleport to an empty spot of your choice adjacent to the last target of the chain. The damage increases by 1d6 and the range (initial and jump distance) increases by 5 feet whenever your proficiency bonus increases.

GENERAL PARAGON TALENTS

Adamantine Fists

Your unarmed strike damage increases to 1d8, and whenever your unarmed strikes hits an object, the hit is a critical hit. Your unarmed strikes are considered an adamantine weapon for the purpose of overcoming resistance.

Adrenaline Junkie (Prerequisite: 18th level)

You can use Adrenaline Rush again after completing a short rest, in addition to after a long rest.

Defensive Perfection (Prerequisite: 12th level)

You can select another saving throw proficiency from Perfect Defense.

Diligent Training (Prerequisite: 9th level)

Your Exertion Limit increases by 1.

Empowered Strikes (Prerequisite: 5th level)

The damage of your melee weapon attacks, unarmed strikes, and Active Abilities becomes magical for the purposes of overcoming resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Extended Training

You can select 1 additional active ability from any Pursuit you have selected.

Fired Up

When you are hit by a critical strike from a hostile creature that is a CR of at least 1/4, your stacks of Exertion are decreased by 1. Once this occurs, it cannot occur again until the start of your next turn.

Victory Rush

When you score a critical hit with a weapon attack against a hostile creature that is a CR of at least 1/4, your stacks of Exertion are decreased by 1. Once this occurs, it cannot occur again until the start of your next turn.

Weapon Training

You gain proficiency with martial weapons.

MULTICLASSING

Ability Score Minimum: Two of Strength 13, Dexterity 13, or Constitution 13.

When you gain a level in this class when it is not your starting class, you gain the following proficiencies:

Armor: light armor, medium armor, shields

Weapons: simple weapons

PARAGON ITEMS

+1 HEROES' BRACERS

Wondrous Item, Uncommon (requires attunement by a Paragon)

While wearing these bracers, you gain a +1 bonus to your melee weapon attack rolls (this replaces any bonus from a melee weapon might grant, unless that bonus is higher, in which case this has no effect) and the saving throw DCs of your Active Abilities

In addition, your maximum stacks of Exertion increase by 1.

+2 HEROES' BRACERS

Wondrous Item, Uncommon (requires attunement by a Paragon)

While wearing these bracers, you gain a +1 bonus to your melee weapon attack rolls (this replaces any bonus from a melee weapon might grant, unless that bonus is higher, in which case this has no effect) and the saving throw DCs of your Active Abilities

In addition, your maximum stacks of Exertion increase by 2.

+3 HEROES' BRACERS

Wondrous Item, Uncommon (requires attunement by a Paragon)

While wearing these bracers, you gain a +1 bonus to your melee weapon attack rolls (this replaces any bonus from a melee weapon might grant, unless that bonus is higher, in which case this has no effect) and the saving throw DCs of your Active Abilities

In addition, your maximum stacks of Exertion increase by 3.

APPENDIX A: ACTIVE FEATS

The following are new Active Feats. These expand on the Active Feats found in Kibbles' Compendium of Legends and Legacies.

DOUBLE TEAM

Prerequisite: 4th level

You excel at setting up tactical coordination with your teammates to take down your foes. You gain the following features:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma by 1 to a maximum of 20.
- **Exploit Opportunity.** When an ally scores a critical hit against a creature within 5 feet of you, you gain advantage on your next attack roll against that creature made before the end of your next turn.
- You gain the **Tactical Coordination** special attack (below).

TACTICAL COORDINATION

Active Ability (Attack)

When you take the attack action on your turn, you can allow an ally to also make a coordinated weapon attack with their reaction against the same target with advantage. If both attacks hit, the target takes 2d6 additional damage (of a damage type from either attack). The number of d6 increases by one when your proficiency bonus increases (with the total number of 2d6 equaling your proficiency bonus).

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

FLEETING STEPS

Prerequisite: 4th level and a movement speed of 35 feet or more.

You can accomplish mythical feats of speed. You gain the following benefits:

- **Ability Score Increase.** Increase your Strength or Dexterity by 1, to a maximum of 20.
- **Side Step.** When you pass a Dexterity saving throw and your movement speed isn't 0, you can move 5 feet without provoking opportunity attacks.
- Gain the **Accelerated Step** special ability (below).

ACCELERATED STEP

Active Ability (Special)

You can perform a feat of astounding speed. You can do one of the following on your turn:

- Escape a grapple or restrained automatically.
- Become Invisible until the end of your turn.
- Treat your movement as teleportation, as long as there is a path you could travel between you and your destination.
- Afterimage. Generate one mirror image (as per the *mirror image* spell) until the start of your turn.
- Double your movement speed until the end of your turn.

Once you use this feature, you cannot use it again until you complete a short or long rest. You can use the feature again before completing a long rest by taking a level of exhaustion.

KARMIC FIGHTING

Prerequisite: 4th level

You are a master of the mysterious flow of karmic fighting, capable of deflecting and returning damage to its source.

- **Ability Score Increase.** Increase your Constitution or Wisdom ability score by 1, to a maximum of 20.
- **Cyclical Violence.** When you are hit by a critical strike, you gain advantage on your next attack roll against the creature that hit you before the end of your next turn.
- You gain the **Karmic Cycle** special ability (below).

KARMIC CYCLE

Active Ability (Reaction, Supernatural)

As a reaction to taking damage from a hostile creature, you can gain resistance to that instance of damage and store an amount equal to the damage taken after resistance (up to a maximum of $5 \times$ your proficiency bonus). Until the end of your next turn, when you hit a creature with a melee attack, you can add that damage as a bonus to the damage roll.

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

THUNDERING BLOWS

Prerequisite: 4th level

You gain the ability to unleash your attacks in a powerful shockwave.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reverberating Blows.** When you make an attack, you can pick a second target within 5 feet of the first target. On hit, the second target takes Thunder damage equal to your Strength modifier.
- You gain the **Shockwave Strike** special attack (below).

EXPLOSIVE SHOCKWAVE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with a shockwave that affects all creatures in a 15 foot cone. Each creature in the area must make a Constitution saving throw. On failure, they take $2d8 +$ your Strength modifier Thunder damage and are knocked backwards 10 feet. On success, they take half as much damage and are not knocked back. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

TEAM SPIRIT

Prerequisite: 4th level

You gain the ability to lead others and inspire others to action more effectively:

- **Ability Score Increase.** Increase your Intelligence, Wisdom, or Charisma by 1 to a maximum of 20.
- **Team Inspiration.** If you have Inspiration, you can expend that Inspiration on an allied creature's roll that could benefit from Inspiration to allow them to reroll.
- Gain the **Rallying Presence** special ability (below).

RALLYING PRESENCE

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks with an inspiring command that allows an allied creature to move up to half of its movement speed without provoking attacks of opportunity and make a single weapon attack as its reaction. This attack can occur before or after the movement. The allied creature also gains 2d6 Temporary Hit pPints.

The number of d6 increases by one when your proficiency bonus increases (with the total number of d6 equaling your proficiency bonus).

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

WIND CUTTER

Prerequisite: 4th level

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Parry Projectile.** As a reaction to being hit by a ranged weapon attack, you can use your reaction to slash it, reducing the damage from it by your proficiency bonus.
- You gain the **Wind Cleave** special attack (below).

WIND CLEAVE

Active Ability (Attack, Supernatural)

When you take the Attack action on your turn, you can replace one of your attacks with an overhand cleave that releases a slash of wind. Each creature in a 15-foot long, 5-foot wide line must make a Dexterity saving throw. On failure, they take 2d8 slashing damage. On success, they take half as much damage. The number of d8 increases by one when your proficiency bonus increases (with the total number of d8s equaling your proficiency bonus).

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

LIVING SHIELDS

Prerequisite: 4th level

Mastery of the battlefield revolves around improvisation and adaptation.

- **Ability Score Increase.** Increase your Strength or Constitution by 1, to a maximum of 20.
- **Reposition.** On your turn when you are grappling a creature your size or smaller, you can move your grappled target up to 10 feet (around you), without expending any movement. While the creature is between you and the source of an attack, you can treat the creature as an equipped shield.

BODY BLOCK

Active Ability (Reaction)

As a reaction to taking damage while you are grappling a creature your size or smaller, you can halve the damage and cause the creature you are grappling to take an equal amount of damage. If this damage reduces the creature you are grappling to 0 hit points, you take any additional overflow damage.

Once you use this attack ability, you cannot use it again until you complete a short or long rest.

WILD FIGHTING

Prerequisite: 4th level

You fight with everything you have, willing to trade your flesh for that of your enemies. You gain the following abilities:

- **Ability Score Increase.** Increase your Constitution modifier by 1 to a maximum of 20.
- **Wild Brawling.** Once per turn, when you miss a melee weapon attack against a creature within 5 feet of you, you can recklessly throw yourself into the attack, dealing damage equal to your Constitution modifier to both you and the target.
- You gain the **Headbutt** special attack (below)

HEADBUTT

Active Ability (Attack)

When you take the Attack action on your turn, you can replace one of your attacks by bashing your head into the head of a creature within 5 feet of you. Make an unarmed strike. If the attack hits, both you and the target take damage equal to your Constitution modifier and become Dazed. The target must make a Constitution saving throw. On failure, it is stunned until the start of your next turn.

Once the attack hits, you cannot use it again until you complete a short or long rest, lest you get brain damage.

CHANGELOG

V0.6

PURSUIT OF BLADES

- Void Strike nerfed, mostly due to Void Strike spam (using it against the same target over and over). Cost increased to 2 Exertion.
- Wind Slash nerfed*, mostly due to Wind Slash spam and treating it like Extra Attack+; it now scales at half your proficiency bonus, making it primarily only useful as a Ranged attack option rather than damage boost (though that still means you can make 2 attacks with it at level 5, using it as pseudo extra attack). Its damage was buffed somewhat to keep it roughly equal at lower levels.

2024 CONVERSION

When playing this in 2024, make the following changes:

- **Subclasses.** Move the subclasses and their 1st Level Feature to Level 3.
- **Pursuits.** Remove the 3rd level feature of the Pursuits (this is replaced with the Weapon Mastery Feature).
- **Try Harder.** When using Try Harder, you only gain a stack of Exertion if you succeed the ability check.
- **Adamantine Fists.** Your unarmed strike gains the Weapon Mastery property Push, Topple, or Graze (your choice). Once selected it retains that property, but you can change it whenever you finish a Long Rest, changing it to another one of those options.
- **Weapon Masteries.** Add the following Weapon Mastery Feature:

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice with which you have proficiency, such as Quarterstaves and Spears. If you have the Adamantine Fists Talent, you can select those as one of your options.

Whenever you finish a Long Rest, you can change the kinds of weapons you chose. For example, you could switch to using the mastery properties of Clubs and Light Hammers.



KIBBLES-ISM GLOSSARY

While this class is completely compatible with 5e 2014 and easy to use with D&D 2024, it contains a few elements that are drawn from 5e++ that merit a glossary here at the end, even if they are probably things that are widely understood in the 5e homebrew community at this point from their various uses.

BLOODIED

A creature is Bloodied when its current hit points are less than half of its maximum hit points. It does not inherently do anything on its own, but can serve as a condition or trigger for some abilities.

BURNING (CONDITION)

- A burning creature takes 1d4 fire damage at the start of each of their turns; the source of Burning may define how much damage they take, replacing the 1d4 with the listed damage.
- The burning creature sheds bright light in a 15 foot radius, and dim light for an additional 15 feet.
- The burning creature or someone within 5 feet of it can use their action to douse the fire, ending the condition. Being doused in water ends the condition automatically.

DAZED (CONDITION)

- A dazed creature can only do one of the following: move, take its action, or take a bonus action. It cannot take reactions.

SPELLS

There's a bunch of spells here that aren't included in the class document, but they are available under the KRD for free. You can find them in the Spell Compendium or Generic Elemental Spells.

You can find links to those documents here:

<https://www.kthomebrew.com/krd>

FOUNDRY MODULE

Available on Patreon (part of the Playtest Packet module)

CREDITS

Designer: KibblesTasty

Editor: Does it look like it had an editor? It will, eventually, be edited. Preferably after I stop changing things every update so I don't immediately bork the editing up.

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