NEW HEROES FOR A NEW WORLD

FEAT: PILOT

Prerequisite: passive Perception 13 or higher

You have gained experience with flight and the controls of flying vehicles. You gain the following benefits:

- You have proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39)
- When you make a Piloting skill check to move a ship, you can use your bonus action to increase the ship AC by 1.

FEAT: GUNNER

Prerequisite: Proficiency with Martial Ranged Weapons

You've learned the ins and outs of ship weapons and other emplaced weapons. You gain the following benefits:

- You have proficiency with Ship Weapons as described in the Ships and Ship Combat section (pg. 39)
- You may use your reaction to make a ranged or Ship Weapon Attack against creatures or objects that make a flying movement that ends closer to you than it began.

BARBARIAN PRIMAL PATH: PATH OF THE PERCUSSIVE MECHANIC

For barbarians expected to exist in a world of technology and civilization, hitting things instead of people may be a necessary adaptation. The Path of the Percussive Mechanic is a path of channeling rage to the improvement of technology, whether that means the best robot is a dead robot or that an old machine just needs a little rough love.

WRENCH MONKEY

Starting when you choose this path at 3rd level, you gain proficiency with bludgeoning implements, including improvised weapons that would reasonably deal bludgeoning damage. While raging, your attacks using bludgeoning weapons use a larger damage die (a 1d6 becomes 1d8, for example).

MECHANICAL MALICE

Beginning at 6th level, you have advantage on attacks made against constructs while raging. On a successful hit against a construct, your rage damage is doubled. As a bonus action, you can make an attack against a construct that if successful incapacitates the construct for 1 round but deals no damage.

FIELD MECHANIC

Beginning at 10th level, you are proficient with artisan's tools (mechanic's tools). During a short rest, you may spend one of your Rage usages to perform one of the following acts:

- *Repair.* Restore 2d12 + your Strength modifier hit points to an object or construct.
- *Improve.* Until the device (or ship station) takes damage, checks made using it are at advantage.

- *Create.* You create a construct with CR ½ or less that operates until your next long rest.

Bludgeon Specialist

Starting at 14th level, your attacks ignore bludgeoning resistance. In addition, successful hits with a bludgeoning weapon have a 25% chance to stun the target for one round.

Bard College: College of Sky

Bards of the College of Sky long to go beyond every horizon they can see. They are not content to learn by study or by story; they must go out and see for themselves. Though they see the value of tomes and tales to know where the best things are, once they know of it, they inevitably depart to go and see it.

Sky bards are fully driven by their wanderlust and though they may get to know an area well enough to be a guide there for a time, they cannot be relied upon in the long term. They will certainly be called away by the sky they cannot see to wander other domains.

These bards are found all over, but never in the same place for long. When they meet, they know a kindred wild spirit and they will share some of their recent experiences and seek directions to the next great adventure, but rarely are their paths compatible enough to shackle themselves to each other as traveling companions.

Bonus Proficiencies

When you join the College of Sky at 3rd level, you gain proficiency with the Piloting skill described in the Ships and Ship Combat section (pg. 39). You also gain proficiency with Martial Ranged Weapons.

Marksmanship

Also at 3rd level and beyond, you may use your bonus action to gauge the distance to a target. Doing so doubles the normal range of your ranged weapons for the rest of your turn.

Restless Feet

Again at 3rd level and beyond, you may use your bonus action to expend one of your uses of Bardic Inspiration to take a Dash or Disengage action.

Unfettered Spirit

At 6th level, you learn magics that protect you from harm and entrapment. When you are attacked, you can use your reaction to cast *misty step* without expending a spell slot, causing the attack to be at disadvantage. If the attack hits, you must succeed on a concentration check or the spell fails. You can choose to use this feature when an attack is declared on you, but before the attack is rolled. You can do this up to a number of times equal to your charisma modifier. You regain any expended uses of this ability after completing a long rest.

Once per long rest, you can also take an action to gain the effects of the *freedom of movement* spell for 1 round.

On Wings of Hope

Starting at 14th level, you can sometimes leap into flight. You gain the ability to use a bonus action to gain a flight speed of 80 feet for the rest of your turn. You can do this up to a number of times equal to your charisma modifier. You regain any expended uses of this ability after completing a long rest.

Druid Circle: Circle of the Stars

The Circle of the Stars circumscribes those druids that operate in darkness to bring light to a world growing ever more devoid of it. In new and rapidly changing times, this fledgling circle honors the lights of the firmament in opposition to the lights of cities that blemish the sky with their constant glow. The circle's leadership are somewhat brash and young for now and lead opposition groups in many nations of the world. As a member of this circle, you have

been initiated as a night predator of incredible skill.

Night Hunter

When you choose this circle at 2nd level, you gain proficiency in Stealth (or another skill from the Druid list if you are already proficient in Stealth).

When attacking a surprised creature, whether in beast form or not, you can deal an extra 1d6 damage on the first attack. This increases to 2d6 at 6th level, 3d6 at 10th level, and 4d6 at 14th level.

When you use Wild Shape, you can choose for your beast to be a starry beast: shadowy with points of light, more like a constellation of a beast than a beast. When you are in this Star Beast form, you apply double your proficiency bonus to Stealth checks whether or not the beast is proficient in Stealth.

Star Mastery

Starting at 6th level, you can cast *star shape* as a ritual without having it prepared.

Also starting at 6th level, you can see in starlight as if it were daylight. You have advantage on Wisdom (Perception) checks that rely on sight on clear nights when the stars are out.

Predator's Mark

Starting at 10th level, as a bonus action you can outline each creature you choose in a 20-foot cube with star-light pricks of light if it fails a Dexterity saving throw against your spell save DC. These constellation outlines last for 1 minute and create bright light in a 10-foot radius and dim light another 10 feet.

Invisible creatures so outlined can be seen by creatures using normal or dark vision so that attacks do not suffer disadvantage.

Your attacks against outlined creatures are at advantage and deal an extra 1d6 damage on a hit. This increases to 2d6 at 14th level.

You can do this up to a number of times equal to your Wisdom modifier. You regain any expended uses of this ability after completing a long rest.

Astral Being

Starting at 14th level, you can choose for your weapon attacks, whether in beast form or not, to deal radiant damage instead of their normal damage type.

Fighter Martial Archetype: Hot-Shot

Hot-shots have an exceptional level of natural talent belied by their lack of dedication to training and propensity for boasting. These braggarts are excellent marksmen and physically impressive. They enamor the general public and their personal reputation precedes them.

On the Fly

Starting at 3rd level when you choose this archetype, after you use your action to Dash or Disengage, you can use a bonus action to make a single ranged weapon attack.

Nimble Sportsman

At 7th level and beyond, you can use your Dexterity modifier in place of Strength when making Athletics checks to swim, climb, and jump. You can also use your Dexterity modifier in place of Charisma when making Intimidation, Performance, or Persuasion checks.

Flying Ace

At 10th level, you gain proficiency in the Piloting skill and with Ship Weapons as described in the Ships and Ship Combat section (pg. 39) and either Acrobatics or Sleight of Hand.

Provoke

Starting at 15th level, you can use a bonus action to taunt an opponent. They must succeed on a Wisdom saving throw against 8 + your Charisma modifier + your proficiency bonus or become fixated on you until the start of your next turn. While fixated, attacks by

creatures other than you on the target are at advantage and the creature has disadvantage on attacks against targets other than you.

Deadly Aim

Starting at 17th level, your ranged weapon attacks score a critical hit on rolls of 19 or 20 and the damage from the critical hit die is the maximum possible result.

Monastic Tradition: Way of the Infinite Mind

The Way of the Infinite Mind guides its acolytes to expand their minds to be capable of great feats. These monks are trained in methods of mental manipulation that allow them to divine truths, project psychic force, and escape the limits of the mortal body.

The Knowing Path

Starting when you choose this tradition at 3rd level, you can open your mind to use your *ki* to produce the effects of particular divination spells.

As an action, you can spend 2 *ki* points to cast *augury*, *detect thoughts*, *locate objects*, or *see invisibility* without material components. You also know the *true strike* cantrip.

The Far-Reaching Fist

Beginning at 6th level, you are able to project your punches through mental discipline. You can use a bonus action to give your unarmed strikes a range of 60 feet and make them do force damage for the rest of your turn. These unarmed strikes are considered melee attacks.

The Mind Eye

Starting at 11th level, as a bonus action you can spend 1 *ki* point to be aware of all conscious, organic minds within 300 feet. You know their intelligence, wisdom, and locations relative to your position perfectly. You can instead spend 2 *ki* points to also be able to detect sleeping minds. This awareness lasts for 1 minute or until you use this ability again.

This ability can penetrate most barriers, but it is blocked by 1 inch of common metal or a thin sheet of lead.

Mind Break

Also at 11th level, you gain the ability to strike a creature's mind. As an action, you can spend 4 *ki* points to deal psychic damage equal to 4 unarmed strike dice (4d8 at 11th level) and cause the target to be Stunned. On a successful Wisdom saving throw against 8 + your Wisdom modifier + your proficiency bonus, the creature takes half damage and is not stunned.

A stunned target may make a Wisdom saving throw at the end of each of its turns, ending the stunned condition on a success.

You may target any creature you can see or are aware of through **The Mind Eye** within 120 feet of you with this attack.

Unassailable Mind

Upon reaching 17th level, you become immune to being Charmed, Frightened, or Stunned. You are also immune to effects like *detect thoughts* that read your mind.

Ranger Archetype: Star Tracker

You transcend traditional tracking methods through a brotherhood with the sparkling heavens above. This intimate relationship with the stars enlightens your hunting and your combat, both night and day, for you know the stars so well as to spot them through clouds and beyond the blue sky.

The Sky Path

Starting at 3rd level, you can make a Wisdom (Survival) check to track flying creatures and ships by the disturbance they make in the star lines. It is as if they have left a track you can see as a walking creature would.

You also gain proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39).

STAR MARKED FOE

At 3rd level you learn the *faerie fire* spell. It does not count against the number of spells you can know. When you make a successful attack against a target, you can cast *faerie fire* as a bonus action on an area that includes the target, regardless of distance.

INESCAPABLE STALKER

Starting at 7th level, you can track any kind of travel, including teleportation and creatures and effects that leave no tracks such as *pass without trace* or a hag's *Invisible Passage*.

DEATH FROM ABOVE

Also at 7th level, you learn the *falling sky* spell. It does not count against the number of spells you can know.

You gain proficiency with Ship Weapons as described in the Ships and Ship Combat section (pg. 39).

STAR SHOWER

Starting at 11th level, when you make a successful attack against a creature, you may cast the *astral spray* cantrip as if 5th level (2 damage per star) as a bonus action. Range to targets is determined as if the target of the original attack were the origin of the spell.

STORM OF STARS

At 15th level, you learn the *kinetic motes* spell. It does not count against the number of spells you can know. You ignore the concentration requirement of the *kinetic motes* spell.

Your *astral spray* effect from **Star Shower** is cast as if 11th level (3 damage per star).

ROGUISH ARCHETYPE: TINKER

You have adapted your illicit set of skills to the rapidly changing world. You have turned your deft hands and inquisitive mind to invention and understanding the inner workings of things rather than people. Things are simple, they are practically made to be manipulated.

INVENTION

At 3rd level when you choose this archetype, you gain proficiency with artisan's tools (mechanic's tools and tinker's tools).

You can spend 1 hour working with scavenged materials using tinker's tools to make a single-use device only you can operate. You can maintain a number of such devices equal to your Intelligence modifier (minimum of 1).

When you create a device, choose one of the following options:

- *Pesterer.* This flying device naturally and repeatedly darts toward the nearest person after being thrown at them as an action. For 1 minute or until the device is destroyed (AC 12, 1 hp) the target has disadvantage on Wisdom (Perception) checks and their passive Perception is reduced by 5.
- *Flasher.* As a reaction when an enemy attacks you or as a bonus action, you can flash a bright light in their eyes. It has disadvantage on the attack if it is attacking and must succeed on a DC 12 Constitution saving throw or be Blinded for 2 rounds.
- *Feint.* As a bonus action, you perform a ranged attack with range 10/40 that deals 1 damage. Your next attack against the target this turn is at advantage, regardless of whether the feint attack hits as a swirling metal implement flies toward the target.
- *Mine.* As an action, you can plant the mine. Make a Dexterity (Stealth) check to determine the Intelligence (Investigation) DC to find the mine. The Wisdom (Perception) DC is the same but made at

disadvantage. Any character that enters the mined space suffers 7 (2d6) thunder damage.
- Any of the options available from the Rock Gnome *Tinker* racial trait.

SABOTAGE

Starting at 9th level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Mechanic's Tools) check to disable a machine or disarm a trap.

Alternatively, this bonus action can be used to make an attack against a construct. If the attack is successful, the construct is incapacitated until your next turn. It deals no damage.

When you use an action to make a Dexterity (Mechanic's Tools) check to disable a machine or disarm a trap, you make the check at advantage.

MECHANIC

Starting at 13th level, you can cobble together local materials to repair, improve, or create mechanical devices. During a short rest, you can spend up to your Intelligence modifier hit dice to perform that number of the following acts:

- *Repair.* Restore 1d12 + your Int modifier hit points to an object or construct. (Repeatable)
- *Improve.* Until the device (or ship station) takes damage, checks made using it are at advantage. (Repeatable for different devices or ship stations)
- *Create.* You create a construct with CR ½ or less that operates until your next long rest. (Repeatable)

DECONSTRUCT

Starting at 17th level, when you deal Sneak Attack damage against a construct, your Sneak Attack dice are 1d10 rather than 1d6. The construct must succeed on a Constitution saving throw (DC 8 + your Intelligence modifier + your proficiency bonus) or die instantly.

Also at 17th level, you can make Dexterity (Mechanic's Tools) checks to disable machines or disarm traps at a range dependent on your weapon. Checks made at long range are at disadvantage just as attacks would be.

SORCEROUS ORIGINS: STAR-TOUCHED

You were born under remarkable celestial signs and the astral and planetary alignment that oversaw your birth left you marked for great things. Somewhere on your body is a birthmark of several bright points reflecting the constellation under which you were born. You can feel the power of your spells flow from it.

GLEAMING SIGN

At 1st level, you choose a constellation for your birth mark to imitate. Some of the features you gain later will depend on this constellation's nature.

You gain a variation of the *dancing lights* cantrip that can be cast as a bonus action, requires no material components, and creates a number of lights sufficient to form your constellation. The lights always imitate the points of your birthmark but can be rotated or resized as long as the other limitations are met. It does not count against the number of cantrips you know.

Category	Example Constellations	Proficiencies	Casting Effect
Offensive	A sword, bow and arrow, a hunter	Two Martial Weapons	Weapon attack
Defensive	A shield, a helmet, a guardian	Light Armor and Shields	Radiant shield
Natural	A fish, a deer, a tree, a bird	Nature and Survival	Healing word
Occult	An eye, a cross, a scale	Perception and Stealth	Extra spell

Table 1: Star-touched Constellation Features

Mark Proficiencies

At 1st level, you gain proficiencies related to your birthmark (see table 1).

Astral Champion

At 6th level, you gain new spells related to the stars that do not count against the number of spells you know. You learn the *astral spray* cantrip (or another Sorcerer cantrip if you already know it), *star shape* and the ability to cast it as a ritual, and *star fall*.

When you cast *star shape* to affect the constellation with which you are marked, its duration is until dawn.

Once per long rest, you can cast *star fall* at 3rd level without using a spell slot.

Star-Chaser

At 14th level, you gain proficiency in the Piloting skill described in the Ships and Ship Combat section (pg. 39).

Constellation Caster

Also at 14th level and beyond, whenever you cast a spell other than a cantrip during your turn, you can activate an effect determined by your constellation's nature as a bonus action.

Offensive: You make one weapon attack.

Defensive: A shimmering barrier surrounds you until the start of your next turn. You gain a +2 bonus to AC and creatures making melee attacks against you suffer 2 radiant damage per attack, whether they hit or not.

Natural: You cast Healing Word at 1st level. It does not use a spell slot.

Occult: You spend a sorcery point to cast a non-cantrip spell you know. It uses a spell slot normally.

Living Star

At 18th level, you gain immunity to radiant damage.

As an action, you can spend 4 sorcery points to radiate a blinding light until the start of your next turn. Any creature that can see you when it is triggered must succeed on a Constitution saving throw or be Blinded for 1 minute. Until the start of your next turn, attacks against you are at disadvantage due to the blinding light.

Warlock Patron: The Glimmering Dark Beyond

You have made a pact with the mysterious powers of the dark beyond, the force that keeps the stars, moon, and sun moving in their assigned courses in the heavens. It is a neutral power, not caring at all about the strife between good and evil and seeking a proper, sustainable balance between order and chaos. It can seem to be an arbitrary and capricious force, sometimes calling on you to foment disorder in organized places and sometimes instructing you to tame a wild place. There are many tasks, large and small, needed to keep all things in their proper measure; the Glimmering Dark takes many warlocks into its power to achieve its ends.

Expanded Spell List

The Glimmering Dark grants you additional spell options when you learn a warlock spell. These spells are added to the warlock spell list for you.

- 1st-Level: *command*, *spatial ripple*
- 2nd-Level: *noncausal distress call*, *rope trick*
- 3rd-Level: *enhance gravity*, *star fall*
- 4th-Level: *kinetic motes*, *private sanctum*
- 5th-Level: *geas*, *telekinesis*

One With The World

Starting at 1st level, you gain a limited awareness of the matter of space itself akin to the oversight available to the Glimmering Dark. You gain blindsight to 30 ft. and tremorsense to 60 ft.

SHADOW OF THE BEYOND

Starting at 6th level, you gain the ability to present the Glimmering Dark's own shadow in the world. As an action, you create a magical pall that reduces dim light to darkness and bright light to dim light in a 120 feet radius around you. Light sources, including the sun, look like pin pricks in the darkness. The darkness continues to flow out from you for 1 minute.

The darkness is thickest near you and ranged attacks against you are at disadvantage.

You cannot use this feature again until after you have completed a short or long rest.

IMMOVABLE OBJECT

Starting at 10th level, you have resistance to force damage and whenever a creature deals force damage to you, that creature takes the damage prevented by your resistance.

You also have advantage on Strength or Constitution saving throws to resist being moved and Wisdom or Charisma saving throws to resist planar travel effects such as *banishment* and *dimensional drift*. When you succeed on such a saving throw, the creature or object that caused you to make the saving throw suffers the movement instead in the opposite direction. For example, if a creature casts *thunderwave* and you succeed on your saving throw, the creature is pushed 10 feet away from you.

THE GLIMMERING PALL

Beginning at 14th level, you can spend an hour each day spreading your patron's presence over an area 1 mile in radius in which you reside. This presence manifests as softened light and shimmering specks. You choose whether the presence is one of Hope or of Dread. The number of consecutive days you have spent spreading the presence determines the magnitude of its effect (see table 2), the mechanical effects have social fallout as determined by the GM (cities growing or collapsing, communities forming, barren waste land emerging, etc.). These effects end if you leave the affected area, do not perform the hour ritual for a week consecutively, or dismiss the pall.

The effects of the pall on creatures end if the creature takes a short or long rest outside the affected area. You are not affected unless you desire to be.

This power is granted by your patron for executing large-scale changes in the order-chaos balance of the world. Misuse of this power wakes the ire of your patron at the GMs discretion.

Time\Intent	Hope	Dread
1 day or more	Creatures in the area are optimistic about the future. Charisma (Persuasion) checks to produce cooperation are made at advantage.	Creatures in the area feel a sense of impending doom. Bardic inspiration by bards lower level than the number of days fails. Leadership efforts are at disadvantage.
1 week or more	Creatures that sleep the night in the area wake with a number of temporary hit points equal to your charisma modifier per week of spreading the presence (minimum 1 per week).	Creatures that sleep the night in the area wake with their hit point maximums reduced by a number of hit points equal to your charisma modifier per week (to a minimum of 1).
1 month or more	Creatures passing close to the area must succeed on a Wisdom saving throw against your spell save DC or be drawn to enter the area and at least stay a night.	Creatures approaching the area must succeed on a Wisdom saving throw against your spell save DC or choose to find a way around the area or go a completely different direction.

Table 2: The Glimmering Pall Effects by Time and Intent