

Dungeons & Destiny 2nd Edition

Early Access v2.1

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What is Early Access?

Early Access is a peek behind the curtain into the development of a game. It's when developers share their **work in progress** with others, not unlike what you'd see from any other artist sharing early versions of their work. Feel free to critique what you see! It may be a work in progress, but that doesn't make it above feedback or commentary.


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Revenant

As a revenant, your superclass is Hunter and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	Cold Shoulder, Tactical Power, Stasis Shards	1st
2	+2	Grenade Power, Glaciation	1st
3	+2	Super Power, Revenant Archetype	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Fury Attack	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Revenant	2nd
8	+3	Ability Score Increase	2nd
9	+4	Uninhibited	3rd
10	+4	Reactive Growth	3rd
11	+4	Breath of Winter	3rd
12	+4	Ability Score Increase	3rd
13	+5	<i>Archetype Feature</i>	4th
14	+5	Additional Aspect	4th
15	+5	Persistence Hunter	4th
16	+5	Ability Score Increase	4th
17	+6	<i>Archetype Feature</i>	5th
18	+6	Permafrost Layer	5th
19	+6	Ability Score Increase	5th
20	+6	Snap Freeze	5th

HIT POINT STATS

Shield die: d10

Shield recharge roll: (1d10 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 10

Shield points at higher levels: add 6 (or 1d10) for each level after first

Health points at 1st level: 10 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Light, medium

Weapons: simple melee weapons, small blades, standard blades, polearms; simple firearms; combat bows, breech grenade launchers, drum grenade launchers, fusion rifles, light machine guns, linear fusion rifles, trace rifles

Saving Throws: Dexterity and Strength

Skills: One Dexterity-based skill of your choice, and any one other skill of your choice

POWER STATS

Power ability score: Constitution

Power modifier: your Constitution modifier

Power level: *see revenant table*

Power save DC: 8 + your proficiency bonus + your Constitution modifier

Power attack modifier: your proficiency bonus + your Constitution modifier

Power saving throw: make a Constitution saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

HUNTER'S INSTINCTS

As a Risen Hunter, you are proficient in the Survival skill, and you may take the Disengage action as a bonus action on your turn.

Also, after jumping, you can perform one additional jump while airborne from your initial jump and not Prone. This additional jump is performed as a standing jump if your initial jump was a standing jump, or as a running jump if your initial jump was a running jump. It still costs 1 foot of movement for every foot you jump, as normal.

Finally, when calculating your jump distances, you may use your Dexterity score/modifier in place of your Strength score/modifier.

DEV NOTE: The stasis and strand classes are expected to drastically change over the course of Early Access. The likelihood that we nailed down these class identities (either mechanically or narratively) on the first try is *very, very small*. Overhauling and revamping these classes to explore options is a planned part of the process.

If you are particularly interested in these classes, either narratively or for what mechanics they have to offer, we really want to hear from you. What do you like, and what don't you like? You can either submit feedback anonymously via the feedback form, or post your feedback to our Discord server.

Cold Shoulder

You are a revenant, a wandering soul whose very presence causes chills in the air and unsettling thoughts in those around you. You ignore the effects of cold and bitter cold climates. Furthermore, creatures other than yourself who complete a long rest within 20 feet of you gain one stage of Exhaustion at the end of the rest.

But being an outsider has its benefits. Due to the isolative tendencies this 'condition' brings, you have a special knack for watching and reading people who would get close to you. If a creature is not openly hostile towards you, you have advantage on Insight checks you make on them.

Revenant Tactical Power

At 1st level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

FROST MANTLE

Casting Time and Type: 1 bonus action, tactical Power

Range: self

Recharge die and score: d6, 6+

Duration: Up to 1 minute

You cover yourself in your stasis Power, ready to protect you. Once during the next minute, you can end the duration of this Power early to halve the amount of damage taken from a single source. You also automatically succeed on any concentration checks or saving throws you would have to make due to that damage. You can choose to do this after learning if you need to make a concentration check or saving throw, but before you make any roll.

You can't cast Frost Mantle if you're already benefiting from Frost Mantle.

WITHERING BLADE

Casting Time and Type: 1 attack, tactical Power

Range: 30-foot line

Recharge die and score: d6, 6+

Duration: Instantaneous

You create a shuriken of stasis in a free hand and throw it in a 20-foot long line, originating from you. The shuriken can deflect off of hard surfaces and tangible creatures, allowing the line to alter direction once. Make a separate ranged Power attack roll against each target in the line. On a hit, a target takes 1d6 + your Power modifier in stasis damage.

Attunement Option. Over the course of 10 minutes, you may choose to attune or unattune to this tactical Power. While attuned, you have one additional tactical Power charge and the damage of this Power increases by 1d6. However, you can now only cast Withering Blade or any Aspect tactical Powers you know. You can only be attuned to one tactical Power at a time.

At Higher Levels. The amount of dice you roll for this Power's damage increases by 1d6 at 5th level, 11th level, and again at 17th level.

Stasis Shards

When you cast a stasis Power, you may choose to gain a **stasis shard**, a coagulation of your Power that forms on your body almost like a patch of frost. You can have a maximum number of shards equal to 1 + your Power modifier (minimum 1 shard). Your stasis shards last until you die or complete at least a brief rest, whichever happens first.

Melee Recharge Rolls. When you would make a tactical Power recharge roll, you may spend two stasis shards to have advantage on the recharge roll. If you already had a source of advantage on this recharge roll, you may spend two shards to immediately regain one tactical Power charge instead of making the recharge roll.

Stasis Grenade Power

Starting at 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Duskfield** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, choose from the **stasis** grenade Power list at the start of this chapter.

Glaciation

When you reach 2nd level, you may also spend stasis shards on your turn to gain Overshields points. You gain 5 Overshield points per shard spent, up to your maximum for Overshields.

Furthermore, whenever you take damage, you may choose to have that damage bypass your Overshields and apply to your energy shield or health points as normal. Any leftover damage must be applied to your Overshields.

Finally, so long as you have Overshields, being reduced to 0 health points does not kill you.

Revenant Archetypes

When you reach 3rd level, choose a way for your pursuit of power to manifest itself. The manifestation you choose determines which unique features you receive as you advance in this class.

DEV NOTE: "Archetype" is a placeholder name until the final flavor text of this class is determined. This will likely be one of the last decisions made, after we've established all the core mechanics and narrative identity.

Revenant Super Power

When you reach 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. Choose one of the following super Powers to learn now.

SILENCE AND SQUALL

Casting Time and Type: 1 action, super Power

Range: 30/80 feet

Recharge die and score: d20, 18+

Duration: Concentration, up to 1 minute

You conjure two kamas made of stasis Power, one in a free hand each, and throw them one after the other. The first kama you throw creates the Silence effect. Resolve Silence before throwing your second kama, which creates the Squall effect. The cyclone created by Squall is what you concentrate on for this Power.

Silence. You throw the first kama at a target within range. Make a ranged Power attack roll. On a hit the target takes 3d6 + your Power modifier in stasis damage.

Hit or miss, all targets within 5 feet of the impact point must succeed on a Constitution saving throw or become Frozen for the next minute.

Squall. You throw the second kama at a target within range. Make a ranged Power attack roll. On a hit the target takes 3d6 + your Power modifier in stasis damage.

Hit or miss, a cyclone of stasis forms, centered on the impact site. The cyclone is a cylinder with a radius of 10 feet and a height of 20 feet, and it lasts for the duration of this Power.

Cyclone. The area of the cyclone is considered paracausal difficult terrain and is heavily obscured to everyone except yourself. Creatures, other than yourself, who start or end their turn within the area take 2d6 stasis damage and must succeed on a Constitution saving throw or become Frozen for the next minute.

Once on your turn, you may reduce this Power's remaining rounds of duration by 3 in order to move the cyclone up to 15 feet in a direction of your choice. The cyclone can fly and hover.

Save to End Frozen. A creature Frozen by this Power may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

At Higher Levels. The amount of stasis damage you deal with the Silence and Squall effects of this Power both increase by 2d6 for each Power level you are above 1st. The stasis damage dealt by the Cyclone effect increases by 1d6 for each Power level you are above 1st.

REAPING

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Reaper's scythe	1d12 stasis	5 ft.	Two-handed, Power weapon, Reach

From the sharpness of your stasis you fabricate a scythe held in both hands and begin concentrating on it. It has the stats and properties shown. While holding this weapon, your base walking speed increases by 10 feet.

Harvest. As an action, you may reduce your remaining rounds of duration on this power by 4 in order to hurl yourself forward in a straight line up to 15 feet long, but no less than 5 feet. You may make one attack with your reaper's scythe against each creature within your reach at any point along the line.

Dance of Death. If you damage a creature with your reaper's scythe, and it has fewer than 20 hit points remaining, you may choose to take 2d8 + your Power modifier in recoil damage and reduce it to 0 hit points.

At Higher Levels. The base damage of your reaper's scythe increases by 1d12 for every Power level you are above 1st. When you invoke Dance of Death, the recoil damage you must take increases by 1d8 for each Power level you are beyond 1st, and the hit point threshold increases by 10 for each Power level you are beyond 1st.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

GAMBLER'S DODGE

Casting Time and Type: 1 bonus action, support Power

Range: Self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You gain the benefits of the Dodge action and may make one tactical Power recharge roll for each hostile creature within 10 feet of you.

MARKSMAN'S DODGE

Casting Time and Type: 1 bonus action, support Power

Range: Self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You gain the benefits of the Dodge action and the following additional effects:

- One weapon you are already holding is reloaded, overcoming the Cumbersome property if present.
- Until the start of your next turn, that same weapon has its critical hit range increased by one, and its critical miss range decreased by one.

Fury Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. However, you must take 1d6 recoil damage after resolving your second attack, or 2d6 if the second attack is made with a Power weapon. The amount of recoil damage you must take for invoking this feature increases by 1d6 for each Power level you are above 2nd.

Aspects of the Revenant

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

GRIM HARVEST

The maximum amount of stasis shards you may have increases by 1. Additionally, whenever a Frozen creature within 10 feet of you is reduced to 0 hit points or stops being Frozen, you may gain 1 stasis shard.

SHATTERDIVE

You learn the **Shatterdive** support Power, detailed after this Aspect list.

TOUCH OF WINTER

Choose a **stasis** grenade Power you know and its recharge value is reduced by 1 for you. Furthermore, when you cast your selected Power, you may choose to modify it in the way described below. You can alter your choice of which grenade benefits from this Aspect when you complete a long rest.

- **Black Ice:** The area increases to a 20-foot square. A creature must succeed on a Wisdom (Perception) check against your Power save DC to notice the area of the grenade.
- **Coldsnap:** Select up to two targets to be affected by the grenade. The maximum range of the targets is reduced to be within 20 feet, instead of within 30 feet.
- **Diamond Lance:** If you successfully hit a target with this grenade, all of the target's speeds are halved until the end of its next turn.
- **Duskfield:** A creature who takes damage from this grenade, while completely within the area of the grenade, must also succeed on a Constitution saving throw against your Power save DC or become Frozen for the next minute. A Frozen creature can repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.
- **Galestorm:** Creatures who fail the saving throw and take damage from this Power are now also Frozen for the next minute. A Frozen creature may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who isn't pushed back by the Power, or for whom the Frozen condition ends, is immune to being Frozen in this way for 24 hours.
- **Glacial:** Create six 5-foot cubes of solid stasis, instead of only four. Each time you destroy a cube, you may treat it as if you reduced a Frozen creature to 0 hit points.

WINTER'S SHROUD

When you cast a support Power, all creatures within 5 feet of you (other than yourself) must succeed on a Constitution saving throw or become Frozen for the next minute. A creature Frozen in this way may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

SHATTERDIVE

Aspect-based revenant support Power

Casting Time and Type: 1 action, support Power

Range: self (airborne only)

Recharge die and score: d6, 6+

Duration: Instantaneous

Bolstering with stasis Power, you rapidly descend from a height of at least 5 feet, but no more than 30 feet, and slam into the ground. Your point of impact must be within a downward-pointing cone originating from you. The cone's length is equal to your vertical height when you cast this Power (max 30 feet). For instance, if you cast this Power from a height of 10 feet, your point of impact must be within a 10-foot cone originating from you, and the cone must point down toward a ground to land on.

Upon impact with a ground, a shockwave of stasis energy erupts around you. All targets within 10 feet of you, other than yourself, must make a Dexterity saving throw, taking 3d8 stasis damage on a failed save, or half as much on a success. A Frozen target takes twice as much damage, but also is immediately no longer Frozen after taking the damage.

You cannot cast this Power if there isn't a ground within range.

At Higher Levels. The damage of this Power increases by 1d8 for each Power level you are above 2nd.

Uninhibited

At 9th level, you cannot be Charmed or Frightened while you have Overshields. If you were Charmed or Frightened when you gain Overshields, the condition ends for you.

Reactive Growth

Beginning at 10th level, if a hostile creature deals damage to your health or energy shield points, you may choose to gain one stasis shard. Once you invoke this feature, you must wait until the start of your next turn before you can invoke it again.

Breath of Winter

At 11th level, you learn the following new ways to spend stasis shards.

Winter's Veil. When you make a Dexterity (Stealth) check on your turn, you may also spend stasis shards to gain a bonus to your roll. You gain a +5 bonus per shard spent, up to a maximum of +15, but take 1d4 recoil damage per shard spent.

Winter's Resolve. When you fail a Wisdom saving throw against an effect that would cause you to be Incapacitated, Stunned, or Paralyzed, you may spend two stasis shards to succeed instead. You also take 2d4 recoil damage.

Additional Aspect

At 14th level, you may choose a second revenant Aspect.

Persistence Hunter

At 15th level, if you take damage that would reduce your Overshields to 0, you may use your reaction to drop to 1 Overshield point instead, ignoring any remaining damage in the process. You can't invoke this feature again until you complete a long rest.

Permafrost Layer

At 18th level, you have resistances to all damage types except psychic while you have Overshields.

Snap Freeze

At 20th level, if you roll initiative and have no stasis shards, you may immediately gain your maximum for stasis shards as well as your maximum for Overshields. You must complete a long rest before you can invoke this feature again.

Revenant Hunts

Each revenant develops their own prowess within stasis into a Hunt. Utilizing this new expression of their powers, a revenant seeks out and eliminates their opposition on the next step towards their goals: power, hunger, importance, or whatever drives them to channel such churning, and potentially self destructive, forces.

Dev Note: Additional archetypes will be added over the course of Early Access.

Hunt of the Augur

An Augur delves deep into the wellspring of stasis power they have acquired in search of something more powerful than stubborn strength. They seek clarity. They submerge and suffuse into their boreal powers to manifest salvation by their own hands.

Need to Know

Your pursuit for answers has crystallized into this hunt. The path is treacherous, but there's no turning back now. Thankfully, your dedicated focus has sharpened into the tools needed to chase this deadly knowledge. At 3rd level, you gain **Expertise** in your choice of History, Arcana, Religion, or Investigation.

Cold Calculus

At 3rd level, when you roll Initiative or as a reaction at the start of each of your turns, you can begin concentrating on Clarity. While concentrating in this way, your accumulated Stasis power sharpens into forceful power. You gain a bonus modifier to weapon attack damage equal to your stasis shards. This counts as concentrating on a Stasis Power

Cutting Clarity

While some would call your powers inflexible, you find its unmoving rigidity a strength not a weakness. At 6th level, whenever you would roll recoil damage, you can maximize the damage to generate a number of stasis Shards equal to your Power Level.

Quick as Wrath

At 13th level, you slow your enemies and strike twice as fast. You can make an attack of opportunity whenever an enemy starts their movement within an area of heavy obscurity from one of your Stasis Powers. Additionally, when an enemy would trigger an attack of opportunity from you, you can do so without spending a reaction. If you do so, you take 2d6 recoil damage per Power Level.

Salvation

At 17th level, whenever you would roll recoil damage from one of your class features, you may instead take 2 points of exhaustion instead. You must choose to do this before you roll the recoil damage.

Hunt of the Venator

Revenants who choose to hunt as Venators are beasts of prey who isolate targets and shatter them before swiftly moving to the next. They flit and skulk from mist to mist cutting down the enemies who stand between them and their goals. Silent, swift, deadly, they eliminate their foes with a calculus as cold as it is unerring. Pity their prey, for the Venator will not.

BLOODLUST

At 3rd level, when you spend stasis shards to grant yourself at least 5 Overshield points, or when you reduce a hostile creature to 0 health points, you may become Empowered (rank 1) at the cost of taking 1d6 recoil damage. This becomes Empowered (rank 2) beginning at 7th level (and you take 2d6 recoil damage), then Empowered (rank 3) beginning at 14th level (take 3d6 recoil damage).

HAZEY STEPS

At 6th level, while you're Empowered, you're cloaked in a misty haze and can take the Hide action as a bonus action on your turn. Also, your base walking speed increases by 10 feet (to a maximum total of 45 feet) while Empowered.

RUTHLESS EFFICIENCY

Beginning at 13th level, if you are Empowered when you damage a creature you were hidden from, you may maximize the dice you roll for your Empowered damage.

CRYOPATHY

When you reach 17th, if you roll your Empowered damage against a creature, it also must succeed on a Constitution saving throw against your Power save DC or become Weakened for the next minute. A creature Weakened in this way may repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Weakened for 24 hours.

Threadrunner

As a threadrunner, your superclass is Hunter and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	Woven Mail, Free Runner, Pluck the Weave	1st
2	+2	Tactical Power, Grenade Power	1st
3	+2	Threadrunner Method, Super Power	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Extra Attack, Momentum	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Threadrunner	2nd
8	+3	Ability Score Increase	2nd
9	+4	—	3rd
10	+4	Calloused Fingers	3rd
11	+4	<i>Archetype Feature</i>	3rd
12	+4	Ability Score Increase	3rd
13	+5	—	4th
14	+5	Additional Aspect	4th
15	+5	Aerialist	4th
16	+5	Ability Score Increase	4th
17	+6	—	5th
18	+6	<i>Archetype Feature</i>	5th
19	+6	Ability Score Increase	5th
20	+6	Intertwined Threads	5th

HIT POINT STATS

Shield die: d8

Shield recharge roll: (1d8 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 8

Shield points at higher levels: add 5 (or 1d8) for each level after first

Health points at 1st level: 8 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Light

Weapons: simple melee weapons; small blades, standard blades; hand cannons, sidearms, submachine guns; shotguns, trace rifles

Saving Throws: Dexterity and (choose Intelligence, Wisdom, or Charisma)

Skills: Acrobatics and any one other skill of your choice

Toolkit: Climbing

POWER STATS

Power ability score: Dexterity

Power modifier: your Dexterity modifier

Power level: see *threadrunner table*

Power save DC: 8 + your proficiency bonus + your Dexterity modifier

Power attack modifier: your proficiency bonus + your Dexterity modifier

Power saving throw: make a Dexterity saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

HUNTER'S INSTINCTS

As a Risen Hunter, you are proficient in the Survival skill, and you may take the Disengage action as a bonus action on your turn.

Also, after jumping, you can perform one additional jump while airborne from your initial jump and not Prone. This additional jump is performed as a standing jump if your initial jump was a standing jump, or as a running jump if your initial jump was a running jump. It still costs 1 foot of movement for every foot you jump, as normal.

Finally, when calculating your jump distances, you may use your Dexterity score/modifier in place of your Strength score/modifier.

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Woven Mail

Due to your connection with the Weave, you must use 8 + your Power modifier + your choice of either your Intelligence, Wisdom, or Charisma modifier to determine your AC. This feature only affects your AC, and it overrides any natural armor AC you may have. You are still subject to the other effects or benefits of any armor you're wearing, including natural armor.

Free Runner

The Weave is a paracausal matrix of psychic energy that connects everything—and every mind—in the universe. As a threadrunner, you know how to traverse the threads of this matrix in a quite literal manner. You gain the following benefits:

- Your base walking speed increases by 5 feet.
- You have a climbing speed equal to your base walking speed.
- Squeezing through gaps one size smaller than you doesn't slow your movement.
- When you make a weapon attack while airborne, you don't have disadvantage on the attack.
- So long as you aren't wearing heavy armor, you can always spend your movement to move toward a hard surface you can see within 20 feet. You do this by creating temporary constructs of strand to run across, swing by, pull yourself along, etc. (At your Architect's discretion, you might need to have one or more free hands to perform the movement you describe.)
- If you aren't Incapacitated or Restrained, you can't take damage from falling, and you can't land Prone from falling or being knocked back.

- On your turn, Agile weapons you are proficient with have no draw or stow cost for you.

Pluck the Weave

Traversing the Weave isn't all you know how to do. You also know how to pluck and pull on the threads of strand around you, granting benefits to yourself and others.

You have a number of Weave dice equal to 1 + your Power modifier (minimum 1). Each die is a single d6. When a creature you can detect within 30 feet makes an attack roll, saving throw, or ability check, you may spend a Weave die by rolling it and adding its results to the attack roll, saving throw, or ability check. You can choose to do this after the d20 is rolled, but not after you learn whether the roll is successful or not.

You regain all spent Weave dice when you complete a long rest.

At Higher Levels. The size of your Weave die increases by one at 5th level (d8), 10th level (d10), and 15th level (d12).

Threadrunner Tactical Power

At 2nd level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

CHAIN MAUL

Casting Time and Type: 1 action, tactical Power

Reach: equal to your unarmed strike + 10 feet

Recharge die and score: d6, 6+

Duration: Concentration, up to 1 minute

You swing a spiked ball of your strand Power at a target within reach. Make a melee Power attack roll, adding your Power level to the result. On a hit, the target is Severed for the next minute, and it is this condition that you concentrate on.

While Severed in this way, you may spend one or more action types on your turn to cause strand damage to the target. The type of actions you spend determines the amount of damage dealt, as shown below:

- **1 bonus action:** 2d6 strand.
- **1 bonus action + 1 action:** 4d6 strand.
- **1 bonus action + 1 action + 1 reaction:** 6d6 strand.

The target may make a Constitution saving throw at the end of each of its turns. On a success, it ends the Severed condition early on itself and your concentration ends.

At Higher Levels. The damages of this Power each increase by 1d6 at 5th level (3d6 / 5d6 / 7d6), 11th level (4d6 / 6d6 / 8d6), and once more at 17th level (5d6 / 7d6 / 9d6).

THREADED SPIKE

Casting Time and Type: 1 attack, tactical Power

Range: 30-foot line

Recharge die and score: d6, 6+

Duration: Instantaneous

You throw a dart in a 30-foot long line that originates from you. The dart can deflect off hard surfaces and creatures, allowing the line to alter direction up to four times along its length. All creatures in the line take an amount of strand damage equal to your Power modifier + your Power level.

After resolving this Power, you may use either 1 attack or your bonus action to make a Dexterity saving throw (DC = your own Power save DC). If you succeed, your rope dart returns to you and you catch it, regaining your spent tactical Power charge.

YOINK

Casting Time and Type: 1 item interaction, tactical Power

Range: 20 feet

Recharge die and score: d6, 6+

Duration: Instantaneous

With a free hand you manifest a length of strand Power stretching between your grip and an item you can see within range. The item must be something you can carry in one hand and not weigh more than 10 lbs. If the item isn't being worn or carried, you pull it into your grip. If the item is being worn or carried by a creature, the creature must succeed on a Strength saving throw or the item is pulled into your grip.

Strand Grenade Power

Also at 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Grapple** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, you choose from the **strand** grenade Power list at the start of this chapter.

Threadrunner Methods

When you reach 3rd level you choose a Threadrunner method to embody, all detailed at the end of this class description. Your choice grants you unique features at select levels, as seen in your threadrunner class table.

Threadrunner Super Power

When you reach 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. Choose one of the following super Powers to learn now.

SILKSTRIKE

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Rope dart	2d6 strand	10 ft.	Power weapon, two-handed

You weave strand into a heavy rope dart, holding it in two hands with the stats and properties shown. While holding this weapon in at least two hands, your base walking speed increases by 10 feet.

Shield Alignment. While concentrating on this Power and wielding your rope dart, your energy shields are considered strand-aligned.

Quick Whip. While holding this weapon in two hands, you may use your item interaction to make an offhand weapon attack with it as if you were dual-wielding.

Whirlwind Whip. As an action, you may reduce your remaining rounds of duration on this power by 2 to swing the rope dart in a 10-foot radius circle around you. Make a melee Power attack roll against each target in the circle. A hit target takes 5d6 + your Power modifier in strand damage.

Grapple Whip. Whenever you take the Attack action with this weapon and hit a target, you may also attempt to grapple the target after dealing damage to it. The hit target must succeed on a Dexterity saving throw or it is now Grappled by your rope dart (escape DC = your Power save DC + your Power level).

You can't make any further attacks with your rope dart until this grapple ends.

While holding the rope dart, you may use your item interaction to pull yourself into an unoccupied space within 5 feet of the Grappled target so long you can at least squeeze through all spaces in the line-of-contact.

At Higher Levels. The damage of your Whirlwind Whip action increases by 2d6 for each Power level you are above 1st, and the base damage of this Power weapon increases by 1d6 for each Power level you are above 1st.

SPIDER'S CRADLE

Casting Time and Type: 1 action, super Power

Range: 20 feet

Recharge die and score: d20, 16+

Duration: Up to 1 minute

You focus your Power on a space you can see within range and strand threads burst from it, creating a web that covers a 20-foot diameter circle centered on the space. The web is a semi-transparent hard surface paracausally mounted in place. You and all creatures of your choice receive the following benefits when walking on the web:

- It costs half a foot of movement to move one foot.
- If you aren't Incapacitated or Restrained, you can't take damage from falling if you land on the web, and you can't land Prone from falling or being knocked back on the web.
- If you cast the **Grapple** grenade and use a point within 20 feet of the web as the anchor point, you regain a grenade Power charge after resolving the **Grapple** grenade Power.
- You can triple your jump distance when jumping from the web.

All other creatures are subject to the following effects when walking on the web, or when moving within 10 feet above or below the web:

- The area of the web is paracausal difficult terrain.
- For every 5 feet they move on the web, they take an amount of strand damage equal to your Power level + your Power modifier.

The web dissipates after 1 minute or when you become Incapacitated, whichever happens first.

WEAVE RIDER

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 18+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Strand Skimmer	2d6 strand	5 feet	Power weapon, agile, Special (skimmer)

You twist your strand Power into the shape of a skimmer board and step onto it, latching your feet to the board with strand cords. You may step off the board with 5 feet of movement, though you cannot be forcibly dismounted from the board.

Shield Alignment. While concentrating on this Power and standing on the strand skimmer, your energy shields are considered strand-aligned.

Shredding. The skimmer is capable of flight. While on the skimmer, you have a fly speed equal to 10 feet greater than your base walking speed.

Special (Skimmer). This item requires no hands to use, and it may be used as a melee weapon without having to dismount. Offhand weapon attacks made with this item may benefit from your damage modifier.

At Higher Levels. Your skimmer's damage increases by 1d6 for each Power level you are above the 1st. When you reach 14th level, your fly speed with this skimmer becomes 20 feet greater than your base walking speed.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

GAMBLER'S DODGE

Casting Time and Type: 1 bonus action, support Power

Range: Self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You gain the benefits of the Dodge action and may make one tactical Power recharge roll for each hostile creature within 10 feet of you.

MARKSMAN'S DODGE

Casting Time and Type: 1 bonus action, support Power

Range: Self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You gain the benefits of the Dodge action and the following additional effects:

- One weapon you are already holding is reloaded, overcoming the Cumbersome property if present.
- Until the start of your next turn, that same weapon has its critical hit range increased by one, and its critical miss range decreased by one.

RIPCORD

Casting Time and Type: 1 bonus action, support Power

Range: self

Recharge die and score: d6, 6+

Duration: Up to 1 minute

You place an anchorpoint within the Weave at your current location, tying it to your own essence. At any point within the duration of this Power, you may use your reaction to teleport back to your anchorpoint, so long as the space is unoccupied and you aren't more than 120 feet away. After teleporting, you regain 1d8 shield points and the duration of this Power ends. This increases to 2d8 shields points at 7th level, then to 3d8 shield points at 14th level.

You can't have more than one anchorpoint at a time. If you cast this Power again, your old anchorpoint dissipates and a new one is made at your current location.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action with a non-Power weapon on your turn. Attacks with Power weapons may only benefit from this feature if the weapon's description explicitly allows it.

Momentum

Also at 5th level, if you move at least 10 feet in a straight line and then make a successful Agile weapon attack immediately after, you may increase the weapon's damage by 1d6 for that attack.

Aspects of the Threadrunner

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

ENSNARING SLAM

You learn the **Ensnaring Slam** support Power, detailed after this Aspect list.

THREADED SPECTER

When you cast a support Power, you may also create a decoy of yourself woven from strand matter. The decoy appears in an unoccupied space you can see within 20 feet of you. All creatures of your choice who can detect the decoy, and who are within 60 feet of it, must make an Intelligence saving throw against your Power save DC (this is considered a save against an illusion). If a creature fails the saving throw, any hostile act it performs must include the decoy as either the target or the center of effect. This effect ends at the start of your next turn, which is also when the decoy dissipates.

You may invoke the effect of this Aspect a maximum number of times equal to your Power modifier, regaining all uses when you complete a long rest.

WHIRLING MAELSTROM

You learn the **Maelstrom** grenade Power, detailed after this Aspect list.

WIDOW'S SILK

You gain a second grenade Power charge. When you roll to recharge a grenade Power, you only regain one grenade charge on a success.

ENSNARING SLAM

Aspect-based threadrunner support Power

Casting Time and Type: 1 action, support Power

Range: self (airborne only)

Recharge die and score: d6, 6+

Duration: Instantaneous

Grabbing at the Weave around you, you rapidly descend from a height of at least 5 feet, but no more than 30 feet, and slam into the ground. Your point of impact must be within a cone originating from you. The cone's length is equal to your height when you cast this Power. For instance, if you cast this Power from a height of 10 feet, your point of impact must be within a 10-foot cone originating from you.

Upon impact with a ground, all targets of your choice within 10 feet of you must succeed on a Strength saving throw or become Restrained until the end of their next turn. A target must be completely within the area of effect in order to be subject to the Strength saving throw.

You cannot cast this Power if there isn't a ground within range.

MAELSTROM

Aspect-based threadrunner grenade Power

Casting Time and Type: 1 bonus action, grenade Power

Range: self

Recharge die and score: d8, 7+

Duration: Up to 1 minute

You manifest a maelstrom of strand Power in an unoccupied space you can see within 10 feet of you. The maelstrom is a 5-foot diameter sphere. If a target ends its turn within 5 feet of the maelstrom, or if it moves within 5 feet of the maelstrom for the first time on a turn, it takes 2d6 strand damage. A target that takes this damage is also Severed until the end of your next turn.

Once on your turn, you can reduce this Power's remaining rounds of duration by 2 to move the maelstrom up to 10 feet in a direction of your choice (can hover).

At Higher Levels. This Power deals an additional 1d6 strand damage for each Power level you are beyond 2nd.

Calloused Fingers

By the time you reach 10th level, you've plucked at the Weave so many times, you no longer feel the sting of its threads so strongly. You recover all Weave dice when you complete at least a short rest.

Additional Aspect

At 14th level, you may choose a second threadrunner Aspect.

Aerialist

At 15th level, you gain the following benefits:

- While you are airborne, the extra damage provided by your Momentum feature increases to 2d6.
- If you end your turn airborne, you can use your reaction to choose not to fall until the start of your next turn. You do this by creating temporary constructs of strand to stand on, hang from, etc.
- When you Dash as an action, you can move an additional number of feet equal to your base walking speed.

Intertwined Threads

At 20th level, when you roll a Weave die, you can add your Power modifier to the result.

Threadrunner Methods

Each threadrunner develops their own method for traversing the Weave. Some prefer to develop highly intuitive reflexes and always seek out the most efficient path through, while others carelessly throw themselves from one tangle of strand to the next regardless of consequence. The way you choose to navigate the Weave will define your strengths as a threadrunner.

Method of the Dreamer

[Description WIP.]

DREAMER'S DELIGHT

It's less that you developed this method at 3rd level and more that you let the Weave take you here. Now as a Daydreamer, you deeply understand how to embrace the benefits of going with the flow.

On your turn, you may use your bonus action to touch a willing creature, causing it to become Charmed by you for the next minute. It's subject to the following effects while Charmed in this way:

- None of its movement may provoke reactions.
- It can take the Help action as a bonus action.
- It can make ability checks as either an action or a bonus action.
- Once on a turn, it can roll one of your Weave dice and add it to the result of a shield recharge roll, saving throw, or ability check it makes. It can choose to do this after learning the result of its shield recharge roll, saving throw, or ability check. This doesn't spend the Weave die.
- It has disadvantage on Strength and Wisdom ability checks and saving throws.

You can't have more than one creature Charmed by you in this way. Furthermore, while you have a creature Charmed by you in this way, you can't spend Weave dice.

A creature stops being Charmed by you after 1 minute, if you become Incapacitated, or if you choose to end the condition on your turn, whichever happens first.

A Charmed creature may also choose to make a Wisdom saving throw against your Power save DC at the end of each of its turns, ending the condition on itself early on a success. It also can't be Charmed by you again for the next 24 hours if it ends the condition in this way.

CULT OF PERSONALITY

At 6th level, you and creatures Charmed by you are immune to being Charmed by any other source. If a creature was Charmed by another source when it became Charmed by you, it is now only Charmed by you. Furthermore, a creature Charmed by you has advantage on saving throws to prevent itself from becoming Frightened, or to end the Frightened condition on itself.

SHIELDED IN DREAMS

Beginning at 11th level, your Woven mail is calculated as 10 + your Power modifier + your choice of either your Intelligence, Wisdom, or Charisma modifier. If a creature you have Charmed has an AC lower than your Woven Mail AC, its AC becomes equal to your AC while Charmed by you.

HEAD IN THE CLOUDS

When you reach 18th level, you may use a bonus action to regain all your spent Weave dice. You must complete a long rest before you can invoke this feature again.

Method of the Hooligan

You fling through the Weave with reckless abandon, climbing over guidelines and breaking through all the rules. Tradition has none of its roots in your mind.

BACKLASH

At 3rd level, if you roll the minimum or the maximum on a Weave die, you may recover your spent Weave die. You must roll once on the Chaos table if you do so. See voidwalker (Harbinger of Chaos) for this.

SUCKER PUNCH

Also at 3rd level, when a creature you can see within 10 feet of you takes damage, you may spend a Weave die by rolling it and adding its result to the damage.

PRANKSTER

At 6th level, you learn a new way to tear at the Weave. When a creature you can see within 30 feet of you makes an attack roll, saving throw, or ability check, you may use your reaction to spend a Weave die by rolling it and subtracting its result from their roll. You may choose to do this after the d20 is rolled, but not after you learn whether the roll is successful or not.

TEARAWAY

At 11th level, when you invoke your Prankster feature to spend a Weave die, you may also force the target to have to succeed on an Intelligence saving throw against your Power save DC or become Severed for the next minute. A Severed target may repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A target who succeeds on the saving throw, or for whom the effect ends, is immune to being Severed in this way for 24 hours.

CATCH ME IF YOU CAN

At 18th level, so long as you aren't Incapacitated, attack rolls can't be made with advantage against you.

Method of the Daredevil

[Description WIP.]

CLIMB HIGHER, FALL HARDER

Also when you choose this archetype at 3rd level, your experience with the Weave lets you climb to greater heights. When you spend a Weave die on an attack roll, you also increase the critical hit and critical miss range of that attack roll by half the Weave die roll (minimum range increase of one). You still add your Weave die roll to the attack roll like normal.

If the number on the d20 is one where your critical hit range and critical miss range overlap, treat the roll as a critical hit.

HIGHLY SKILLED

When you choose this archetype at 3rd level, you become proficient with any skill or toolkit of your choice.

Furthermore, choose one skill or toolkit you are proficient with. Your choice may always benefit from **Expertise**.

NEVER TELL ME THE ODDS

At 6th level, you may choose to add your Weave die to an attack roll, saving throw, or ability check you make after learning the outcome of the roll.

SELF-CONFIDENCE

At 11th level, when you spend a Weave die on an attack roll, saving throw, or ability check you make, you may roll the Weave die twice and take the higher result.

DOUBLING DOWN

At 18th level, you may spend up to two Weave dice at a time on an attack roll, saving throw, or ability check. You may choose to spend the second Weave die after seeing the result of the first.

Behemoth

As a behemoth, your superclass is Titan and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	Cold Calculus, Stasis Shards, Tactical Power	1st
2	+2	Grenade Power, Crystalline Formations	1st
3	+2	Behemoth Presence, Super Power	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Extra Attack	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Behemoth	2nd
8	+3	Ability Score Increase	2nd
9	+4	—	3rd
10	+4	<i>Archetype Feature</i>	3rd
11	+4	Refined Formations	3rd
12	+4	Ability Score Increase	3rd
13	+5	—	4th
14	+5	Additional Aspect	4th
15	+5	<i>Archetype Feature</i>	4th
16	+5	Ability Score Increase	4th
17	+6	—	5th
18	+6	Forest of Destruction	5th
19	+6	Ability Score Increase	5th
20	+6	Peak Performance	5th

HIT POINT STATS

Shield die: d10

Shield recharge roll: (1d10 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 10

Shield points at higher levels: add 6 (or 1d10) for each level after first

Health points at 1st level: 10 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Medium, heavy

Weapons: all melee weapons; auto rifles, hands cannons, pulse rifles, sidearms, submachine guns; breech grenade launchers, drum grenade launchers, fusion rifles, light machine guns, rocket launchers, shotguns, trace rifles

Saving Throws: Intelligence and (choose Wisdom or Constitution)

Skills: One Intelligence-based skill of your choice, and any one other skill of your choice

POWER STATS

Power ability score: Intelligence

Power modifier: your Intelligence modifier

Power level: *see behemoth table*

Power save DC: 8 + your proficiency bonus + your Intelligence modifier

Power attack modifier: your proficiency bonus + your Intelligence modifier

Power saving throw: make an Intelligence saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

TITAN'S STRENGTH

As a Risen Titan, you are proficient with the Athletics skill.

You also hit harder with your unarmed strikes than others do. You always roll a d6 for the damage of your unarmed strikes. This damage die increases to 1d8 at 5th level, 1d10 at 11th level, and finally to 1d12 at 17th level.

Finally, when performing a standing jump, you can extend the distance of your jump by a number of feet equal to your Power modifier, or twice as much when performing a running jump. You must become grounded before you can extend a jump's distance in this way again. It still costs 1 foot of movement for every foot you jump, as normal.

DEV NOTE: The stasis and strand classes are expected to drastically change over the course of Early Access. The likelihood that we nailed down these class identities (either mechanically or narratively) on the first try is *very, very small*. Overhauling and revamping these classes to explore options is a planned part of the process.

If you are particularly interested in these classes, either narratively or for what mechanics they have to offer, we really want to hear from you. What do you like, and what don't you like? You can either submit feedback anonymously via the feedback form, or post your feedback to our Discord server.

Cold Calculus

Your keen understanding of what makes people tick grants you a keen insight into weaponizing empathy. You may always use your Intelligence ability score when determining your modifiers for Deception, Insight, and Intimidation checks. However, you can't ever be proficient with Persuasion ability checks, and you can never have advantage on Persuasion ability checks.

Stasis Shards

When you cast a stasis Power, you may choose to gain a **stasis shard**, a coagulation of your Power that forms on your body almost like a patch of frost. You can have a maximum number of shards equal to 1 + your Power modifier (minimum 1 shard). Your stasis shards last until you die or complete at least a brief rest, whichever happens first.

Melee Recharge Rolls. When you would make a tactical Power recharge roll, you may spend two stasis shards to have advantage on the recharge roll. If you already had a source of advantage on this recharge roll, you may spend two shards to immediately regain one tactical Power charge instead of making the recharge roll.

Behemoth Tactical Power

At 1st level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

SHIVER STRIKE

Casting Time and Type: 1 attack, tactical Power

Range: self

Recharge die and score: d6, 6+

Duration: Instantaneous

With your fist encased in stasis, you launch yourself up to 15 feet toward a target you can see and crash into it. The target must make a Strength saving throw, taking 2d6 stasis damage on a failed save, or half as much on a success. A target that fails this saving throw is also knocked back up to 10 feet, where they fall Prone.

You must have a speed greater than 0 to cast this Power.

At Higher Levels. The amount of stasis damage you deal with this Power increases as your level increases. It becomes 3d6 at 5th level, 4d6 at 11th level, and 5d6 at 17th level.

FROST'S GRIP

Casting Time and Type: add-on effect, tactical Power

Reach: —

Recharge die and score: d6, 5+

Duration: Instantaneous

After successfully grappling a target, you may spend a tactical Power charge in an attempt to freeze it. The target must make a Strength saving throw, taking 1d6 stasis damage and becoming Frozen for the next minute on a failed save.

A target Frozen by this may make a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A target who succeeds on its saving throw, or for whom the effect ends, is immune to being Frozen in this way for 24 hours.

At Higher Levels. The amount of stasis damage you deal with this Power increases as you reach higher levels. It becomes 2d6 at 5th level, 3d6 at 11th level, then 4d6 at 17th level.

Stasis Grenade Power

At 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Glacial** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, you choose from the **stasis** grenade Power list at the start of this chapter.

Crystalline Formations

When you reach 2nd level, you learn out how to metastasize your stasis shards into crystalline formations to litter the battlefield with. On your turn, you may spend one stasis shard and your item interaction to create a stasis crystal, a solid and opaque 5-foot cube of your stasis Power. The bottom face of the cube must be mounted to an unoccupied space on a ground within 5 feet of you when you create it.

Health and AC. The crystal has an AC of 5 + your Power modifier, is mounted in place, and has a number of health points equal to 5 times your Power level.

Explosive Demise. When one of your stasis crystals is reduced to 0 health points, it shatters. All creatures within 5 feet of it (except you) take 2d4 explosive stasis damage. This increases to 4d4 explosive stasis damage when you reach 5th level, then to 6d4 at 11th level.

A creature in the area of more than one shattered crystal on a turn is affected only once.

Limitations. The maximum number of stasis crystals you may have formed at a time is equal to your Power modifier (minimum 1). Crystals last until you are Incapacitated or until you complete at least a brief rest, whichever happens first. You may also choose to harmlessly dissipate any amount of your crystals on your turn.

Behemoth Archetypes

When you reach 3rd level, choose a behemoth archetype to focus into. Your choice determines which unique features you receive as you advance in this class.

DEV NOTE: "Archetype" is a placeholder name until the final flavor text of this class is determined. This will likely be one of the last decisions made, after we've established all the core mechanics and narrative identity.

Behemoth Super Power

Finally at 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. Choose one of the following super Powers to learn now.

GLACIAL QUAKE

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

Stasis Power gathers around you, coalescing into spiked gauntlets on your fists. While concentrating on this power, your base walking speed increases by 10 feet. Furthermore, you always recharge one spent tactical Power charge at the start of each of your turns.

Shield Alignment. While concentrating on this Power and wielding nothing, your energy shields are considered stasis-aligned.

Quake. As an action, you may reduce your remaining rounds of duration on this power by 3 in order to slam your fist into the ground, sending out a shockwave of stasis Power. It travels along the ground in a 20-foot cone, originating from your point of impact. All targets standing within the area, or who are no more than 5 feet above the area, must make a Strength saving throw. If a target fails its saving throw, it takes 5d6 + your Power modifier in stasis damage and is knocked Prone. If it succeeds, it takes half as much damage and is not knocked Prone.

After resolving the saving throw of this action, you may create up to your maximum for stasis crystals within the area affected. You don't spend stasis shards when you do this.

At Higher Levels. The damage of your Quake action increases by 2d8 for each Power level you are above 1st.

WINTER'S MARCH

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Frostfall flail	2d10 stasis	10 ft.	Two-handed, Power Weapon

You conjure a massive flail from your stasis Power in two free hands, with the stats and properties shown. While concentrating on this Power, your speeds are halved, and you can't benefit from any increases to your speed.

Shield Alignment. While concentrating on this Power and wielding your frostfall flail, your energy shields are considered stasis-aligned.

Overhead Swing. As an action, you heft the flail and lunge forward up to 15 feet. At the end of your movement, you swing your flail down into a ground within reach. All targets within 10 feet of its impact must make a Strength saving throw, taking 3d10 + your Power modifier in stasis damage on a failed save, or half as much on a success. A target that fails its saving throw is also knocked Prone.

Frostfall. After taking the Overhead Swing action, you may take 2d10 recoil damage to expel a shockwave of stasis in a 15-foot cone extending out from the impact point of your flail. All creatures in the area must succeed on a Constitution saving throw or become Frozen for the next minute. A Frozen creature can repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success.

Overwhelming Power. You cannot hold any items while concentrating on this Power. Any items you were holding when you cast this Power are immediately dropped.

At Higher Levels. The damage of your Overhead Swing action increases by 2d10 for each Power level you are above 1st, and the damage of your frostfall hammer Power weapon increases by 1d10 at the same rate.

AVALANCHE

Casting Time and Type: 1 action, super Power

Range: self

Recharge die and score: d20, 15+

Duration: Instantaneous

You launch yourself forward up to 15 feet, summoning stasis Power in your wake as icy boulders. At the end of this movement, you hurl the boulders all around you. All targets within 15 feet of you must make a Strength saving. A target that fails the saving throw takes 3d6 stasis damage and is knocked Prone and Restrained by a boulder of stasis. On a successful save, a target takes half as much damage, is not Restrained, but is still knocked Prone.

A creature Restrained in this way may repeat the saving throw at the start of each of its turns, ending the effect on itself early on a success.

You can't cast this Power if your speed is 0. Huge or greater targets can't be Restrained by this Power.

At Higher Levels. The damage you deal increases by 1d6 for each Power level you are above 1st.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

BARRICADE

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Up to 1 minute

Dimensions: 15 feet wide, 10 feet tall, and 1 inch thick

AC: 10 + your Power level

Health points: 10 times your Power level

You craft a solid, semi-transparent wall out of your Power with the stats shown, centered in front of yourself and mounted to the ground there, incapable of moving or being moved from it. It is considered a construct to siege weapons. For the duration, only creatures of your choice may pass through the barricade.

You can only have one barricade ongoing at a time. If you cast a new barricade, your old barricade dissipates. This support Power also ends early if you are Incapacitated.

ICY OVERGROWTH

Casting Time and Type: 1 bonus action, support Power

Range: self

Recharge die and score: d6, 6+

Duration: Up to 1 minute

You grow a thick layer of stasis over your shoulders and upper back. For the duration, you cannot become Blinded, Deafened, Frozen, Incapacitated, Paralyzed, Poisoned, Scorched, Severed, or Weakened. If you are suffering from any of these conditions when you cast this Power, you may choose to end one such condition on yourself, so long as it isn't caused by another condition, and the duration of this Power immediately ends.

Though you do not need to maintain concentration on this Power, you cannot recover spent support Power charges while it is ongoing.

Reaction Cast. You may cast this Power as a reaction if you would become Blinded, Deafened, Frozen, Incapacitated, Paralyzed, Poisoned, Scorched, Severed, or Weakened.

RALLY

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

All creatures of your choice within 10 feet of you become Empowered (rank 1). This becomes Empowered (rank 2) beginning at 7th level, then Empowered (rank 3) starting at 14th level. Furthermore, a creature who applies this Empowered condition to the results of a damage roll may choose to maximize a number of dice in the damage roll equal to the rank of the Empowered condition. They must choose which dice to do this to before making their damage roll.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action with a non-Power weapon on your turn. Attacks with Power weapons may only benefit from this feature if the weapon's description explicitly allows it.

Aspects of the Behemoth

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

CRYOCLASM

If you move at least 10 feet on a ground and then become Combat-Prone, you can also move up to 15 feet along the ground as part of becoming Combat-Prone, pushing yourself forward along a bed of your stasis Power. At any point during this movement, if you move within 5 feet of, or would collide with, one of your stasis crystals, you may choose to shatter it and continue forward in your movement.

DIAMOND LANCE

You learn the **Diamond Lance** grenade Power, or a different **stasis** grenade Power if you already know it. If you reduce a hostile creature to 0 hit points with stasis damage, you may use your reaction to cast **Diamond Lance**.

HOWL OF THE STORM

You learn the **Howl of the Storm** tactical Power, detailed after this aspect list.

TECTONIC HARVEST

The maximum amount of stasis shards you may have increases by 1. Furthermore, whenever you deal any amount of damage to your stasis crystals, you may cause them to drop to 0 health points and shatter.

HOWL OF THE STORM

Aspect-based behemoth tactical Power

Casting Time and Type: 1 action, tactical Power

Range: 15-foot cone

Recharge die and score: d6, 6+

Duration: Instantaneous

You hurl stasis energy in a devastating 15-foot cone shockwave. All targets in the area must make a Dexterity saving throw, taking 3d8 stasis damage on a failed save, or half as much on a success. A target that fails this saving throw is also Frozen for the next minute. A target Frozen in this way may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A target that succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

You must be grounded and not Prone to cast this Power. If you move at least 15 feet in a straight line before casting this power, the cone increases to 20 feet.

At Higher Levels. The amount of dice you roll for this Power becomes 4d8 starting at 11th level, then it becomes 5d8 at 17th level.

Refined Formations

At 11th level, choose one of the following features.

Crystalline Arsenal. Once on your turn, you may dismiss two of your stasis crystals, regaining one spent grenade Power charge when you do.

Frigid Totems. Stasis crystals you make emit a dense mist in a 10-foot radius sphere around them. The area of the mist is considered heavily obscured and paracausal difficult terrain to everyone but you. Furthermore, when you make a stasis crystal, you may choose whether it's a 5-foot cube or a 10-foot cube. Like normal, the stasis crystal must be made in an unoccupied space.

Strong as Steel. The AC of your stasis crystals is now 10 + your Power modifier, and their health points are equal to 10 times your Power level.

Additional Aspect

At 14th level, you may choose a second behemoth Aspect.

Forest of Destruction

At 18th level, choose one of the following features.

Multiplicative Crystals. Once on your turn when you create a stasis crystal, you may instead create two stasis crystals.

Distant Crystals. When you make a stasis crystal on your turn, you may create it in an unoccupied space within 20 feet of you.

Peak Performance

At 20th level, your Intelligence score increases by 4, and your maximum possible Intelligence score increases to 24.

Behemoth Archetypes

[Description WIP]

Presence of the Frost

[Description WIP]

FROST ARMOR

At 3rd level, you learn to turn the shards of stasis that grow over your body into an icy carapace to protect you. While you have any amount of stasis shards, you receive the following benefits:

- Your AC is increased by 2.

- Even if you miss with a melee attack roll, you still deal an amount of stasis damage equal to your Strength modifier.

SUB-ZERO

Beginning at 6th level, melee weapon attacks cannot have advantage against you. Furthermore, when an enemy hits you with a melee attack while you have Frost Armor active, you may deal stasis damage to them equal to your proficiency bonus.

ADAMANTINE

At 10th level, so long as you have at least 1 stasis shard, you ignore the effects of critical hits, and you cannot be forcibly moved or knocked Prone.

FRACTAL RETRIBUTION

At 15th level, if you have at least 1 stasis shard when damage reduces your energy shield points to 0 (but you still have at least 1 health point), you may use your reaction to expel the stasis shards as an explosive retribution. Every target within 10 feet of you must make a Dexterity saving throw against your Power save DC, taking 1d10 explosive stasis damage per stasis shard you have on a failed save, or half as much on a success. You also regain an amount of energy shield points equal to 1d10 per stasis shard you have.

You lose all your stasis shards after resolving this.

Presence of the Jotunn

[Description WIP]

COLD START

Developing this presence at 3rd level requires you to embrace a quick alertness, but a steady pace when it comes to wearing down your enemies. When you roll initiative for a combat, you may use your reaction to gain 1 stasis shard and a +5 bonus to your initiative roll. Your speed is halved until the end of your first turn when you do this.

REPOSITION

Also at 3rd level, immediately after rolling initiative, you may switch your initiative result with the result of another willing creature you can clearly communicate with in the same initiative.

TUNDRAL STEPPES

By 6th level, you've become particularly attenuated to the flow of your Power. After dealing stasis damage to a creature or stasis crystal, you may teleport to an unoccupied space within 5 feet of the target, taking all carried and worn items of your choice with you. Once you invoke this feature, you must wait until the start of your next turn before you may do so again.

SNOWPLOW

At 10th level, as a bonus action on your turn, you may teleport into the space of one of your stasis crystals, taking all carried and worn equipment of your choice with you. The crystal immediately shatters.

INEXORABLE

When you reach 15th level, you can't be stopped from teleporting when you invoke your Tundra Steppes or Snowplow features. Additionally, so long as you're not Incapacitated, you can't be Surprised at the start of a combat.

Berserker

As a berserker, your superclass is Titan and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	Berserker's Rage, Woven Mail, Perceptive Nature	1st
2	+2	Tactical Power, Strand Grenade Power	1st
3	+2	Berserker Archetype, Super Power	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Extra Attack	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Berserker	2nd
8	+3	Ability Score Increase	2nd
9	+4	—	3rd
10	+4	Unkillable Rage	3rd
11	+4	<i>Archetype Feature</i>	3rd
12	+4	Ability Score Increase	3rd
13	+5	—	4th
14	+5	Additional Aspect	4th
15	+5	Savage Attacks	4th
16	+5	Ability Score Increase	4th
17	+6	—	5th
18	+6	<i>Archetype Feature</i>	5th
19	+6	Ability Score Increase	5th
20	+6	Brutal Champion	5th

HIT POINT STATS

Shield die: d10

Shield recharge roll: (1d10 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 10

Shield points at higher levels: add 6 (or 1d10) for each level after first

Health points at 1st level: 10 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Light, medium

Weapons: all melee weapons; auto rifles, hands cannons, pulse rifles, sidearms, submachine guns; breech grenade launchers, drum grenade launchers, fusion rifles, light machine guns, rocket launchers, shotguns, trace rifles

Saving Throws: Strength and (choose Intelligence, Wisdom, or Charisma)

Skills: Perception and any one other skill of your choice

POWER STATS

Power ability score: Strength

Power modifier: your Strength modifier

Power level: see *berserker table*

Power save DC: 8 + your proficiency bonus + your Strength modifier

Power attack modifier: your proficiency bonus + your Strength modifier

Power saving throw: make a Strength saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

TITAN'S STRENGTH

As a Risen Titan, you are proficient with the Athletics skill.

You also hit harder with your unarmed strikes than others do. You always roll a d6 for the damage of your unarmed strikes. This damage die increases to 1d8 at 5th level, 1d10 at 11th level, and finally to 1d12 at 17th level.

Finally, when performing a standing jump, you can extend the distance of your jump by a number of feet equal to your Power modifier, or twice as much when performing a running jump. You must become grounded before you can extend a jump's distance in this way again. It still costs 1 foot of movement for every foot you jump, as normal.

DEV NOTE: The stasis and strand classes are expected to drastically change over the course of Early Access. The likelihood that we nailed down these class identities (either mechanically or narratively) on the first try is *very, very small*. Overhauling and revamping these classes to explore options is a planned part of the process.

If you are particularly interested in these classes, either narratively or for what mechanics they have to offer, we really want to hear from you. What do you like, and what don't you like? You can either submit feedback anonymously via the feedback form, or post your feedback to our Discord server.

Berserker's Rage

The Weave is a paracausal matrix of psychic energy that connects everything—and every mind—in the universe. For most people, being connected to the Weave would drive them mad, but you innately know how to turn this constant background noise into the driving force behind outbursts of rage and energy.

On your turn, you can enter a rage as a bonus action. Until your rage ends, you gain the following benefits:

- You have advantage on Perception and Survival checks to locate or spot a hostile creature you've encountered since starting your rage.
- You have a resistance to kinetic damage.
- When you make a weapon attack roll or Power attack roll which uses your full proficiency bonus, you may add your proficiency bonus to the damage roll.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious, or if your turn ends and you haven't attacked a hostile creature or taken any damage since the start of your last turn. You can also end your rage on your turn as a bonus action.

STRESSED OUT

While flying into a rage has its benefits, it also puts no small amount of stress on your mind and body. When you use your bonus action to begin a rage, you gain an amount of **stress** equal to your proficiency bonus. At the start of each of your turns during your rage, you gain 1 additional point of stress.

If you end your turn and are still raging, you take an amount of recoil damage equal to your stress.

You lose half your accumulated stress (minimum 1) when you complete a long rest.

Woven Mail

Due to your connection with the Weave, you must use 8 + your Power modifier + your choice of either your Intelligence, Wisdom, or Charisma modifier to determine your AC. This feature only affects your AC. You are still subject to the other effects or benefits of any armor you're wearing, including natural armor.

Perceptive Nature

When you would make an ability check to detect a lie or to understand the emotional state of a creature within 30 feet of you, you may always choose for the ability check to be a Perception check. After succeeding on a Perception check made by invoking this feature, you always succeed on further attempts to detect lies or understand the emotional state of that creature for the next minute.

Tactical Power

At 2nd level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

CHAIN HOOK

Casting Time and Type: 1 attack, tactical Power
Range: equal to your unarmed strikes + 10 feet
Recharge die and score: d6, 6+
Duration: Instantaneous

You create a hook out of your strand Power and throw it at a target you can see within range. The target must succeed on a Strength saving throw or you can forcibly move it into an unoccupied space within range. The target must end this movement closer to you than where it started, and the target must be a creature or item you could otherwise grapple.

FRENZIED BLADE

Casting Time and Type: 1 attack, tactical Power
Reach: equal to the reach of your unarmed strikes
Recharge die and score: d6, 5+
Duration: Instantaneous

You manifest claws of strand on one unarmed hand, move up to 5 feet toward a target, and swing your claws at the target. Make a melee Power attack roll, adding your Power level to your attack modifier for this. On a hit, the target takes 1d8 + your Power modifier in strand damage.

You can't cast this Power if your speed is 0, or if you would not have a target within reach after moving.

Attunement Option. Over the course of 10 minutes, you may choose to attune or unattune to this tactical Power. While attuned, you gain two additional tactical Power charges and the damage you deal on a hit increases by 1d8. However, you can now only cast Frenzied Blade or any Aspect tactical Powers you know with your tactical Power charges. You can only be attuned to one tactical Power at a time.

At Higher Levels. Increase the amount of dice you roll for damage with this Power by 1d8 at 5th level, 11th level, and 17th level.

EXECUTIONER'S BLADE

Casting Time and Type: add-on effect, tactical Power
Range: self
Recharge die and score: d6, 6+
Duration: Instantaneous

When you hit with an Agile or One-handed melee weapon attack roll, you may cast this Power and choose one of the following effects:

- Turn your hit into a critical hit.
- Deal an additional 1d6 strand damage to the target.

If the damage you cause with this attack reduces the target to 0 hit points, you recover 1d8 hit points and one tactical Power charge.

At Higher Levels. The damage option of this Power increases by 1d6 at 5th level (becomes 2d6), 11th level (3d6), and 17th level (4d6). The amount of hit points you may regain with this Power becomes 2d8 at 14th level.

Strand Grenade Power

Also at 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Shackle** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, you choose from the **strand** grenade Power list at the start of this chapter.

SHACKLE

Casting Time and Type: 1 action, grenade Power

Range: 20 feet

Recharge die and score: d8, 8+

Duration: Instantaneous

You throw a bola made of your strand at a hard surface within range. All creatures within 5 feet of the impact site must succeed on a Charisma saving throw or become Grappled by the grenade for the next minute. A creature Grappled in this way is also Restrained. A Grappled creature can attempt a Strength (Athletics) check at the start of each of their turns, ending the condition on itself early on a success. A creature who succeeds on the Charisma saving throw, or for whom the effect ends, is immune to being Grappled in this way for 24 hours.

Berserker Archetypes

When you reach 3rd level, choose a way for your berserker's rage to manifest itself: as either the Fury of the Warlord or the Fury of the Vengeful. The manifestation you choose determines which unique features you receive as you advance in this class.

DEV NOTE: "Archetype" is a placeholder name until the final flavor text of this class is determined. This will likely be one of the last decisions made, after we've established all the core mechanics and narrative identity.

Berserker Super Power

When you reach 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. Choose one of the following super Powers to learn now.

AURA OF DARKNESS

Casting Time and Type: 1 action, super Power

Range: self (grounded only)

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

You pull your hands toward your chest, mentally and physically grasping at the strand within you, then thrust it outwards with one great gesture. You create a 10-foot radius aura of paracausal darkness. The darkness blocks all extraordinary senses, except your own, and nonmagical light can't illuminate it. Any magical or paracausal sources of light that don't come from a source with a spell or Power level higher than yours are snuffed out.

Shield Alignment. While concentrating on this Power, your energy shields are considered strand-aligned.

Hidden Blades. Each time you damage a target who's within the area of this Power, the target takes an additional 4 strand damage from this Power. This increases by 2 for each Power level you are above 1st.

Rejuvenate. Once on your turn, you may reduce your remaining rounds of duration by 3 in order to recover 2d8 hit points. This increases by 1d8 for each Power level you are above 1st.

Recuperate. If a hostile creature within the area is reduced to 0 hit points, you may regain up to 2 rounds of duration for this Power, though you can't use this effect to increase your remaining rounds of duration beyond 5.

BLADEFURY

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Talon	2d6 strand	5 ft.	Agile, Power Weapon

You encase each of your hands in a talon made of your strand Power, which has the stats and properties shown. You benefit from the following effects while concentrating on this Power:

- Your base walking speed increases by 10 feet, and your energy shields are considered strand-aligned.
- You can't wield anything other than your talons.
- Your talons may benefit from the Extra Attack feature, and you may use your talons as the melee weapons for any berserker tactical Powers you cast.
- You always recharge one spent tactical Power charge at the start of each of your turns.

Suspension Uppercut. As an action, you may reduce your remaining rounds of duration on this Power by 3 to swing your talons in an upward arc, sending out a shockwave of strand in a 20-foot cone. All creatures within the cone must make a Charisma saving throw, taking 3d10 + your Power modifier in strand damage on a failed save, or half as much on a success.

A creature who fails the save is also Restrained and Severed by your strand for the next minute. It can repeat the saving throw at the end of each of its turns, taking 2d6 strand damage on a failed save or ending the effect on itself early on a success.

At Higher Levels. For each Power level you are beyond 1st, the damage of your talon Power weapon increases by 1d6, the on-act damage of your Suspension Uppercut action increases by 1d10, and the damage for repeatedly failing the saving throw increases by 1d6.

WRATHFUL FLING

Casting Time and Type: 1 action, super Power

Range: self

Recharge die and score: d20, 18+

Duration: Instantaneous

You grab a fierce hold of the strands of life connecting those around you and forcefully pull at them, lifting and slamming creatures into the ground. Choose a number of creatures up to your Power level within 15 feet of you to make a Charisma saving throw. Those who fail the saving throw are lifted up to 10 feet vertically, then slammed downwards up to 20 feet, until they hit a solid surface. Each creature who hits a solid surface takes 3d10 + your Power modifier in strand damage, is knocked Prone, and is Severed for the next minute.

A Severed creature can repeat the saving throw at the end of each of its turns, taking half the damage of this Power on a failed save, or ending the effect on itself early on a success.

At Higher Levels. The damage of this Power increases by 1d10 for each Power level you are above 1st.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

BARRICADE

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Up to 1 minute

Dimensions: 15 feet wide, 10 feet tall, and 1 inch thick

AC: 10 + your Power level

Health points: 10 times your Power level

You craft a solid, semi-transparent wall out of your Power with the stats shown, centered in front of yourself and mounted to the ground there, incapable of moving or being moved from it. It is considered a construct to siege weapons. For the duration, only creatures of your choice may pass through the barricade.

You can only have one barricade ongoing at a time. If you cast a new barricade, your old barricade dissipates. This support Power also ends early if you are Incapacitated.

RALLY

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

All creatures of your choice within 10 feet of you become Empowered (rank 1). This becomes Empowered (rank 2) beginning at 7th level, then Empowered (rank 3) starting at 14th level. Furthermore, a creature who applies this Empowered condition to the results of a damage roll may choose to maximize a number of dice in the damage roll equal to the rank of the Empowered condition. They must choose which dice to do this to before making their damage roll.

REPOSITION

Casting Time and Type: 1 reaction, support Power

Range: self

Recharge die and score: d6, 6+

Duration: Instantaneous

If you are the target of a weapon attack, you may use your reaction to cast this Power and teleport up to 5 feet into an unoccupied space you can see. Doing this causes the weapon attack roll to have a -10 detriment to hit, or you have +5 on the Payload saving throw, whichever is appropriate. If this movement puts you outside the impact of the Payload save, you're no longer subject to the Payload save. Even if you're still within the impact, you take no damage when you succeed on the Payload saving throw due to this Power, and only half damage if you fail.

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action with a non-Power weapon on your turn. Attacks with Power weapons may only benefit from this feature if the weapon's description explicitly allows it.

Aspects of the Berserker

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

BANNER OF WAR

When you reduce a creature to 0 hit points with the damage of a melee attack, you may use your reaction to allow all Risen creatures within 10 feet of you to regain 2d8 energy shield points. This becomes 3d8 energy shield points when you reach 11th level, then 4d8 energy shield points beginning at 17th level.

DRENGR'S LASH

When you cast a support Power, you also emit a shockwave of strand Power in a direction of your choosing. The shockwave travels in a 10-foot wide, 20-foot long line. All creatures in the area of the line must succeed on a Strength saving throw or become Restrained by the strand Power for the next minute.

A Restrained creature can make a Strength saving throw at the end of each of its turns, ending the condition on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Restrained in this way for 24 hours.

FLECHETTE STORM

You learn the **Flechette Storm** tactical Power, detailed after this Aspect list.

INTO THE FRAY

If you start your turn with at least two hostile creatures within 10 feet of you, you have advantage on tactical Power recharge rolls you make until the start of your next turn.

FLECHETTE STORM

Aspect-based berserker tactical Power

Casting Time and Type: 1 action, tactical Power

Range: 30/80 feet

Recharge die and score: d8, 7+

Duration: Instantaneous

You fashion three blades of strand and hurl each of them, one at a time, at a target within range. Make a melee Power attack roll for each blade. On a hit, a target takes 1d10 + your Power modifier in strand damage. You can choose to attack multiple different targets or the same target multiple times.

If you hit the same target at least twice, or if you score a critical hit against a target, it must succeed on a Strength saving throw or become Restrained for the next minute. A Restrained target can make a Strength saving throw at the end of each of its turns, ending the condition on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Restrained in this way for 24 hours.

At Higher Levels. The number of blades you throw with this Power increases by one at 11th level (throw four blades) and 17th level (throw five blades).

Unkillable Rage

Beginning at 10th level, if you take damage that would reduce you to 0 hit points, but the total damage dealt is less than twice your proficiency bonus and you are raging, you are reduced to 1 health point instead. Like normal, you cannot use this feature to reduce or ignore recoil damage you take.

Additional Aspect

At 14th level, you may choose a second berserker Aspect.

Savage Attacks

At 15th level, the critical hit range of all attack rolls you make is increased by one.

Brutal Champion

At 20th level, your Strength score increases by 4, and the maximum your Strength score can be is now 24.

Berserker Archetypes

[Flavor text WIP.]

Dev Note: Additional archetypes will be added over the course of Early Access!

Fury of the Warlord

One's fury need not be all teeth and claws. As a Warlord berserker, you embody the quiet, contemplative fury of a leader hellbent on the destruction of their foes.

WARLORD MANEUVERS

Under your watchful eye, the battlefield moves at your command. Beginning when you choose this archetype at 3rd level, you gain two **warlord dice**, both of which are d6s. You can use one or both of these dice when performing special **warlord maneuvers**, your options for which are detailed at the end of this archetype description.

Each time you perform a maneuver you gain 1 stress. You gain this stress even if you're not raging, but like normal, you don't take recoil damage from stress unless you are raging. After gaining this stress, you must succeed on your choice of either an Intelligence, Wisdom, or Charisma saving throw (DC = 10 + the amount of stress you have) or you immediately begin raging (no action cost).

WARLORD PROFICIENCIES

Also at 3rd level, you know half of what makes for a successful battle is the preparation you put into it. You become proficient with the Investigation and History skills, if you weren't already, and you become proficient with one artisan tool of your choice.

OPPOSITIONAL AWARENESS

At 6th level, whenever you deal damage to a creature, you immediately learn if the creature has resistances to any of the damage types you just dealt to it.

Furthermore, if you spend at least 1 minute outside initiative studying a creature, or at least 10 minutes studying clear footage of the creature, you may choose to learn any three of the following pieces of information:

- Armor class.
- Current hit points.
- Maximum hit points.
- Energy shield alignment.
- Maximum energy shield points.
- Classification CR.
- Any one easily visible component the creature has.
- The component die or required ability check of a component you already know the creature has.

IMPROVED WARLORD DICE

Beginning at 11th level, your warlord dice become d10s. Furthermore, once on your turn, you can roll one of your warlord dice and reduce the amount of stress you have by the result + your choice of either your Intelligence,

Wisdom, or Charisma modifier. You don't gain stress when you roll a warlord die in this way. However, you can't use or roll that warlord die again until you complete at least a short rest.

BATTLEFIELD SUPERIORITY

By the time you reach 18th level, you've truly become a commander of battle. At any time, so long as you aren't Blinded and can clearly communicate, you can use your reaction to cause one of the following effects.

- **Warlord's Blessing:** You shout an uplifting battlecry. Choose a number of creatures who can clearly hear you within 60 feet to gain Overshields. You gain an amount of stress equal to twice the number of creatures you choose for this (maximum of 10 creatures).
- **Warlord's Command:** Choose a number of creatures you can see and clearly communicate with within 60 feet. These creatures can use their reaction to move up to half their speed without provoking opportunity attacks or other reactions based on their movement. You gain an amount of stress equal to twice the number of creatures you choose for this (maximum of 10 creatures).
- **Warlord's Injunction:** Choose a number of creatures you can clearly communicate with within 60 feet, who are also affected by an ongoing effect that has a saving throw to end. The chosen creatures may each make one appropriate saving throw to end one effect. You gain an amount of stress equal to twice the number of creatures you choose for this (maximum of 10 creatures).

LIST OF MANEUVERS

Once on a turn, you may perform a warlord maneuver, choosing from the options below. Each time you perform a maneuver, you gain 1 stress. You gain this stress even if you're not raging, but like normal, you don't take recoil damage from stress unless you are raging.

You can't perform a warlord maneuver if you're Incapacitated or otherwise cannot perform actions.

Analyze. When you make an Investigation or History check, you may roll one warlord die and add it to your result. You may choose to use this maneuver after making your Investigation or History check, but not after learning if the check is successful.

Feint. After missing with an attack roll, you may use this warlord maneuver to grant yourself advantage on the next attack roll you make before the end of your turn.

Force of Presence. When you make an Intimidation or Persuasion check, you may roll one or both of your warlord dice and add the result to the roll. You must choose to do this before learning if your check is successful.

Lunging Strike. When you take the Attack action and have a speed of at least 10 feet, you can also move up to 10 feet as part of the Attack action. If you use this warlord maneuver, move 10 feet, and hit with a melee attack roll made immediately after, roll one warlord die and add it to the damage of your attack.

Overwhelm. When you take the Attack action and deal a type of damage the target has a resistance to, you may roll one or both of your warlord dice and add it to your damage total after accounting for the resistance. You may choose to roll your second die after seeing the result of your first die.

Repel. As a reaction to two or more hostile creatures being within 5 feet of you, you may focus on your strand Power and expel it in a shockwave around you. All creatures within 5 feet of you to make a Strength saving throw against your Power save DC. A creature who fails the saving throw is pushed back 10 feet, where they take an amount of strand damage equal to one or both rolls of your warlord dice (your choice). You can then move up to 10 feet toward a hostile creature of your choice.

Revenge. If damage reduces your energy shield points or Overshields to 0, you may use your reaction to make an opportunity attack against the source of damage. If your attack deals damage, roll one of your warlord dice and add it to the damage.

Switch Positions. On your turn, you may choose one willing creature within your reach to switch places with, without provoking opportunity attacks. Both you and the creature must have a speed greater than 0 to do this, and the creature cannot be Incapacitated. You spend movement to enter the creature's space like normal, but the creature you switch with spends no movement.

If the creature is unwilling, this warlord maneuver requires an action to enact, and you must succeed on an Athletics contest against the creature's choice of an Athletics or Acrobatics check. The creature falls Prone in its new space if it fails this contest.

Tag Team. If you succeed on a weapon or Power attack against a hostile creature on your turn, after dealing damage to the target, you may choose one other willing creature of your choice to use their reaction to make a weapon or Power attack against the same target. If the chosen creature succeeds, you yourself cannot make any other attacks against the target again until the end of your turn.

Fury of the Vengeful

Your fury is not your own. Through your connection to the Weave you experience every moment of righteous indignation tenfold, and it drives your rages like no other. You are the howl of injustice, the cacophony of protest. When your foes hear your battlecry, they will know their sins have come to call.

INFURIATED

When you become a Vengeful berserker at 3rd level, you learn to utilize all the pain felt across the Weave to empower your rages. On each of your turns while raging, you can use a bonus action to cause one of the following rage effects.

- **Barrage:** Make a melee attack roll.
- **Quick Feet:** Take the Dodge action. If your speed isn't 0, your base walking speed also increases by 10 feet until the end of your turn.
- **Strike True:** Gain a +10 bonus to hit on the first melee weapon attack roll you make on this turn.

After causing one of these rage effects, you gain 1 stress and must make your choice of either an Intelligence, Wisdom, or Charisma saving throw. The DC is 10 + the amount of stress you have. You become Infuriated (condition) if you fail this saving throw. You stop being Infuriated if your rage ends.

The Infuriated condition causes the following effects:

- You cannot willingly end your rage.
- You no longer take recoil damage due to stress during your rage.
- You cannot take bonus actions or reactions.
- You become blind to the difference between friend and foe. On each of your turns you must spend your movement to advance toward the nearest creature, and you must use your action to attack that creature to your fullest extent.

At the end of each of your turns, you may reattempt an Intelligence, Wisdom, or Charisma saving throw against the same DC as when you became Infuriated. If you succeed, your rage ends and you gain one stage of Exhaustion.

RETALIATION

Also at 3rd level, if a hostile creature is within 5 feet of you when it damages you, you may use your reaction to begin raging.

FRIGHTENING FURY

At 6th level, if you become Infuriated, you cause all creatures within 30 feet to have to succeed on a Wisdom saving throw against your Power save DC or they become Frightened for the next minute. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Severed in this way for 24 hours.

STRICKEN WITH FEAR

At 11th level, if you cause a creature to become Frightened, it is also Severed until the Frightened condition ends for it.

PANACEA

At 18th level, if a hostile creature is reduced to 0 hit points within 10 feet of you, you may make a shield recharge roll. Like normal, whenever a Risen creature makes *any* shield recharge roll, they must wait until the start of their next turn before they may do so again.

Furthermore, whenever you make a shield recharge roll, you may also choose to reduce your stress by an amount equal to your proficiency bonus. If you're Infuriated when you do this, the DC to end the condition is reduced by the same amount.

Shadebinder

As a shadebinder, your superclass is Warlock and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	There's Always an Option, Tactical Power, Stasis Shards	1st
2	+2	Fractal Honing, Grenade Power	1st
3	+2	Shadebinder Archetypes, Super Power	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Extra Attack	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Shadebinder	2nd
8	+3	Ability Score Increase	2nd
9	+4	—	3rd
10	+4	<i>Archetype Feature</i>	3rd
11	+4	Power Runs Deep	3rd
12	+4	Ability Score Increase	3rd
13	+5	—	4th
14	+5	Additional Aspect	4th
15	+5	<i>Archetype Feature</i>	4th
16	+5	Ability Score Increase	4th
17	+6	—	5th
18	+6	Expansion of Power	5th
19	+6	Ability Score Increase	5th
20	+6	Eye of the Storm	5th

HIT POINT STATS

Shield die: d8

Shield recharge roll: (1d8 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 8

Shield points at higher levels: add 5 (or 1d8) for each level after first

Health points at 1st level: 8 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Light, medium

Weapons: all melee weapons; simple firearms; combat bows, breech grenade launchers, fusion rifles, light machine guns, linear fusion rifles, shotguns, trace rifles

Saving Throws: Strength and (choose Constitution or Charisma)

Skills: Any two skills of your choice

POWER STATS

Power ability score: Strength

Power modifier: your Strength modifier

Power level: *see shadebinder table*

Power save DC: 8 + your proficiency bonus + your Strength modifier

Power attack modifier: your proficiency bonus + your Strength modifier

Power saving throw: make a Strength saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

WARLOCK'S PROWESS

As a Risen Warlock, you are proficient in the Arcana skill. Additionally, your control over the Power you channel allows you to carefully craft the range of its effects. You may give a number of creatures equal to 1 + your Power modifier immunity against the damage and effects of your Powers whenever you cast them (minimum 1 creature). You must choose which creatures receive this benefit when you cast a Power, but you may change which creatures receive this benefit on your turn.

Also, when jumping, you can extend the distance of your jump by a number of feet equal to your Power modifier. You must become grounded before you can extend a jump's distance in this way again. It still costs 1 foot of movement for every foot you jump, as normal.

DEV NOTE: The stasis and strand classes are expected to drastically change over the course of Early Access. The likelihood that we nailed down these class identities (either mechanically or narratively) on the first try is *very, very small*. Overhauling and revamping these classes to explore options is a planned part of the process.

If you are particularly interested in these classes, either narratively or for what mechanics they have to offer, we really want to hear from you. What do you like, and what don't you like? You can either submit feedback anonymously via the feedback form, or post your feedback to our Discord server.

There's Always an Option

If you fail an Intelligence, Wisdom, or Charisma ability check, you can choose to spend one use of your Ghost's Restoration feature and re-roll the ability check with advantage. If your Ghost has no uses of Restoration remaining, you may still invoke this feature, but you take a stage of Exhaustion before making your roll.

Shadebinder Tactical Power

As early as 1st level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

PENUMBRAL BLAST

Casting Time and Type: 1 action, tactical Power

Range: 20 feet

Recharge die and score: d6, 6+

Duration: Instantaneous

You hurl a bolt of stasis at a target within range. The target must make a Dexterity saving throw, taking 2d6 stasis damage on a failed save, or half as much on a success. A target that fails this saving throw is also Frozen for the next minute. A Frozen target may make a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A target that succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

At Higher Levels. The amount of stasis damage you deal with this Power increases by 1d6 at 5th level (3d6), 11th level (4d6), and again at 17th level (5d6).

DAMPENER

Casting Time and Type: 1 action, tactical Power

Range: 15 foot cone

Recharge die and score: d6, 6+

Duration: Instantaneous

You hold out a free hand and exude a gale of stasis energy. All creatures within the area have all their speeds reduced to 10 feet until the end of their next turn. Then, each creature affected in this way must succeed on a Constitution Saving Throw or become Frozen. A Frozen target may make a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A target that succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

At Higher Levels. Increase the size of the cone by 10 feet at 5th level (25 feet), 11th level (35 feet), and 17th level (45 feet)

Stasis Shards

When you cast a stasis Power, you may choose to gain a **stasis shard**, a coagulation of your Power that forms on your body almost like a patch of frost. You can have a maximum number of shards equal to 1 + your Power modifier (minimum 1 shard). Your stasis shards last until you die or complete at least a brief rest, whichever happens first.

Melee Recharge Rolls. When you would make a tactical Power recharge roll, you may spend two stasis shards to have advantage on the recharge roll. If you already had a source of advantage on this recharge roll, you may spend two shards to immediately regain one tactical Power charge instead of making the recharge roll.

Fractal Honing

At 2nd level, you develop a new method of expending your aggregate stasis shards. Once on a turn, when a target has to make a saving throw caused by a shadebinder Power of yours, you may increase the saving throw DC of that Power by 2 per shard you choose to spend. This only affects the Power's DC on this turn. While this may increase the DC for multiple creatures, you can't increase the DCs of multiple different Powers being rolled on this turn; you may only pick one Power's DC to increase.

You may choose to do this after learning the result of the saving throw, potentially changing the outcome of the roll, but not before resolving anything further from the Power.

Stasis Grenade Power

At 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Coldsnap** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, you choose from the **stasis** grenade Power list at the start of this chapter.

Shadebinder Archetypes

When you reach 3rd level, choose a shadebinder archetype to focus into. Your choice determines which unique features you receive as you advance in this class.

DEV NOTE: "Archetype" is a placeholder name until the final flavor text of this class is determined. This will likely be one of the last decisions made, after we've established all the core mechanics and narrative identity.

Shadebinder Super Power

When you reach 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. You learn the **Winter's Wrath** super Power.

WINTER'S WRATH

Casting Time and Type: 1 bonus action, super Power

Range: self

Recharge die and score: d20, 20+

Duration: Concentration, up to 1 minute

Name	Damage	Reach	Properties
Winter staff	1d6 stasis	10 ft.	Main-handed, Power weapon, versatile

You take hold of the stasis within and shape it into a quarterstaff held in one hand, with the stats and properties shown. While holding this weapon, your base walking speed increases by 10 feet, and you have a fly speed (can hover) equal to your base walking speed.

Shield Alignment. While concentrating on this Power and wielding your winter staff, your energy shields are considered stasis-aligned.

Stasis Bolts. You may use your action to launch a barrage of stasis bolts at a space within 60 feet. All targets within 10 feet of that space must make a Constitution saving throw, taking 2d6 + your Power modifier in stasis damage on a failed save, or half as much on a success.

Targets who fail this saving throw are also Frozen for the next minute. A Frozen target may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success.

Shattered Silence. As an action, you may reduce the duration of this Power by 3 rounds and raise your staff overhead, sending out a shockwave of stasis energy in a 20-foot radius sphere centered on yourself. All targets within the sphere must make a Constitution saving throw. A target takes 4d6 explosive stasis damage on a failed save, or half as much on a success. A Frozen target has disadvantage on this saving throw.

At Higher Levels. The damage of your winter staff and the damage of your Stasis Bolts action both increase by 1d6 for each Power level you are beyond 1st. The damage you deal with Shattered Silence increases by 2d6 for each Power level you are beyond 1st.

Ability Score Increase

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

EMPOWERING RIFT

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You create a vortex of Light that swirls in a flat 5-foot radius circle on the ground beneath your feet, centered on you. Until the start of your next turn when the rift dissipates, creatures of your choice standing within the circle are always considered Empowered (rank 1). A creature Empowered in this way immediately stops being Empowered if they leave the area of the circle.

You can only have one rift support Power ongoing at a time (either Healing or Empowering). If you cast a new rift support Power, the effects of any other ongoing rift support Powers instantly end for you.

At Higher Levels. This Power grants Empowered (rank 2) starting at 7th level, and then it grants Empowered (rank 3) when you reach 14th level.

FROZEN OVER

Casting Time and Type: 1 action or reaction, support Power

Range: self

Recharge die and score: d6, 6+

Duration: Instantaneous

You semi-incase yourself in a sheath of stasis Power until the start of your next turn, during which time your speed becomes 0, and you can't benefit from an increase to your speed; you can't take reactions; and you are considered to have resistances to all damage types except psychic.

Reaction Cast. You may cast this Power as a reaction after taking damage.

HEALING RIFT

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You create a vortex of Light that swirls in a flat 5-foot radius circle on the ground beneath your feet, centered on you. All Risen creatures standing in the circle may regain shield points equal to 1d8 + your Power modifier. Until the rift dissipates at the start of your next turn, Risen creatures who enter the area of your rift for the first time on a turn may also recover 1d8 + your Power modifier in shield points. Once a Risen creature has received shield points from any rift you cast, they cannot do so again until you cast a new rift.

You can only have one rift support Power ongoing at a time (either Healing or Empowering). If you cast a new rift support Power, the effects of any other ongoing rift support Powers instantly end for you.

At Higher Levels. The amount of d8s you roll for this Power increases by one when you reach 7th level (2d8), and then it increases by one again when you reach 14th level (3d8).

Extra Attack

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action with a non-Power weapon on your turn. Attacks with Power weapons may only benefit from this feature if the weapon's description explicitly allows it.

Aspects of the Shadbinder

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

ICEFLARE BOLTS

If you cause a creature to become Frozen, you may choose another creature within 10 feet of it that is not Frozen. The second creature must succeed on a Constitution saving throw against the same DC or your Power save DC, whichever is higher, or it becomes Frozen as well.

Once you invoke the effect of this Aspect, you must wait until the start of your next turn before you can do so again.

A creature Frozen in this way may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

FROSTPULSE

When you cast a support Power, your base walking speed is reduced by 10 feet until you complete at least a brief rest, and all creatures of your choice within 5 feet of you must make a Constitution saving throw against

your Power save DC. A creature who fails is Frozen for the next minute and may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Constitution saving throw, or for whom the effect ends, is immune to being Frozen in this way for 24 hours.

BLEAK WATCHER

You learn the **Bleak Watcher** grenade Power, detailed after this Aspect list.

GLACIAL HARVEST

The maximum number of stasis shards you may have increases by 1. Additionally, whenever you cause a hostile creature to become Frozen, you may gain a stasis shard.

BLEAK WATCHER

Aspect-based shadebinder grenade Power

Casting Time and Type: 1 bonus action, grenade Power

Range: self

Recharge die and score: d8, 8+

Duration: Up to 1 minute

Stasis energy coalesces in your free hand, and you throw it at a space within 30 feet to create a stasis turret. A stasis turret is a Tiny object mounted in place (can hover), has an AC equal to 10 + your Power level, and is immune to all conditions, as well as to all damage not originating from an attack roll. It is destroyed if it takes any amount of damage.

At the end of each of your turns, the turret will attack one creature of your choice. The creature must be within 20 feet of the turret, and you must be able to see the creature. Make a ranged Power attack roll. On a hit, the creature takes 2d6 + your Power modifier in stasis damage.

At Higher Levels. The damage your turret deals increases by 1d6 for each Power level you are above 2nd.

Power Runs Deep

At 11th level, on your turn you may spend stasis shards to make any Power recharge roll. The type of recharge roll you make determines the amount of shards you must spend: one shard for a tactical Power recharge roll, two shards for a grenade or support Power recharge roll, and three shards for a super Power recharge roll.

Additional Aspect

At 14th level, you may choose a second shadebinder Aspect.

Expansion of Power

At 18th level, you may now invoke your There's Always an Option feature on attack rolls and saving throws as well.

Eye of the Storm

At 20th level, on your turn, you may choose to begin radiating an aura of frigid stasis Power. The aura fills a 10-foot radius sphere centered on you and always moves with you. It lasts for 1 minute, until you are Incapacitated, or until you choose to end the effect on your turn, whichever happens first.

The area of the aura is considered paracausal difficult terrain for everyone except yourself. If a creature moves more than 10 feet within the area, it must succeed on a Constitution saving throw or become Frozen for the next minute. A Frozen creature may repeat a Strength saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the Strength saving throw is immune to being Frozen in this way for 24 hours.

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

Shadebinder Archetypes

[Description WIP]

Coven of Binding

The soul is real. Held in mortal vessels. When such a vessel is properly... ventilated... it escapes like hot, ineffectual steam. The power of the light is putting that steam back into the vessel for one more try. The power of Stasis is assuring that *nothing* is ever wasted.

SHUDDERING SOULS

At 3rd level, you have found your own way to reverse the entropy of death for your own purposes. When a hostile creature is reduced to 0 hit points within 30 feet of you, you can spend a stasis shard to conjure a Stasis Husk within 10 feet of the creature that died. A Stasis Husk is a medium sized construct with an AC equal to 8 + your Power level and a number of hitpoints equal to 5 times your Power level. Whenever you make an attack or use your Action to cast a Stasis Power, the Husk deals stasis damage to a creature of your choice within a line of contact 30 feet of it equal to your Power modifier. On your turn, you can mentally direct the Husk to shamble up to 10 feet in a direction of your choosing. Your Husks are immune to all conditions and are always considered Mounted.

You can have 2 Husks active at one time. This number increases to 3 active Husks at 11th level and 4 at 17th level.

CHIP AND SHATTER

At 6th level, the damage of your Husks take advantage of the weakness of targets you freeze in place. Damage dealt by your Husks to Frozen creatures is doubled.

EASY COST

At 10th level, you can compel your Husks to leap in the way of attacks for you. When you receive damage from an attack or saving throw while within 10 feet of a Husk you can use your reaction to force the Husk to take the damage instead.

Furthermore, when you make an ability recharge roll and fail, you can reduce any number of active Husks you like to hitpoints. The result of the recharge die is increased by one per Husk sacrificed in this way.

ENDLESS SERVITUDE

At 15th level, your Husks serve you even in their second, final deaths. Whenever a Husk is reduced to 0 hitpoints, you heal an amount of shield points equal to your Power Level + Power Modifier. Whenever a creature is reduced to 0 hitpoints on a turn in which they were damaged by a Husk, you can create a Husk within 10 feet of it.

Furthermore, you can exceed the maximum limit of your Husks but take 1d6 recoil damage per Husk over the maximum.

Coven of the Iceforger

{WIP} This is the one that shoots with shards. Arcane Archer, but it's actually good. (hopefully)

HOARFROST WEAPONS

Training into this archetype at 3rd level means training yourself to enhance your weapons with your stasis Power. While you possess at least 1 stasis shard, you may use your item interaction to turn a weapon you're wielding and are proficient with into a Hoarfrost weapon, granting it the following benefits:

- When you deal damage with the weapon, you may change the damage type to stasis.
- When you would make a weapon attack roll without a source of disadvantage affecting it, instead of rolling to hit, you may simply choose to hit. The weapon's total damage, after accounting for traits and perks, becomes your Power level + your Power modifier. Other damage dealt on the attack by sources external to the weapon, such as the Empowered condition, still apply.

Your Hoarfrost weapon lasts until you stop wielding it, until you complete at least a brief rest, or until you are reduced to 0 stasis shards, whichever happens first.

COLD WELDING

At 6th level, your icy energies suffuse the weapons you wield further, allowing you to enhance the munitions you fire from your Hoarfrost weapon. You gain two selections from the Hoarfrost Modifications list, detailed at the end of this archetype. By meditating on your path over the course of a long rest, you may change one or both of your selections from this list.

FAR FLUNG

At 10th level, you learn how to infuse a shot with your Hoarfrost weapon with a grenade. When you take a shot with your Hoarfrost weapon, you may spend your item interaction to cast a grenade Power you know first, but don't resolve its effects. After resolving the effects of your shot, resolve the effects of the grenade Power you cast, treating the target of the shot as the target or point of impact for the grenade, whichever is more appropriate.

POWER IS POWER

At 15th level, taking a shot with your Hoarfrost weapon grants you 1 stasis shard.

HOARFROST MODIFICATIONS

Options are listed in alphabetical order and only affect your Hoarfrost weapon. For your Hoarfrost weapon to benefit from a modification, you must have an amount of stasis shards as shown in parenthesis. You don't spend these shards to benefit from the modification.

Chill Clip (2 shards). You can spend stasis shards to deal an additional 1d6 stasis damage on your weapon attack. When you reach 14th level, this becomes 2d6 stasis damage.

Burdening Strike (1 shard). After resolving an attack, one grounded target of the attack must succeed on a Strength saving throw against your weapon save DC or ice will quickly grow across its lower body, anchoring it to the ground. The target becomes Restrained by this stasis (escape DC = your weapon save DC).

Fractal Fragmentation (2 stasis shards). When you make a successful attack roll, all creatures within 5 feet of the target take stasis damage equal to your Power modifier.

Frostbite Rounds (1 shard). One target who takes damage from your weapon attack must make a Constitution saving throw against your weapon save DC. If it fails, the next weapon attack damage roll it makes before the end of its next turn is halved.

Icicle Crash (1 shard). The ranges of your Hoarfrost weapon are all halved. Targets who take damage from a weapon attack must also succeed on a Strength saving throw or be knocked Prone.

Kill Seeker (2 shards). If you make an attack roll against a target with less than half their maximum hit points, the attack roll has advantage and gains an additional damage die on a hit.

Rolling Storm (2 shards). Before making an attack, you may spend a stasis shard. If the result of your attack reduces a hostile creature to 0 hit points, you may make one melee, grenade, and support Power recharge roll.

Coven of Presage

[Description WIP]

ALPINE ADDER

At 3rd level, by channeling deeply the powers of stasis, you garner new ways to exert your Power over the weak. If a creature you've Frozen fails to succeed on a saving throw to end the Frozen condition on itself, it takes 4 stasis damage. This increases to 8 stasis damage beginning at 11th level, then to 12 stasis damage at 17th level.

CRITICAL CRYOCLASM

At 6th level, you may cast a stasis tactical Power as a reaction to a creature moving within 10 feet of you. You must target the creature that moved.

FROZEN FATE

At 10th level, when a creature attempts a saving throw to end the Frozen condition, you may increase the DC of its saving throw by 1 per stasis shard you have. If you do so, you also take 1d8 recoil damage per stasis shard you have.

You must choose to do this before the creature makes its saving throw. Additionally, whenever a creature takes damage from your Alpine Adder feature, you regain shield points equal to half the damage taken.

WEATHER WARNING

At 15th level, if a damage die result for a Power you cast would be equal to or less than the amount of stasis shards you currently have, you may treat the result as the maximum value for that die instead. For instance, if you have 4 shards and roll a 3 on a d6, treat it as a roll of 6 instead.

Broodweaver

As a broodweaver, your superclass is Warlock and your Power is derived from the Darkness. You gain the following class features.

Level	Proficiency Bonus	Features	Power Level
1	+2	Woven Mail, Tapestry of Minds	1st
2	+2	Tactical Power, Grenade Power	1st
3	+2	Remote Casting, Broodweaver Patterns, Super Power	1st
4	+2	Ability Score Increase , Support Power	1st
5	+3	Entwined Attack	2nd
6	+3	<i>Archetype Feature</i>	2nd
7	+3	Aspects of the Broodweaver	2nd
8	+3	Ability Score Increase	2nd
9	+4	Plugged In	3rd
10	+4	Ability Score Increase	3rd
11	+4	<i>Archetype Feature</i>	3rd
12	+4	Ability Score Increase	3rd
13	+5	Psionic Font	4th
14	+5	Additional Aspect	4th
15	+5	Severance	4th
16	+5	Ability Score Increase	4th
17	+6	I'm Smarter Than You	5th
18	+6	<i>Archetype Feature</i>	5th
19	+6	Ability Score Increase	5th
20	+6	Cynosure	5th

HIT POINT STATS

Shield die: d6

Shield recharge roll: (1d6 per Power level) + your Power ability modifier

Maximum Overshields: 5 times your Power level

Shield points at 1st level: 6

Shield points at higher levels: add 4 (or 1d6) for each level after first

Health points at 1st level: 6 + your Constitution modifier

Health points at higher levels: add your Constitution modifier for each level after first, minimum +0

STARTING PROFICIENCIES

Armor: Light

Weapons: simple melee weapons, small blades, standard blades; simple firearms; combat bows, breech grenade launchers, fusion rifles, light machine guns, linear fusion rifles, shotguns, trace rifles

Saving Throws: Constitution and (choose Intelligence, Wisdom, or Charisma)

Skills: Insight and any two other skills of your choice

POWER STATS

Power ability score: Constitution

Power level: see *broodweaver table*

Power save DC: 8 + your proficiency bonus + your Constitution modifier

Power attack modifier: your proficiency bonus + your Constitution modifier

Power saving throw: make an Constitution saving throw

For more information, read 'Paracausal Powers' at the beginning of this chapter.

WARLOCK'S PROWESS

As a Risen Warlock, you are proficient in the Arcana skill. Additionally, your control over the Power you channel allows you to carefully craft the range of its effects. You may give a number of creatures equal to 1 + your Power ability modifier immunity against the damage and effects of your Powers whenever you cast them (minimum 1 creature). You must choose which creatures receive this benefit when you cast a Power, but you may change which creatures receive this benefit on your turn.

Also, when jumping, you can extend the distance of your jump by a number of feet equal to your Power modifier. You must become grounded before you can extend a jump's distance in this way again. It still costs 1 foot of movement for every foot you jump, as normal.

DEV NOTE: The stasis and strand classes are expected to drastically change over the course of Early Access. The likelihood that we nailed down these class identities (either mechanically or narratively) on the first try is *very, very small*. Overhauling and revamping these classes to explore options is a planned part of the process.

If you are particularly interested in these classes, either narratively or for what mechanics they have to offer, we really want to hear from you. What do you like, and what don't you like? You can either submit feedback anonymously via the feedback form, or post your feedback to our Discord server.

Woven Mail

Due to your connection with the Weave, you must use 8 + your Power modifier + your choice of either your Intelligence, Wisdom, or Charisma modifier to determine your AC. This feature only affects your AC. You are still subject to the other effects or benefits of any armor you are wearing, or any natural armor you have.

Tapestry of Minds

The Weave is a paracausal matrix of psychic energy which connects everything—and every mind—in the universe. You are particularly sensitive to the ebb and flow of the Weave and, over the course of an hour, you may meditate on the mental connections between nearby creatures.

At the end of your meditation, choose a number of willing creatures who spent the majority of the hour within 60 feet of you. These are called your linked creatures. For the next 8 hours, you and the linked creatures gain the following benefits:

- On your turn, you may use a bonus action to start perceiving the world through one of your linked creatures. You see what they see, feel what they touch, taste what they eat, and so on. This lasts for the next minute or until you choose to end it early. You cannot perceive the world through your own body during this time.
- You can read the surface-level thoughts of your linked creatures. You have advantage on ability checks you make to detect lies being told by them.
- Once on a linked creature's turn, you may add 1d4 to an attack roll or ability check they make. You take twice the roll of the d4 as recoil damage when you do this.

You may choose to end a connection to a linked creature at any time.

Maximum Connections. The maximum number of creatures you can choose to link to is equal to 1 + your choice of your Intelligence, Wisdom, or Charisma modifier. You can't choose a V.I. as a linked creature; they have no mind to

connect to. You also can't choose a creature with an Intelligence score of 4 or lower as their own connection to the Weave is tenuous at best. Finally, you can't link to a creature who is already linked to a different creature.

Tensile Strength. Once established, connections do not require line-of-sight or line-of-contact to maintain. However, if you end your turn at a distance greater than 1 mile from a linked creature, the connection ends.

Broodweaver Tactical Power

At 2nd level you gain your tactical Power, which you cast by spending a tactical Power charge. You have one tactical Power charge, and the maximum you can have is one. Choose one of the following tactical Powers to learn now.

ARCANE NEEDLE

Casting Time and Type: 1 attack, tactical Power

Range: 20/60 feet

Recharge die and score: d6, 5+

Duration: Instantaneous

You throw a needle of strand at a target you can see within range. Make a ranged Power attack roll, and add your Power level to the result. On a hit, the target takes 2d6 strand damage.

At Higher Levels. The damage of this Power increases by 1d6 at 5th level, 11th level, and again at 17th level.

Strand Grenade Power

At 2nd level you gain your grenade Power, which you cast by spending a grenade Power charge. You have one grenade Power charge, and the maximum you can have is one. You learn the **Threadling** grenade Power now. If you opt to learn a new grenade Power when your proficiency bonus increases, you choose from the **strand** grenade Power list at the start of this chapter.

Remote Casting

At 3rd level, you can do more than psychically connect to creatures. When you cast a broodweaver Power, you may cast the Power from the body of one of your linked creatures as though it originated from that creature: range, line-of-sight, and so on is determined by the location of the chosen creature. You still use your own stats to determine the effects of the Power.

Broodweaver Patterns

When you reach 3rd level, choose a broodweaver pattern to train into. The pattern you choose determines which unique features you receive as you advance in this class.

Broodweaver Super Power

When you reach 3rd level, you learn to cast your super Power, which you do by spending your super Power charge. You have one super Power charge. Regardless of any other features, traits, exotic items, or other sources, you may never have more than one super Power charge. Choose one of the following super Powers to learn now.

NEEDLESTORM

Casting Time and Type: 1 action, super Power

Range: 40 feet

Recharge die and score: d20, 18+

Duration: Instantaneous

You conjure needles of strand and hail them at a target within range. The target, as well as a number of other targets within 5 feet of it, must make a Charisma saving throw, taking 5d8 strand damage on a failed save, or half as much on a success. The maximum number of other targets you can choose is equal to 1 + your Power modifier (minimum 1 other target).

Legion. After casting this Power, you also gain a number of perched threadlings equal to your Power level. See the **Threadling** grenade Power for the definition and function of a threadling.

At Higher Levels. When you cast Needlestorm at a Power level of 2nd or higher, you deal an additional 2d8 strand damage for each Power level you are beyond 1st.

BOUND FATE

Casting Time and Type: 1 action, super Power

Range: 20 feet

Recharge die and score: d20, 19+

Duration: Concentration, up to 1 minute

You create an ensnaring cocoon of strand Power around a creature you can see within range. The creature must not be immune to divination for you to target it. It's subject to your choice of either the Tomb of Threads or Chrysalis of Life effect, not both.

Tomb of Threads. The target must make a Wisdom saving throw, taking 3d10 + your Power modifier in strand damage on a failed save, or half as much on a success. Also if the target fails the saving throw, it becomes sequestered in a prison of your strand Power for the next minute (this is what you concentrate on). While in this prison, the target is considered Paralyzed, cannot be targeted by any attacks or other effects, cannot move or be moved, and is immune to all damage except the strand damage caused by this Power.

The target may repeat the saving throw at the end of each of their turns, breaking out of the prison on a successful saving throw, or taking 1d10 + your Power modifier in strand damage on failed save.

Chrysalis of Life. The target is safely enshrouded in a protective cocoon of your strand Power. It ends all ongoing conditions of its choice on itself and recovers 1d8 + your Power modifier in energy shield points. Furthermore, it remains encased in the cocoon until the start of its next turn. While encased, the target: cannot be targeted by any attacks or other effects; may not take actions, bonus actions, or reactions; cannot move or be moved.

At Higher Levels. The damage caused by failing a saving throw against the Tomb of Threads effect increases by 1d10 for each Power level you are above 1st. The healing provided by the Chrysalis of Life effect increases by 1d8 for each Power level you are above 1st.

Ability Score Increase

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Support Power

Beginning at 4th level, you learn to cast your support Power, which you do by spending a support Power charge. You have one support Power charge, and the maximum you can have is one. Choose one of the following support Powers to learn now.

EMPOWERING RIFT

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You create a vortex of Light that swirls in a flat 5-foot radius circle on the ground beneath your feet, centered on you. Until the start of your next turn when the rift dissipates, creatures of your choice standing within the circle are always considered Empowered (rank 1). A creature Empowered in this way immediately stops being Empowered if they leave the area of the circle.

You can only have one rift support Power ongoing at a time (either Healing or Empowering). If you cast a new rift support Power, the effects of any other ongoing rift support Powers instantly end for you.

At Higher Levels. This Power grants Empowered (rank 2) starting at 7th level, and then it grants Empowered (rank 3) when you reach 14th level.

HEALING RIFT

Casting Time and Type: 1 bonus action, support Power

Range: self (grounded only)

Recharge die and score: d6, 6+

Duration: Instantaneous

You create a vortex of Light that swirls in a flat 5-foot radius circle on the ground beneath your feet, centered on you. All Risen creatures standing in the circle may regain shield points equal to 1d8 + your Power modifier. Until the rift dissipates at the start of your next turn, Risen creatures who enter the area of your rift for the first time on a turn may also recover 1d8 + your Power modifier in shield points. Once a Risen creature has received shield points from any rift you cast, they cannot do so again until you cast a new rift.

You can only have one rift support Power ongoing at a time (either Healing or Empowering). If you cast a new rift support Power, the effects of any other ongoing rift support Powers instantly end for you.

At Higher Levels. The amount of d8s you roll for this Power increases by one when you reach 7th level (2d8), and then it increases by one again when you reach 14th level (3d8).

Entwined Attack

At 5th level, if you cast a broodweaver Power on your turn, you may use your bonus action to direct one of your linked creatures to make a weapon or Power attack roll against a target of your choosing.

Empowering Recoil. Your or the directed creature may choose to take an amount of recoil damage equal to your proficiency bonus. Doing so allows the directed creature to become Empowered (rank 1). This becomes Empowered (rank 2) beginning at 7th level, then Empowered (rank 3) beginning at 14th level.

Aspects of the Broodweaver

At 7th level, you gain one of the following Aspect features of your choice. You can't choose an option more than once, even if you later get to choose again.

MINDSPUN INVOCATION

The recharge value of your **strand** grenade Powers are each reduced by 1. Furthermore, over the course of 10 minutes, you may choose to attune or unattune to one of your known grenade Powers. You can only be attuned to one grenade Power at a time. While attuned to a grenade Power, it is modified in the way described.

- **Spiketrapp:** You place your choice of up to three clawtraps every time you cast this Power. Each clawtrap must be within 10 feet of another clawtrap.
- **Ripper:** You may place a second Ripper device within 10 feet of the first device every time you cast this Power.
- **Grapple:** Casting this Power immediately creates a number of perched Threadlings equal to your Power level.

- **Shackle:** After defeating a target with a weapon attack, you can consume your grenade with a bonus action to create a suspending burst within 10 feet of the defeated target.
- **Slinky:** This grenade can chain to one additional target for every Power level you are above 1st.
- **Tangle:** If you successfully hit a creature with your Tangle grenade, they are also Restrained in place until the end of their next turn.
- **Threadling:** It now costs either 1 action or 1 bonus action to cast this grenade. The maximum number of perched Threadlings you can have is increased by 2.

THE WANDERER

You learn the **Tangle** grenade Power, or a different **strand** grenade Power if you already know it. If you have a grenade Power charge when you reduce a hostile creature to 0 hit points with **strand** damage, you may use your reaction to cast **Tangle**.

WEAWEWALK

You learn the **Weavewalk** tactical Power, detailed after this Aspect list.

WEAVER'S CALL

Casting a broodweaver support Power immediately creates the maximum number of perched Threadlings possible for your level, and allows you to send any number of perched Threadlings to strike targets within 20 feet of you.

WEAWEWALK

Casting Time and Type: 1 reaction, tactical Power

Recharge die and score: d6, 6+

Duration: Instantaneous

When you are the subject of an attack roll or Strength or Dexterity saving throw, you can use your reaction to vanish into the Weave, granting you resistance to the inciting damage. While on this demiplane, you are imperceptible and intangible, and you see the material plane as vague approximations of the surrounding terrain and creatures formed of strand matter (this does not reveal creatures that are Invisible or have Active Camouflage).

You can safely shelter within the Weave until the start of your next turn, at which point you reappear in an unoccupied space within 10 feet of your original position. Additionally, you gain a number of perched threadlings equal to your Power level.

You cannot take reactions until you reappear.

Plugged In

At 9th level, you can use an action to add a willing creature to your mental network. Also, you are able to telepathically communicate to your linked creatures, though they cannot speak back to you unless they also have telepathy.

Psionic Font

At 13th level, if you make an ability check that doesn't benefit from your proficiency bonus, but one of your linked creatures has proficiency with that ability check, you may add half your proficiency bonus to your ability check.

Additional Aspect

At 14th level, you may choose a second broodweaver Aspect.

Severance

At 15th level, when you invoke your Entwined Attack feature, hit or miss the target is also Severed for the next minute. A Severed creature may repeat an Intelligence saving throw at the end of each of its turns, ending the effect

on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Severed in this way for 24 hours.

I'm Smarter Than You

At 17th level, you become proficient in your choice of Intelligence, Wisdom, or Charisma saving throws. Furthermore, whenever one of your linked creatures must make an Intelligence, Wisdom, or Charisma saving throw, you can let them use your saving throw modifier instead of their own for the saving throw.

Cynosure

At 20th level, your Constitution score increases by 2, and the maximum your Constitution score can be is now 22.

Broodweaver Patterns

[Flavor text WIP.]

Dev Note: Additional archetypes will be added over the course of Early Access!

Pattern of the Parasite

[Flavor text WIP.]

FORCED CONNECTIONS

Beginning when you choose this pattern at 3rd level, if you hit a creature with a strand Power attack roll, or if a creature fails a saving throw against a strand Power you cast, you may attempt to forcibly connect the creature to your mental network. The creature must make an Intelligence saving throw against your Power save DC. If it fails, it is considered to be a linked creature as defined by your Tapestry of Minds feature. It counts toward your maximum as normal.

Once on a turn, if you have a forcibly connected creature in your mental network and it takes damage from a source other than itself, you may make a tactical Power recharge roll.

A forcibly connected creature can repeat the saving throw at the end of each of its turns. On a success, the connection ends. A creature can forgo making this saving throw and choose to become Severed until the start of their next turn. If they do so, the connection ends.

DRIP FEED

At 6th level, if you start your turn with a forcibly linked creature in your mental network, you regain 1d8 energy shield points. This becomes 2d8 energy shield points beginning at 14th level.

DRINK DEEP

At 11th level, you no longer have a maximum to the number of creatures which may be in your mental network. However, at the end of each of your turns, you take 1d6 recoil damage for each creature in your network above 1 + your choice of your Intelligence, Wisdom, or Charisma modifier.

Furthermore, if you have two or more forcibly connected creatures in your mental network when you make a tactical Power recharge roll, you have advantage on that tactical Power recharge roll.

CONTAGION

At 18th level, if a forcibly connected creature is reduced to 0 hit points, it explodes into chaotic strand Power. All targets within 5 feet of it must make a Dexterity saving throw against your Power save DC, taking 9d8 explosive strand damage on a failed save, or half as much on a success. You may attempt to forcibly connect creatures damaged in this way to your mental network.

Pattern of the Monarch

[Flavor text WIP.]

BY ROYAL DECREE

Beginning at 3rd level, when one of your linked creatures makes a melee, grenade, or support Power recharge roll, you may choose to cause the roll to succeed. You may only do this once on a turn, and you must choose to do this before the recharge roll is made.

You can use this feature a maximum number of times equal to 1 + your Power modifier. You recover all uses when you complete a long rest.

ENTOURAGE

At 6th level, you learn how to put the empty space in your linked creature's minds to use. When you create a threadling, you may choose to have the threadling perch on either yourself or any of your linked creatures. Threadlings perched on your linked creatures don't count toward your perched maximum, but you can't perch more threadlings on a single creature than is your maximum for perched threadlings. For instance, if your perched threadling maximum is 3, neither you nor any of your linked creatures may have more than 3 perched threadlings each.

On your turn, you may change which qualifying creatures your threadlings are perched on.

ROYAL GUARD

Also at 6th level, you learn a number of new ways to spend perched threadlings.

- If you take damage and you have 2 perched threadlings, you can dissipate both to grant yourself resistance against that damage type until the end of your turn. If you take multiple types of damage at once, you must dissipate 2 threadlings per type to use this option.
- Whenever you roll damage for a successful weapon attack roll, you may choose any number of your perched threadlings to strike the same target. Each threadling destroys itself to deal 1d4 strand damage to the target. You may choose threadlings from yourself or from any of your linked creatures.
- Once on your turn, you may direct a threadling to move the creature it's perched on 5 feet in a direction of your choice. The threadling dissipates after moving the creature.

SUPPORT OF THE MASSES

At 11th level, you have advantage on melee, grenade, and support Power recharge rolls you make when you're within 30 feet of one of your linked creatures.

YOUR MAJESTY

At 18th level, once per long rest, you may use your By Royal Decree feature to cause a super Power recharge roll to succeed.

Darkness Grenade Powers

Grenade powers are listed alphabetically by affinity. Your class will grant you a default selection of grenade Powers, and you will have the opportunity to learn your choice of additional grenade Powers as your proficiency bonus increases.

Stasis Grenade Powers

Stasis grenade Powers can be learned by revenants, behemoths, and shadebinders.

BLACK ICE

Casting Time and Type: 1 action, grenade Power

Range: 60 feet (mortar)

Recharge die and score: d8, 7+

Duration: Concentration, up to 1 minute

You fling a grenade of Darkness onto a hard surface within range. On impact, the grenade spreads out in a wave to cover a 15-foot square on the ground, centered on the impact point. The wave stops short if it meets a dropoff or wall.

Each grounded creature who walks within the area for the first time on a turn, or who ends its turn in the area and isn't Prone, must make a Dexterity saving throw, taking 3d6 stasis damage on a failed save, or half as much on a success. A creature is also knocked Prone on a failed save.

If a Prone or Combat Prone creature tries to move or stand up while touching the area of this grenade, it must first succeed on a Dexterity (Acrobatics) check. Failing this ability check causes the creature to fall Prone and take 1d6 stasis damage.

At Higher Levels. Casting this grenade at a Power level of 2nd or higher causes its base damage to increase by 1d6 for each Power level you are above 1st.

COLDSNAP

Casting Time and Type: 1 action, grenade Power

Range: self

Recharge die and score: d8, 8+

Duration: Instantaneous

You drop a malleable orb of stasis energy onto the ground beneath your feet, which then travels along the ground toward a target creature of your designation. The creature must be within 30 feet of you, you must be able to see it, and it must be grounded.

When your grenade reaches the target, the target must succeed on a Constitution saving throw or become Frozen for the next minute. A Frozen target Frozen may make a Strength saving throw at the end of each of its turns, ending the condition on itself early on a success. A target who succeeds on its Constitution saving throw, or for whom the effect ends, is immune to being Frozen in this way for 24 hours.

DIAMOND LANCE

Casting Time and Type: 1 action, grenade Power

Range: 20/60 feet

Recharge die and score: d8, 6+

Duration: Instantaneous

You create a short spear of stasis in a free hand and throw at a target within range. Make a ranged Power attack roll, and add your Power level to your attack modifier for this. If you hit, the target takes 2d10 explosive stasis damage. If you miss, the target must succeed on a Dexterity saving throw or take half as much damage.

At Higher Levels. The damage of this grenade increases by 1d10 for each Power level you are beyond 1st.

DUSKFIELD

Casting Time and Type: 1 action, grenade Power

Range: 30 feet

Recharge die and score: d8, 8+

Duration: Concentration, up to 1 minute

You throw a hand-sized crystal of stasis at a hard surface within range. Upon impact it shatters into a 10-foot radius sphere of levitating stasis splinters, centered on the impact site. The area is considered paracausal difficult terrain that heavily obscures line-of-sight for all creatures except yourself. Creatures other than yourself take 1d4 stasis damage for every 5 feet they move within the area, or if they end their turn within the area.

At Higher Levels. The damage of this grenade Power increases by 1d4 for each Power level you are above 1st.

GALESTORM

Casting Time and Type: 1 action, grenade Power

Range: 60 feet (mortar)

Recharge die and score: d8, 7+

Duration: Up to 1 minute

You throw a crystal of stasis onto a hard surface within range, where it remains in place for the duration. The crystal ejects a whirlwind of stasis Power into a 15-foot cone area extending perpendicularly out from the surface it is stuck to.

Immediately after sticking to its surface, any creatures in the cone must make a Strength saving throw, taking 3d6 stasis damage on a failed save, or half as much on a success. A creature who fails its saving throw is also pushed back up to 10 feet. Furthermore, for the duration, if a creature ends their turn within the cone, or if it enters the cone for the first time on a turn, it must make the same saving throw.

Power-Made Device. This grenade can be destroyed if it takes any amount of damage. For this purpose, the grenade has an AC equal to 10 + your Power level, fails all saving throws, and is immune to poison or psychic damage.

At Higher Levels. When you cast this grenade at a Power level of 2nd or higher, its damage increases by 1d6 for each Power level you are above 1st.

GLACIAL

Casting Time and Type: 1 action, grenade Power

Range: 15 feet

Recharge die and score: d8, 7+

Duration: Up to 1 minute

You form a small mass of stasis in a free hand and toss it at a ground within range. Upon impact, it breaks apart and quickly grows into four 5-foot cubes of solid stasis. Each cube must have at least one corner touching another cube, and the placement of the cubes must create a straight line originating from the impact point.

The cubes block line-of-sight and line-of-contact. Furthermore, each cube can be destroyed if it takes any amount of damage. For this purpose, each cube has an AC of 10 + your Power level, fails all saving throws, and is immune to poison or psychic damage. The grenade's duration ends early if all cubes are destroyed.

As a bonus action on your turn, you may willingly destroy one or more cubes of your choice. All creatures within 5 feet of a shattered cube take 1d6 explosive stasis damage.

At Higher Levels. The amount of damage shattering a cube causes increases by 1d6 for each Power level you are beyond 1st.

Strand Grenade Powers

Strand grenade Powers can be learned by threadrunners, berserkers, and broodweavers.

GRAPPLE

Casting Time and Type: 1 bonus action, grenade Power

Range: 10 feet

Recharge die and score: d8, 7+

Duration: Instantaneous

Using a free hand, you lash out with a cord of strand and use it to grab hold of a space within range, a space that becomes your anchor point. You must have line-of-contact between yourself and the anchor point, but you do not need line-of-sight. You may swing yourself around the anchor point or pull yourself toward it in the following way:

Move up to 10 feet in a direction of your choice, ending this movement closer to the anchor point than where you started. The cord of strand you're holding onto doesn't need to maintain line-of-contact with the anchor point throughout this movement, but you yourself must be able to physically pass through all spaces you move through with this Power. Where you end this movement is called your midpoint.

Immediately after reaching your midpoint, you may choose to either:

- Move an additional distance in a direction of your choice, so long as you end in a location farther away from where you cast this Power. The maximum additional distance you can move is equal to the distance you moved to reach the midpoint.
- Encase a melee weapon you are wielding with strand until the end of your turn. The first time you hit with this weapon while it is encased in this way, add 2d4 explosive strand damage to the damage you deal to a single target.

At Higher Levels. The follow through damage option increases by 2d4 for each Power level you are beyond 1st. The range of this Power, and the distance you can move with this Power, increases by 5 feet for each Power level you are beyond 1st.

RIPPER

Casting Time and Type: 1 action, grenade Power

Range: Touch

Recharge die and score: d8, 7+

Duration: Up to 1 minute

You place a hefty, pronged mine crafted from your Power onto a solid surface you can touch. It monitors an active area that consists of a 5-foot radius sphere, centered on itself, and remains in place up to its duration or until it detonates, whichever happens first.

If a creature other than yourself starts their turn within the active area, or if they enter the active area for the first time on a turn, the grenade detonates. All targets in the area must make a Constitution saving throw, taking 2d10 explosive strand damage on a failed save, or half as much on a success.

Creatures who fail the saving throw are also Weakened for the next minute. A Weakened creature can make a Constitution saving throw at the end of each of its turns, ending the effect on itself early on a success. Those who succeed on the initial saving throw, or for whom the effect ends, are immune to being Weakened in this way for 24 hours.

Power-Made Device. This grenade can be destroyed if it takes any amount of damage. For this purpose, the grenade has an AC equal to 10 + your Power level, fails all saving throws, and is immune to poison or psychic damage.

At Higher Levels. The damage of this Power increases by 1d10 for each Power level you are beyond 1st.

SHACKLE

Casting Time and Type: 1 action, grenade Power

Range: 20 feet

Recharge die and score: d8, 8+

Duration: Instantaneous

You throw a bola made of your strand at a hard surface within range. All creatures within 5 feet of the impact site must succeed on a Charisma saving throw or become Grappled by the grenade for the next minute. A creature Grappled in this way is also Restrained. A Grappled creature can attempt a Strength (Athletics) check (DC equal to your Power save DC) at the start of each of their turns, ending the condition on itself early on a success. A creature who succeeds on the Charisma saving throw, or for whom the effect ends, is immune to being Grappled in this way for 24 hours.

SLINKY

Casting Time and Type: 1 action, grenade Power

Range: 60 feet

Recharge die and score: d8, 7+

Duration: Instantaneous

You manifest a ball of strand in one free hand and throw it at a hard surface within range, causing a whip of strand to strike out from the impact site. Choose up to three unique creatures. The first creature chosen must be within 10 feet of the impact site, the second must be within 10 feet of the first, and the third must be within 10 feet of the second. Each creature must make an Intelligence saving throw, taking 1d6 + your Power modifier in strand damage on a failed save, or half as much on a success. A creature who fails its saving throw also cannot take any reactions until the end of their next turn.

At Higher Levels. When you cast this grenade at a Power level of 2nd or higher, its damage increases by 1d6 for each Power level you are above 1st.

SPIKETRAP

Casting Time and Type: 1 action, grenade Power

Range: 30 feet

Recharge die and score: d8, 8+

Duration: Concentration, up to 1 minute

You throw or place a coiled grenade of strand onto a ground within range. The grenade unrolls itself in a direction of your choosing until it covers a 5-foot-wide, 20-foot-long line along the ground. The line stops short if it meets a dropoff or wall.

For the duration, whenever a creature other than yourself walks on the area of the grenade for the first time on a turn, it must make a Charisma saving throw. On a failed save, the creature takes 1d6 + your Power modifier in strand damage and is Severed for the next minute. It takes half as much damage and is not Severed if it succeeds.

A Severed creature may repeat the saving throw at the end of each of its turns, ending the effect on itself early on a success. A creature who succeeds on the saving throw, or for whom the effect ends, is immune to being Severed in this way for 24 hours.

At Higher Levels. When you cast this grenade at a Power level of 2nd or higher, the damage it causes increases by 1d6 for each Power level you are above 1st.

TANGLE

Casting Time and Type: 1 action, grenade Power

Range: 20/60 feet

Recharge die and score: d8, 6+

Duration: Instantaneous

You create a ball of tangled strand Darkness, which you throw at a target within range. Make a ranged Power attack roll, and add your Power level to your attack modifier for this. If you hit, the target takes 2d10 explosive strand damage. If you miss, the target must succeed on a Dexterity saving throw or take half the damage.

At Higher Levels. The damage of this grenade increases by 1d10 for each Power level you are beyond 1st.

THREADLING

Casting Time and Type: 1 action, grenade Power

Range: self

Recharge die and score: d8, 7+

Duration: Instantaneous

You consume your grenade Power charge to create a number of threadlings equal to 1 + your Power modifier (minimum 1 threadling).

Threadling. A threadling is a Tiny intangible construct of the strand Power. After being created, a threadling will **perch** on you, occupying your space. The maximum amount of perched threadlings you can have is equal to 1 + your Power modifier (minimum 1 threadling). If a threadling can't perch, it dissipates harmlessly. Perched threadlings also harmlessly dissipate after 1 minute or if you are Incapacitated, whichever happens first.

Once on your turn, after dealing damage to a target with a successful attack roll, you may choose any number of your perched threadlings to strike the same target. Each threadling destroys itself to deal 1d4+1 strand damage to the target.