



AMAZING ADVENTURES

PREVIEW

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FIFTH EDITION ROLE PLAYING: AMAZING ADVENTURES PREVIEW

Welcome to our free preview of the forthcoming **Amazing Adventures** for the Fifth Edition rules set! To celebrate A-MAY-Zing Adventures month, we're thrilled to provide this preview into what's to come. We are also proud to be on track to be the first major game company to release a *fully realized, modern multi-genre role playing game* based on the popular and innovative new Fifth Edition rules set that powers the World's most Famous RPG.

This free preview includes four of the twelve new character classes that will appear in the final product, to give you a taste of how the final game will look. The structure of these classes will look very familiar to those who enjoy the 5e rules, and in fact, they should be ready to simply drop into your game and go, with just a bit of equipment tweaking! You'll notice that AC works a bit differently here, giving each class an AC progression instead of depending on armor. We'll leave it to you what to do with that, should you decide to play with these classes.

One final note: these classes are complete, but not thoroughly playtested as yet (that process is ongoing), so they may not look exactly the same in their final form when the game eventually hits stands. This is a rough preview of what's to come, nothing more. We hope you enjoy it!

--Jason Vey, May 2018

THE GUMSHOE

It was a black night, and thick with fog and rain. The kind of night that feels like someone's thrown a wool blanket over your head and choked off your air passages with a rubber hose. All I wanted was to sit in my office and down a quart of bathtub gin.

Unfortunately, that's when she walked in, with eyes like midnight and gams that could crack a walnut. I knew nothing good could come of this meeting.

Of course, I asked her how I could help.

The hardboiled detective, be it private investigation or homicide, who with his trusty snub nose revolver always finds himself in way over his head, The gumshoe is a specialist in tracking down and capturing fugitives from the law. Hardboiled P.I.s, homicide detectives, and FBI agents all fall into this category. The gumshoe is as attuned to the alleys and shadows of the streets and able to move amongst the seedier elements with relative ease. Most gumshoes tend to be lawful in alignment, seeking to bring fugitives and anarchists to justice. There are a few, however, who are neutral or even chaotic, serving whoever pays the most and just as easily being bought off by those they seek to bring in as those who hire them to hunt criminals. For this reason, and the fact that they often succeed where the local law enforcement does not, these freebooters are often looked upon with disdain and sometimes outright contempt by legitimate legal authorities.

Even still, the services of gumshoes are in great demand, for the lawless aren't few, and are rarely bound by the restrictions that hamper legitimate authority. Thus, someone who is able to work for the law, but outside it, is often the only solution. In the end, if you want someone found, nobody has the skills to help like a gumshoe. Just make sure you're okay with the prey being delivered dead or alive.

CLASS FEATURES

HIT DICE: 1d10 per level.

HIT POINTS AT 1ST LEVEL: 10 plus your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d10 plus your Constitution modifier per level after 1st.

PROFICIENCIES

WEAPONS: Simple weapons, handguns, sub-machine guns, rifles and shotguns

TOOLS: Choose one from thieves' tools, surveillance tools, CSI/ Investigator's tools, hacker's kit

SKILLS: Perception, Insight, Investigation, plus choose one from Athletics, Repair, Science, Stealth, or Sleight of Hand

SAVING THROWS: Dexterity, Wisdom

ARMOR CLASS

You react with lightning speed to threats. You add your Dexterity bonus to your armor class.

EQUIPMENT

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

- (a) a handgun or (b) a melee weapon
- (a) an investigator's toolkit (b) a reporter's toolkit
- (a) an investigator's pack or (b) a reporter's pack
- (a) a business suit and a trench coat

TABLE 1.1: THE INVESTIGATOR

LEVEL	PROFICIENCY BONUS	AC	FEATURES
1	+2	10	Investigation
2	+2	10	Face in the Crowd, Adversary
3	+2	10	Gumshoe Archetype, Precision Shot (Double proficiency)
4	+2	10	Ability Score increase
5	+3	11	Deduction Dice (d8)
6	+3	11	Archetype Feature
7	+3	11	Precision Shot (Extend range)
8	+3	11	Ability Score increase



9	+4	12	Precision Shot (Ignore Cover)
10	+4	12	Hard Boiled
11	+4	12	Archetype Feature
12	+4	12	Ability Score increase, Precision Shot (+1 RoF)
13	+5	13	Quick Mind
14	+5	13	Archetype Feature
15	+5	13	Precision Shot (+2 RoF)
16	+5	13	Ability Score Increase
17	+6	14	Lie Detector
18	+6	14	Precision Shot (+3 RoF)
19	+6	14	Hard Boiled (short rest)
20	+6	14	Ability score increase, Superior Deduction

ABILITIES

INVESTIGATION EXPERTISE: Gumshoes are ace investigators who can scour a crime scene for clues, spot things that others miss, gather evidence, track down the location of missing persons or wanted individuals within a given community, or trail a mark through a city. You are proficient in Perception, Insight and Investigation. Further, you add double your proficiency bonus to all checks using these skills.

A successful check allows the gumshoe to find information when searching, come up with ideas when stumped, put together the pieces of a complex puzzle, or any other aspect of their mystery- and crime-solving duties.

This ability can also be used as a sort of urban tracking ability. When used to track a mark, the ability allows the gumshoe to pick up a trail and follow it for one hour through a combination of physical evidence and asking the right questions of the right people. The check uses either Wisdom (perception) or Intelligence (investigation) as appropriate, and the gumshoe's proficiency bonus; the DC of this check generally depends upon the size of the community in which the gumshoe is searching, and its disposition towards the missing or wanted individual.

The size of the community in which the Gumshoe seeks the prey also determines the number of checks required to track down his quarry.

- A small, one stoplight town requires 1-2 checks.
- An average-sized town requires 1d4+1 checks before the gumshoe reaches the end of his search.
- A city increases the number of checks required to 2d4
- A metropolis requires 2d6 checks.

Even then, "coming to the end of his search," does not necessarily mean that the gumshoe has captured his prey. It could possibly mean that the prey has fled to another community, though following a lead to its logical conclusion will always yield the

most likely community to which the prey has fled, thus initiating a new round of checks when the gumshoe reaches the new area. The table below provides some suggested DCs and modifiers, but is not a comprehensive list of all possible adjustments. The right contacts, payoffs, and questions, for example, could significantly lower the DC to track a criminal who has fled the country. It all depends on the individual gumshoe.

TABLE 1.2: TRACKING MODIFIERS

CONDITION	DC
One stoplight town	10
Average town	13
Small city	15
Metropolis	20
Interstate	25-30
International	35+
Per three members in group sought	-1
Per 24 hours prey has been missing	+1
Prey laying low	+4
Community friendly towards prey or prey's class or affiliation	+3
Community afraid of prey or prey's class or affiliation	+2
Community lawful or good, prey chaotic or evil	-2
Community hostile towards prey or prey's class or affiliation	-3

By choosing to double the amount of time it takes to gather information, the gumshoe can make a check to track down a mark at advantage. At sixth level, the gumshoe becomes adept enough at his tracking abilities that each check requires only a half hour, and at twelfth level, each check requires only fifteen minutes. Note that these checks should always lead to role playing opportunities, clues found, or NPC's with whom the character can speak to acquire information; never should an adventure boil down to a die roll and information handed out; it defeats the entire purpose!

ADVERSARY: At second level, the gumshoe has significant experience studying, tracking, hunting and even talking to a certain type of enemy. Choose a specific organization whose members or affiliates you've run across once too often. The organization should be specific, but need not be world-spanning or infamous. For example, a gumshoe could have "The Reds, a local gang in the East End of Philadelphia," just as easily as he could, "The American branches of the Yakuza." Game Masters should monitor this choice to ensure that the Adversary is appropriate to both the character and the campaign.

You have advantage on all Investigation checks related to this adversary, as well as on any Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice spoken by this favored enemy, if they have a language other than your own. This includes street speak and codes used by the organization. You choose



one additional adversary as well as an associated language, at 8th and 14th level.

FACE IN THE CROWD: Beginning at second level, through quick changes of clothing and posture, the gumshoe can disguise or impersonate to blend into a crowd. This disguise is not complete; it is used to throw off a tail, stalk prey without being noticed, or other similar effects. Impersonating specific individuals is not normally possible with this ability, though affecting a change in gender, race, or even social class is possible. This effort requires 1d4 rounds to complete and can include an apparent change of height or weight no more than one-tenth the original (generally through standing straighter or on tip-toes, or slouching). Success requires a Charisma check with a CL equal to 10 plus the following modifiers as appropriate. If the character has skills appropriate to the change, proficiency may be applied as normal.

TABLE 1.3: DISGUISE MODIFIERS

CONDITION	DC MODIFIER
Sex difference	+2
Race difference	+2
Age difference	+2 per 10 years
Social class difference (higher)	+2 to +10 (GM's discretion)
Social class difference (lower)	-2 (it's easier to be a pauper than a prince)

The success of the check is based on an observer's passive Perception score. Those actively looking for a disguise, or with reason to suspect something is amiss, may attempt an active Wisdom (Perception) check instead. As such, this ability is generally used to remain discreet and inconspicuous, rather than for any sort of actual impersonation.

ARCHETYPE: At 3rd level, you choose an archetype that you strive to emulate: Law Enforcement or Ace Reporter, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

PRECISION SHOT: A PI's best friend is his snub nose, and one never knows when a shot that takes out a chandelier can save the day. At third level, gumshoes add double their proficiency bonus when attacking with handguns. At seventh level, the gumshoe extends close range for handguns by half again. At ninth level, when using a handgun, the gumshoe ignores any cover bonuses the target gains to AC. At twelfth level and every three levels thereafter, the gumshoe increases the rate of fire for handguns by one. Standard recoil penalties still apply.

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

DEDUCTION DICE: The Gumshoe gains a pool of deduction dice at 5th level. Your pool of dice is equal to your proficiency bonus. A gumshoe can spend a deduction die and add its total to

any Ability Check, Attack Roll, or Saving Throw. Any spent deduction dice are regained after a long rest.

HARD BOILED: At level 9, you can reroll a saving throw that you fail. If you do so, you must use the new roll. You can use this feature a number of times equal to your Constitution bonus (minimum of 1 use). All expended uses are regained after you complete a long rest. At 19th level, you regain all expended uses after a short rest.

QUICK MIND: At level 13, the gumshoe regains all deduction dice after a short or a long rest.

LIE DETECTOR: At level 17, the gumshoe gains advantage on all Insight checks to determine falsehoods, see through illusions or discover untruths.

SUPERIOR DEDUCTION: At level 20, if you have spent all of your deduction dice, when you roll initiative you gain one deduction die.

GUMSHOE ARCHETYPE: At third level, the gumshoe chooses a path of training in which they focus their skills. This training usually dovetails with their background, and describes the kind of research and sleuthing in which they engage. This archetype grants special abilities at 3rd, 7th, 11th and 15th levels. The fields of academic training that the gumshoe can pursue are: Ace Reporter or Detective.

ACE REPORTER

Emulating the ace reporter means you're a storyteller who believes the people deserve to know the truth. You're not as concerned with bringing in the bad guys as you are with the power of the pen...or the Internet. You might be a conspiracy blogger intent on uncovering the truth about Area 51, or you might be a dogged newsperson out to get the story at any cost... and, if you're lucky, a Pulitzer Prize for your efforts. Whatever the reason, while you can handle yourself handily if the situation calls for it, you're more concerned with revealing the truth than you are with shooting the bad guys, and you've developed a slick skills set to get the information you need, while staying out of the way of the bullets of criminals.

WAR CORRESPONDENT: You're the type to run towards danger, not away from it. When you select this archetype at 3rd level, whenever you're subjected to an effect or circumstance that forces you to make a Wisdom save against fear, you make the save with advantage.

JACK OF ALL TRADES: Also when you choose this archetype at 3rd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

EVASION: At 7th level, you can nimbly dodge out of the way of certain area effects such as explosives and the like. Whenever you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, but half damage if you fail.



KNOW-IT-ALL: At 11th level, you've seen just about everything and have an uncanny knack for recalling information. You make all Intelligence checks (but not saving throws) at advantage.

HIS GIRL FRIDAY: At 15th level, you can use your wits and sharp tongue to confuse, disorient and outrage your opponents to their distraction. This ability functions exactly as per the *Vicious Mockery* cantrip, but it isn't magical, you can use it as a bonus action on your turn, and the target must be able to hear and understand your jibes and insults.

DETECTIVE

Whether you're a hardboiled private eye, a government G-man fighting the mob, or a bounty hunter out to track down fugitives, your expertise is finding the bad guys and bringing them down by any means necessary...within the law, of course. Well, most of the time, anyway.

SHERLOCK: When you choose this archetype at 3rd level, you make all Intelligence (investigation) checks at advantage.

KNUCKLE DUSTER: You're also a natural scrapper and a deadly shot. At 3rd level, whenever you strike a creature with a weapon attack, and that creature is already below its hit point maximum, you deal an extra 1d6 damage. You can deal this damage only once per turn.

PROTECTION: At 7th level, when a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll.

ACTION SURGE: At 11th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you use it again.

DIZZING CONCLUSIONS: At 17th level, you can break down the story of a mystery in such detail that anyone who hears you is stunned into silence while you work out what's going on. In game terms, this functions exactly as the *Entrhall* spell, but is not magical. In addition, you gain one important insight regarding the circumstance at hand; the exact nature of this insight is at the discretion of the GM. You may use this ability a number of times equal to your Wisdom bonus (minimum of one), after which you must complete a long rest before using it again. After completing a long rest, you regain all expended uses of this ability.

THE MENTALIST

Natalya hated it when her roguish stealth abilities failed her. The last sentry spun on her when she accidentally stumbled over a loose rock, and spat, "Identifizieren Sie sich!"

She focused her mental energies on the area, feeling every inch of her body become one with the castle and sensing her opponent, the tension in his limbs, the quick beat of his heart, the beads of sweat on his forehead. Somehow, she knew exactly what his next move would be.

She slid her rapier from its scabbard and used it to parry the barrel of his sten gun aside, then neatly stepped inside his personal space before he could bring it to bear, sinking her dagger smoothly into his chest. She lifted her mask and kissed him as his last breath escaped, then whispered. "They call me the Fox, moya lyubov. Sleep well."

As his lifeless form slid to the ground, Natalya shrugged. "They always die of a broken heart," she muttered, then moved to signal her companions. It was good to have other abilities to fall back on when one's training failed, was it not?

Not all mystical power arises from alien forces or from the arcane energies that permeate the lands. Some men and women have the ability to call upon special inner reserves of Strength and ability, reserves that manifest as a power commonly known as mentalism, or psionics.

With a colorful assortment of psychic abilities at her disposal, the mentalist leads the way in matters of the occult, but this power comes with an exacting toll. Mainstream society tends to distance itself from her out of fear and mistrust for a type of power they neither have nor can understand. Arcanists, too, shy away from the mentalist, perhaps bitter towards the mentalist's ability to naturally call forth powers that arcanists must work long and hard to achieve.

Many mentalists revel in the dark perception society holds of them, using it to reinforce their own mystique, while others seek to break down these barriers and gain acceptance amongst mainstream society. It is difficult, however; few are likely to trust someone who can read your feelings or thoughts, or even control the same.

Because of the fear and mistrust associated with their abilities, and because of the more focused nature of their power, psychic adventurers must learn certain combat skills to survive in the shadows and seedy underbelly of the world.

CLASS FEATURES

As a Mentalist, you have the following class features.

HIT POINTS

HIT DICE: d8 per mentalist level

HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier

PROFICIENCIES

WEAPONS: Simple weapons, rapiers, scimitars, shortswords, handguns, rifles and shotguns.

TOOLS: None.

SAVING THROWS: Wisdom, Charisma

SKILLS: Choose two from Athletics, Insight, Medicine, Persuasion, Perception and Stealth



EQUIPMENT

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

(a) handgun, or (b) any simple weapon

(a) laptop, or (b) smartphone

(a) tarot deck, or (b) runes

ARMOR CLASS

You have an intuitive “sixth sense” about your opponents, and always seem to know where their next attack is going to land. You add your Wisdom bonus to Armor Class

TABLE 2: THE MENTALIST

LEVEL	PROFICIENCY BONUS	AC	FEATURES
1st	+2	10	Psychic Powers, Psionic Insight (d6)
2nd	+2	10	Psychic Nature, Psychic Senses
3rd	+2	10	Basic Psionic Power
4th	+2	11	Ability Score Improvement
5th	+3	11	Mental Resistance; Basic Psionic Power, Psionic Insight (d8)
6th	+3	11	Psychic Nature Feature
7th	+3	12	Basic Psionic Power
8th	+3	12	Ability Score Improvement
9th	+4	12	Basic or Advanced Psionic Power
10th	+4	13	Psychic Nature Feature, Psionic Insight (d10)
11th	+4	13	Basic or Advanced Psionic Power
12th	+4	13	Ability Score Improvement
13th	+5	14	Basic or Advanced Psionic Power
14th	+5	14	Psychic Nature Feature
15th	+5	14	Basic or Advanced Psionic Power, Psionic Insight (d12)
16th	+5	15	Ability Score Improvement
17th	+6	15	Basic or Advanced Psionic Power
18th	+6	15	Mystical Psionics
19th	+6	16	Ability Score Improvement; Basic or Advanced Psionic Power
20th	+6	16	Superior Insight

PSIONIC POWERS: At levels one, three, five, and seven, the character may choose one new psychic power from the “basic” list. Beginning at level nine and every odd level thereafter, the

character may choose new powers from either the “basic,” or “advanced” powers lists. Advanced powers have prerequisites that must be met before they can be chosen. In addition, at first level, the Mentalist gains additional basic powers equal to her Wisdom bonus. Thus, if a Mentalist has Wisdom of 18, she gains five basic powers at first level (one, plus four for your Wisdom bonus of +4). If your Wisdom bonus increases at any time, you gain an additional basic psionic power; likewise, if your Wisdom bonus decreases, you lose one basic power, though you can never have less than 1 basic psionic power.

Using Psionic Powers. You may use your psionic powers as often as you like, but unless otherwise stated in the power’s description, using a psionic power is a standard action. You gain a special, “Psionics” skill. You are proficient in this skill. To use a psychic power, you must succeed at a DC 15 Psionic using the ability score associated with the psionic power in question. This check is DC 15 for basic powers, or DC 20 for Advanced powers.

Psionic Burn. Whenever you a psionics check to use a power, you lose access to that psychic power until you complete a long rest. In addition, if you roll a natural 1 on any psionic check, you also suffer 1d4 points of psychic damage from “psychic burn” if the power is a basic power, or 1d6 points of psychic damage if the power is an Advanced power.

Psionic Ability. Though each of your powers may use a different mental ability check, Wisdom is your ability for your psychic powers, since they come from your force of will. You always use your Wisdom modifier when setting the saving throw DC of a psionic power you use, and when making an attack roll with one:

$Psionic\ Save\ DC = 8 + \text{your Wisdom bonus} + \text{your proficiency bonus.}$

$Psionic\ Attack\ Modifier = \text{Your proficiency bonus} + \text{your Wisdom modifier.}$

PSIONIC INSIGHT: Your psionic nature gives you an intuitive insight into the world around you. You can use this insight to benefit yourself or others. To do so, use a bonus action on your turn and choose yourself or another creature that you can see within 60 feet of you. That creature gains one Psionic Insight die, a d6.

Once within the next 10 minutes, that creature can roll the die and add the number rolled to one ability check, attack roll or saving throw it makes. The creature may wait until after it rolls the d20 before using the psionic insight die, but must decide before the GM says whether the roll succeeds or failed. Once the psionic insight die is rolled, it is lost. A creature can have only one psionic insight die at a time.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest. Your psionic insight die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.



PSIONIC NATURE: At second level, all mentalists discover their psionic nature – that is, the major bent of their psychic powers. Upon reaching second level, choose from Psychokinetic, Psy-Ghost or Sensitive. This choice provides additional abilities at second level, and again at 6th, 10th, and 14th level.

PSYCHIC SENSES: At level 2, your psychic senses are highly attuned to the world around you, providing a “sixth sense” about people, places and things. They represent the psychic’s ability to perceive the world around him in ways different than others. You may, as a bonus action, use *Detect Evil and Good*, *Detect Magic*, *Detect Psionics*, or *Detect Poison and Disease* as a spell-like ability. Alternately, you gain advantage on any Wisdom (Perception) check.

After using this ability, you must complete a long rest before using it again. At level nine, you may use this ability a number of times equal to your Wisdom bonus. You regain expended uses at the end of a long rest.

In addition, whenever you encounter another psychically active, magically active, or otherwise supernatural person or creature, you may recognize its nature as such, using your passive Wisdom (psionics) score. If the creature is not attempting to hide its nature, the DC is 15. If the creature is attempting to hide its nature, the DC is equal to its psionic, spell, or power save DC.

You may also use a bonus action to attempt to actively sense any person or creature’s nature in this manner. A successful Wisdom (psionics) check yields one of three results: psychic, mystic, or supernatural creature:

- **Psychic** creatures are other mentalists or creatures with powers which deal psychic damage, or whose powers are expressly designated as psychic or psionic.
- **Mystic** creatures are those that use magical abilities (cast spells or have spell-like abilities). Arcanists, Hallowed and Occultists would register as mystic in nature.
- **Supernatural** creatures are any creatures that are not entirely natural—that is, creatures which are not of the humanoid, giant, beast, or plant type. However, at the GM’s option, certain creatures of the giant and plant type may register as supernatural—after all, plants that walk around and most humanoids over 12 feet tall are certainly not part of the normal, natural world!

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

MENTAL RESISTANCE: At level five, Mentalists gain an extraordinary mental and emotional resilience. You gain proficiency with Intelligence saving throws. At level ten, choose one mental save. You gain expertise with saving throws of that type, adding double your proficiency bonus.

MYSTICAL PSIONICS: At level 18, you may choose any one spell, which you may use as a psychic power. This ability counts as an Advanced psionic power, but does not require a psionics check to activate. If the spell is level 8 or 9, you may use this ability once, after which you must complete a long rest before you may use it again. If the spell is level 4-7, you may use it a number of times equal to half your Wisdom modifier, regaining expended uses after completing a long rest. If the spell is levels 1-3, you may use it a number of times equal to your Wisdom modifier, regaining expended uses after completing a long rest. If you choose a cantrip, you may use the ability at will, as a bonus action.

SUPERIOR INSIGHT: At level 20, when you roll initiative and have no uses of psionic insight left, you regain one use.

PSIONIC NATURES

Your character’s psionic nature reflects the natural bent of their psychic abilities. Some focus on affecting the physical world with their mind. Others focus on their own bodies and their abilities to move unseen in the normal world. Still others have a strange, expanded sixth sense and extrasensory perception, which gives them an extraordinary insight into the souls of other people, as well as the ability to affect the minds and hearts of those people.

Though most mentalists choose powers that are in line with their psionic nature, it is not a requirement. There are, for example, psychokinetics who possess the abilities of obfuscation and clairvoyance. There are, likewise, psy-ghosts who possess combat awareness, and sensitives who have the ability of telekinesis.

You choose your psychic nature at level 2, and it grants you special abilities related to your psychic nature at levels 2, 6, 10 and 14.

PSYCHOKINETIC

Psychokinetics are those psionics with a talent for affecting the physical world with their minds. They can move objects, create energy from thin air, harm and heal with the power of the mind, and even augment their own physical abilities. From creating fire to taking control of machines and demonstrating great feats of physical prowess, they can be among the most overtly deadly of psychics.

IMPROVED PSYCHOKINESIS: Beginning at level 2 when you select this ability, you may expend one use of Psychic Insight to roll your Insight die, adding the result to the damage you inflict with a psychokinetic power. This additional damage is of the same type as the power would normally inflict (bludgeoning for hurling an object at a foe, fire for using pyrokinesis, etc.)

TELEKINETIC STRIKE: Also at level 2, whenever you deal damage with a melee attack, you may expend one use of Psychic Insight to roll your insight die and add the result to the damage you inflict, as you boost your attack with telekinetic force. This damage is of the same type your weapon normally inflicts.



PSYCHIC ATTACK: When you reach sixth level, you have honed your psychic powers to the point where you can inflict minor damaging effects at will. Choose any damage-dealing cantrip. You may use this ability at will as a psychic power, substituting your psychic attack roll and psionic save DC for the magical attack and spell save DC where appropriate. This power does not require a psionics check to activate (though any required attack roll or saving throw remains in place).

DISCERNING POWER: At level 10, Whenever you use a psychokinetic power to create an area of effect (such as an explosion), you may expend one use of psionic insight to create safe areas that are not affected. Choose any number of creatures within the area of effect up to your Wisdom modifier; these creatures take no damage from the power and are not affected by it in any way.

OVERWHELMING POWER: At level 14, whenever you use a psychic power that deals direct damage and allows a saving throw, you may expend a use of psychic insight to impose disadvantage on one creature making a save against that effect.

PSY-GHOST

The Psy-Ghost is the master or mistress of affecting the minds of others. Their major talent lies in passing unseen through crowds, in infiltration and control. These are the psychics who are able to convince you they're not there, who can convince you to take actions against your own interest, who can charm you or even generate stark, irrational terror. Subtle and devious, they can be the most quietly dangerous among psychics.

PSYCHIC STEALTH: At level 2 when you choose this power, you gain expertise with the Stealth skill, adding double your proficiency bonus whenever you make an ability check using this skill.

MESMERIZING GAZE: Also starting at second level, your gaze and words have the ability to enchant and mesmerize others. As an action, you may expend one use of psychic insight to force another creature to make a Charisma saving throw against your psychic save DC. If the creature fails, it is charmed by you. Roll your psychic insight die; the result indicates the number of rounds the effect lasts, ending at the end of your turn on the indicated round. The creature is entitled to a new saving throw at the end of each of its turns, ending the effect on itself with a success. A creature charmed in this way is incapacitated and clearly dazed, and when the effect ends, they do not remember you being there.

DISTRACTING STEALTH: Beginning at sixth level, whenever a creature you can see targets you or an ally with an attack, you may use your natural psychic abilities to convince them that their target is somewhere else. Expend one use of Psychic Insight and roll your Psychic Insight Die; that opponent takes a penalty on their next attack roll equal to the result on the die as they target a space five feet from the actual intended target.

NATURAL STEALTH: Beginning at tenth level, unless you choose to be seen, you are always moving with stealth, affected by a psychic field that distracts others and making it hard to discern your existence. You are constantly under the use of a passive

Dexterity (stealth) check, using your psychic stealth expertise, unless you choose to turn it off, which you can do on an individual basis, allowing either all to see you, or a number of individual creatures up to your Wisdom modifier.

OVERWHELMING PERSONALITY: At 14th level, whenever you use a mind-affecting or stealth-related psychic power, or you attempt a Dexterity (stealth) roll, you may expend one use of Psychic Insight to impose disadvantage on all saving throws against the power, or Wisdom (perception) checks to detect you. This effect lasts for a number of rounds indicated by rolling your Psychic Insight die, but only affects the specific power or Dexterity (stealth) roll indicated when you activated this ability.

SENSITIVE

The Sensitive is a specialist in information gathering. They can see into a room across the world, gathering secrets of foreign nations. They can hear the thoughts of another person, picking out lies and half-truths. They can communicate with someone miles away, without the need for a telephone. They're the ones that see into the hearts of men, knowing what evils lurk there, and exploiting them to ends that are sometimes heroic, sometimes nefarious. No secret is safe when a psychic sensitive is present.

COMBAT INTUITION: When you choose this Psionic Nature at second level, you always have an intuitive sense about when a dangerous situation is about to erupt into combat. Whenever you make an initiative check, you add your proficiency bonus to the check. Starting at level 10, you add double your proficiency bonus to the check.

IMPROVED INSIGHT: Also at second level, after completing a long rest, roll one psychic insight die. You do not have to expend a use of psychic insight to roll this die. You may add the result of this roll to any ability check, attack roll, or saving throw you make until the end of your next long rest. You may choose to wait until after you roll the d20 to add this bonus to the roll, but it must be before the GM reveals the result of the roll.

PSIONIC GUIDANCE: At sixth level, choose either the *Guidance* or *True Strike* cantrip. You may use this cantrip as a psionic power. It counts as a Basic Psionic power for you, but does not count against your normal number of powers known, and does not require a psionic power check to use.

PSIONIC SIGHT: Beginning at 10th level, you may improve your senses beyond those of a normal person. You gain darkvision. In addition, you may expend one use of Psionic Insight to use *See Invisibility*, as per the spell. You do not need to make a Psionic Power check to use this ability, which in all other ways functions exactly as the second-level spell.

GREATER INSIGHT: Starting at 14th level, you get an even greater insight into the events that will befall you during the course of the day. After completing a long rest, you roll two psychic insight dice instead of one, for your Improved Insight ability, and you may apply both results to attack rolls, ability checks or saving throws before your next long rest. However, you may



only apply one result to any given check. You do not have to expend a use of Psionic Insight to roll these dice.

THE PUGILIST

“Savage” Steve McPartland set his back to the wall, his faithful Rottweiler Bluto at his side. The dog’s back arched, his sharp teeth bared, and snarled at the group of Triad assassins in a semicircle around the two.

“Okay, Gents,” Steve said. I’m not really sure what I did to get you all angry with me, but I’m sure we can work this out like men?”

The first Triad came in fast, with a dagger strike aimed right at Steve’s head. Steve caught his wrist in one hand, forcing the dagger high, then grabbed for the assassin’s armpit with the other, easily lifting the lithe Asian man and slamming him head-first into the wall. He let go and the man sprawled senseless to the splintered wood of the docks.

He turned to the rest of the assassins and grinned. “That’s what I’m talking about. Who’s next?”

The pugilist is the master of hand to hand combat, a professional boxer, traveling martial artist, or lowly pit fighter whose fists of iron are matched only by the damage he can soak up and still keep on going. These characters tend to be simple, viewing the world in terms of “Good” and “Bad,” but are often loyal and good to have in your corner, especially when the fists start flying.

Pugilists are rough-and-tumble men and women who love to mix it up and get down and dirty. Generally, at least in the western world, a pugilist has little time or patience for talk or negotiation; they’d rather just beat something to a pulp. There are those, however, who have the Wisdom to see their physical exploits as a path to inner peace; honing the mind, to them, is as important as honing the body, and using their body as the lethal weapon it is, for these wandering philosopher-monks, becomes a last resort.

Regardless of their philosophical outlook, pugilists eventually become so adept at fisticuffs and hand-to-hand fighting that they can take on just about anyone. A pugilist can be a professional boxer or wrestler, a trained martial artist, or just a street kid who had to come up using his fists to make a name for himself. Many pugilists work as bouncers in local bars, as wrestlers or fighters for the entertainment of the locals, or even as enforcers for the local crime syndicate.

ABILITIES

As a pugilist, you gain the following class features.

HIT POINTS

HIT DICE: 1d8 per monk level

HIT POINTS AT 1ST LEVEL: 8 + your Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d8 (or 5) + your Constitution modifier per monk level after 1st

PROFICIENCIES

WEAPONS: Simple weapons, short swords, shotguns

TOOLS: Choose one type of artisan’s tools or one musical instrument

SAVING THROWS: Strength, Constitution

SKILLS: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

EQUIPMENT

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

- (a) a small club or (b) brass knuckles
- (a) a dungeoneer’s pack or (b) an explorer’s pack
- (a) sling or (b) 10 throwing knives

ARMOR CLASS

You have an uncanny ability to simply shrug off damage. You add your Constitution bonus to your armor class.

TABLE 3.1: THE PUGILIST

LEVEL	PROFICIENCY BONUS	AC	FEATURES
1st	+2	12	Unarmored Defense, Martial Arts
2nd	+2	12	Potency, Unarmored Movement
3rd	+2	12	Monastic Tradition, Deflect Missiles
4th	+2	13	Ability Score Improvement, Slow Fall
5th	+3	13	Extra Attack, Stunning Strike
6th	+3	13	Empowered Strikes, Monastic Tradition feature
7th	+3	14	Evasion, Nerves of Steel
8th	+3	14	Ability Score Improvement
9th	+4	14	Unarmored Movement improvement
10th	+4	15	Purity of Body
11th	+4	15	Monastic Tradition feature
12th	+4	15	Ability Score Improvement
13th	+5	16	Wisdom in Simplicity
14th	+5	16	Tempered Body and Mind
15th	+5	16	Timeless Body
16th	+5	17	Ability Score Improvement
17th	+6	17	Monastic Tradition feature
18th	+6	17	Uncanny Stealth
19th	+6	18	Ability Score Improvement
20th	+6	18	Perfect Self



TABLE 3.2: PUGILIST SPECIAL ABILITIES

LEVEL	UNARMED COMBAT	POTENCY POINTS	FAST MOVEMENT
1st	1d6	—	—
2nd	1d6	2	+ 10 ft.
3rd	1d6	3	+ 10 ft.
4th	1d6	4	+ 10 ft.
5th	1d8	5	+ 10 ft.
6th	1d8	6	+ 15 ft.
7th	1d8	7	+ 15 ft.
8th	1d8	8	+ 15 ft.
9th	1d8	9	+ 15 ft.
10th	1d8	10	+ 20 ft.
11th	1d10	11	+ 20 ft.
12th	1d10	12	+ 20 ft.
13th	1d10	13	+ 20 ft.
14th	1d10	14	+ 25 ft.
15th	1d10	15	+ 25 ft.
16th	1d10	16	+ 25 ft.
17th	2d6	17	+ 25 ft.
18th	2d6	18	+ 30 ft.
19th	2d6	19	+ 30 ft.
20th	2d6	20	+ 30 ft.

CLASS ABILITIES

UNARMORED DEFENSE: Beginning at 1st level, your base armor class begins at 12, where other classes begin at 10. This AC increases by +1 per three character levels, as shown in **TABLE: Pugilist**.

UNARMED COMBAT: At 1st level, your expertise in unarmed combat gives you mastery of combat styles that use unarmed strikes and martial arts, or street-fighting weapons, which are short-swords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only martial arts or street weapons and you aren't otherwise armored:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and martial arts or street weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or martial arts weapon. This die changes as you gain pugilist levels, as shown in the Martial Arts column of the pugilist table.
- When you use the Attack action with an unarmed strike or a pugilist weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make

an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

- Certain monasteries use specialized forms of the martial arts or street weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a pugilist weapon, you can use the game statistics provided for the weapon.

POTENCY: Starting at 2nd level, your training allows you to harness the mystic energy of potency. Your access to this energy is represented by a number of potency points. Your pugilist level determines the number of points you have, as shown in the Potency Points column of the Pugilist table.

You can spend your potency points to fuel various potency features. You start knowing three such features: Flurry of Blows, Patient Defense, and Move Like Lightning. You will gain other uses of potency as you advance in levels.

When you spend a potency point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended potency back into yourself. You must spend at least 30 minutes of the rest meditating to regain your potency points.

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

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

Flurry of Blows. Immediately after you take the Attack action on your turn, you can spend 1 potency point to make two unarmed strikes as a bonus action.

Patient Defense. You can spend 1 potency point to take the Dodge action as a bonus action on your turn.

Move Like Lightning. You can spend 1 potency point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

FAST MOVEMENT: Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield (including improvised shields). This bonus increases when you reach certain pugilist levels, as shown in the Pugilist table.

At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

FIGHTING STYLE: When you reach 3rd level, you commit yourself to a fighting style, such as martial arts, brawling, wrestling or mysticism. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

DEFLECT MISSILES: Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your pugilist level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 potency point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a pugilist weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

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

SLOW FALL: Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your pugilist level.

EXTRA ATTACK: Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

STUNNING STRIKE: Starting at 5th level, you can deliver brutal strikes that leave your opponent dazed and unable to act. It could be due to a mystical ability to disrupt the flow of life energy in an opponent; it could be from knowing just where to strike to stun nerve bundles. It could just be that your meaty fists are that devastating. Regardless, when you hit another creature with a melee weapon or unarmed attack, you can spend 1 potency point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be Stunned until the end of your next turn.

EMPOWERED STRIKES: Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

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

NERVES OF STEEL: Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be Charmed or Frightened.

IRON CONSTITUTION: At 10th level, your body has an uncanny resistance to hazard. It may be due to mastery of your own *chi* flowing through you, or it could just be years of heavy drinking and fighting; regardless, this makes you immune to disease, poison damage, and the poisoned condition.

WISDOM IN SIMPLICITY: Starting at 13th level, you learn to see through lies and deception. You gain proficiency in Wisdom saving throws. At 14th level, you gain Expertise in Wisdom saving throws, adding double your proficiency bonus to these saves.

TEMPERED BODY AND MIND: Beginning at 14th level, your mastery of potency or your years of rough-and-tumble living grant you proficiency in all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 potency point to reroll it and take the second result.

TIMELESS BODY: At 15th level, your potency sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you can go for twice as long as a normal person without food or water. At 20th level, you no longer need food and water.

UNCANNY STEALTH: Beginning at 18th level, you can use your action to spend 4 potency points to become Invisible for 1 minute. During that time, you also have resistance to all damage but force damage, and you move so silently that your Potency Save DC serves as the Wisdom (perception) DC to hear you move.

PERFECT SELF: At 20th level, when you roll for initiative and have no potency points remaining, you regain 4 potency points.

FIGHTING STYLE

There are a number of different fighting styles practiced across the multiverse. Some are martial arts styles taught in monasteries and dojos. Others are learned in fight clubs and on the mean streets. Still others are philosophical approaches to mastery of the *chi* energy—the potency—that exists in all living things. Since unarmed fighting relies on the same basic tenets (strike first, strike hard and avoid being hit back), a pugilist need choose a tradition only upon reaching 3rd level. These three traditions are the Brawler, the Martial Artist, the Mystic and the Wrestler

BRAWLER

Brawlers are street fighters. They eschew finesse for brute force, speed, power and a “whatever works” attitude. They'll gouge eyes, throw dirt, and make the most of their environment to give them an advantage in combat. They're also as good at taking punishment as they are at giving it out. When you choose this tradition

KNUCKLE DUSTER: When you use brass knuckles in combat, they deal 1d4 damage, plus your normal unarmed attack damage.

GRANITE JAW: Beginning at level 6, you gain resistance to bludgeoning damage from nonmagical weapons. At level 12, you also gain resistance to piercing damage from nonmagical weapons, and at level 18, you also gain resistance to slashing damage from nonmagical weapons.

FAST HEALING: Beginning at level 11, you've been in so many scraps that your body knits itself together quickly. Whenever you roll hit dice for healing, roll two dice for each hit die you spend, keeping the highest result. In addition, you may spend inspiration points to heal damage as a bonus action (see *inspiration points* for more information).



END IT: At 17th level, you may spend potency points to deliver a crushing blow to your opponent. Whenever you successfully hit an opponent with an unarmed strike, you may spend any number of potency points. Each potency point you spend in this manner deals 1d12 additional bludgeoning damage. In addition, the opponent must succeed at a Constitution saving throw against your potency save DC, or be rendered unconscious for the duration of a long rest, until the sleeper takes damage, or someone uses an action to shake them awake.

MARTIAL ARTIST

Also called the Way of the Open Hand or *karate*, or by any number of other formalized traditions, pugilists who choose this path are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate potency to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

OPEN HAND TECHNIQUE: Starting when you choose this tradition at 3rd level, you can manipulate your enemy's potency when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- It must succeed on a Dexterity saving throw or be knocked Prone.
- It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

WHOLENESS OF BODY: At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your pugilist level. You must finish a long rest before you can use this feature again.

TRANQUILITY: Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a Sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

QUIVERING PALM: At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 potency points to start these imperceptible vibrations, which last for a number of days equal to your pugilist level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.

You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

MYSTIC

Mystics are those warriors who focus on mastery of the mind and heart as well as the body. They are able to perform great and miraculous feats by drawing upon the energies of the inner self. From uncanny stealth to combat awareness and even lighting fires with their own potential energy, these are feared warriors whose motives are as inscrutable as their methods.

PSIONIC POWER: Mystics have mastered the mind as well as the body. Beginning at level 3 when you choose this tradition, you learn and are proficient with the *psionics* skill. In addition, Choose 2 basic psionic powers. You may use these powers as a mentalist of your level. When you reach 10th level and again at 18th level, you may choose two more basic psionic powers, or one advanced psionic power.

Your saving throw for psionics is the same as your potency save DC.

Your psychic attack bonus = *your proficiency bonus* + *your Wisdom modifier*.

ADVANCED MYSTICISM: When you reach 6th level, you unlock even more mystical secrets. Choose three spells of any level up to level 3 from any spell list. You may use these spells by spending potency points. A spell costs a number of potency points equal to its level plus one to cast. You do not need components to cast these spells.

Your spell save DC is the same as your potency save DC.

Your spell attack bonus = *your proficiency bonus* + *your Wisdom modifier*

GAZE OF DARKNESS: Beginning at 11th level, you learn to see the darkness in other minds, and bring forth their darkest fears. You may use *eyebite* as a spell-like ability. You do not need components to cast this spell, and your spell save DC is the same as your potency save DC. After using this ability, you must complete a long rest before using it again.

FORM OF THE DRAGON: Beginning at level 17, you can reshape your spirit into that of a creature you have seen or with which you are familiar. You can spend 10 potency points to use the *shapechange* spell as a spell-like ability. This ability works in all ways as the 9th-level Arcanist spell, except that you may also change into mythological creatures about which you may have read, but need not have seen in person (a dragon, for example). For rare creatures where there is some question as to whether you may be familiar enough to take on its shape, you must succeed at an Intelligence (arcana) check with a DC equal to 8 plus the Challenge of the creature in question.

After using this ability, you may not use it again until after you have completed a long rest.

WRESTLER

DOWN AND DIRTY: The Wrestler likes to get in close, grab and pin. At level 3, you gain advantage on all grappling attacks and



shoving attacks, as well as on opposed Strength and Dexterity checks.

IMPROVED GRAPPLER: Starting at 6th level, you may attempt to grapple or shove a creature up to two sizes larger than you, though you do not gain advantage on grappling or shoving attempts against creatures two sizes larger. In addition, whenever you successfully grapple an opponent, you may immediately deal that target damage as though you had made a successful unarmed attack against it. For each round thereafter that you maintain the grapple, the grappled creature must succeed at a Constitution saving throw against your potency save DC, or suffer your unarmed attack damage.

SUBMISSION HOLD: Starting at level 11, when you successfully grapple an opponent, they are restrained as well as grappled. In addition, you can choose to render the opponent unconscious. If you do, they suffer damage from your improved grappler ability, and must succeed at a Constitution Save against your potency save DC, or be rendered unconscious for as long as you maintain the hold, and for 1d4 rounds after you release them. Should the unconscious creature suffer any damage (including from your improved grappler ability) they immediately awaken and may attempt to escape the grapple, if they are still held.

FINISHING MOVE: At 17th level, you can attempt to instantly kill an opponent you are grappling, through snapping their neck, breaking their back, slamming them into the ground, or performing some other brutal finishing maneuver. To do this, you must spend 3 potency points. The victim must succeed at a Constitution save against your potency save DC. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 bludgeoning damage.

THE RAIDER

Tennessee O'Malley hung by one hand over a gorge that from his vantage looked bottomless. For the time being, he was stable, but he watched one of his prized tomahawks tumble into the ravine. Cripes, he thought, it must be a thousand feet down! Then, on the heels of that, he muttered, "This really isn't my day. I loved that hatchet."

He gripped the sapling desperately with one hand, his other flailing for another hand rest. At length he found a solid grip on the rock and started to pull himself over the ledge. At least the idol representing the ancient and lost cult of the Red God was still secure in his pouch.

With a gasp, he made it over the ledge back onto solid ground and was relieved to see that his competitors' men were nowhere to be seen. At least one thing had gone right today. Of course, making it on foot to a town in the desert heat was going to be a challenge. He stood, brushed off his khakis, adjusted his hat, and set off. There were cliffs and rock formations nearby that could provide shelter, and if he remembered right, the ancient natives that once populated this area had reliable means of finding water amongst the shrub-like growths in the area.

He checked his Webley revolver, blew some dust from the chambers, and re-holstered it.

That was when the thundering sound of approaching horses reached his ears...

The Raider is an adventuring scholar who plumbs deep tombs in search of the treasures of lost worlds. Most raiders are well-schooled and many hold positions as historical researchers or professors of ancient civilizations or religions. They are historians, archaeologists, anthropologists, and seekers of knowledge as well as of treasure and fortune. But more than that, they just live for the thrill of adventure and the excitement of discovering something new and never-before-seen. They spend their days waiting for the chance to—at least for a little while—hang up their coat and tie in exchange for a leather jacket, work boots, and their trusty .45 to seek some long-lost artifact that could change the face of scholarship forever.

Raiders come from all philosophies and outcomes, and there are honorable, forthright and trustworthy Raiders who seek to preserve ancient treasures for all, just as there are greedy, dishonorable scum who work for the highest bidder, and ruthless collectors seeking only to pad their own personal store of antiquities.

Since their stock in trade is ancient worlds, civilizations, languages, and artifacts, Intelligence is paramount to the Raider, but Constitution and Dexterity are also important for avoiding the many pitfalls and traps left by the builders of ancient tombs, and for surviving the punishment these traps and pitfalls deal out when stumbled upon.

CLASS FEATURES

As a Raider, you have the following class features.

HIT POINTS

HIT DICE: d10

HIT POINTS AT 1ST LEVEL: 10 + Constitution modifier

HIT POINTS AT HIGHER LEVELS: 1d10 (or 6) + Constitution modifier per Raider level

PROFICIENCIES

WEAPONS: All weapons

TOOLS: Choose one from Archaeologist's Tools, Cartographer's Tools, Artisan's Tools (Choose one)

SAVING THROWS: Intelligence, Dexterity

SKILLS: Choose 4 from Athletics, Stealth, Arcana, History, Investigation, Religion, Insight, Medicine, Perception, Survival, Deception, Persuasion

LANGUAGES: Choose one additional language per point of intelligence bonus.

EQUIPMENT

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

(a) handgun, or (b) rifle



(a) leather jacket, or (b) safari gear

(a) fedora, or (b) pith helmet or (c) cowboy/outback hat

(a) short sword, or (b) any simple weapon

ARMOR CLASS

You have lightning-fast reflexes honed from years of avoiding traps in tombs, as well as a keen intellect allowing you to predict from where danger might arise. Choose Intelligence or Dexterity. You add the modifier from your chosen ability score to your to Armor Class.

TABLE 4: THE RAIDER

LEVEL	PROFICIENCY BONUS	AC	FEATURES
1st	+2	10	Cryptolinguist, Cultural Chameleon, Natural Explorer
2nd	+2	10	Jack of All Trades
3rd	+2	10	Raider Archetype
4th	+2	11	Ability Score Improvement
5th	+3	11	Scale; Extra Attack
6th	+3	11	Natural Explorer Improvement
7th	+3	12	Archetype Feature
8th	+3	12	Ability Score Improvement
9th	+4	12	Indomitable (one use)
10th	+4	13	Natural Explorer Improvement
11th	+4	13	Archetype Feature
12th	+4	13	Ability Score Improvement
13th	+5	14	Indomitable (two uses)
14th	+5	14	Blindsense
15th	+5	14	Archetype Feature
16th	+5	15	Ability Score Improvement
17th	+6	15	Indomitable (three uses)
18th	+6	15	Force of Will
19th	+6	16	Ability Score Improvement
20th	+6	16	I've Got This

CRYPTOLINGUIST: Masters of ancient and forgotten languages, raiders often need to decipher and interpret legends and secret writings to acquire more knowledge. At first level, you gain the ability to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code.

Make an Intelligence check. The base DC is 15 for the simplest messages, 20 for standard texts, and 25 or higher for intricate, exotic, or very old writing.

If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If

the check fails, make a DC 10 Wisdom save to see if you avoid drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.)

Both the Decipher Script check and (if necessary) the Wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

It takes anywhere from one minute to ten minutes or even longer to decipher each page of an unfamiliar script. For common, living languages that you may not speak, a minute per page can yield a readable translation. For rarer or more unique languages for which you do not have a handy analogue, it may take ten minutes per page. For dead or lost languages that you must decode as well as translate, it can take an hour or more per page. The GM should base the required time for each page on the check DC (DC 15 = 1 minute; DC 20 = 10 minutes; DC 25 = 30 minutes; higher DCs = an hour).

A cryptolinguist check may be made only once per writing; a failed check simply means you either can't decipher the script, or you get misinformation from it due to a mistranslation.

CULTURAL CHAMELEON: Raiders can use their knowledge of other lands and customs to disguise themselves or impersonate people and cultures. You can impersonate general types of people, as well as individuals. For example, a European raider might impersonate a Bedouin, or pass for a local in an alien country.

To accomplish this, you make a Charisma check against the Passive Insight score of any suspicious observers.

For a general impersonation such as a soldier or a member of a different racial or cultural group, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the raider. The Game Master makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the raider is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the raider, the Game Master may allow the observer an active Wisdom (insight) check to see through the disguise. If a raider is impersonating a particular individual, all who know that individual on a personal level are permitted to make this check at advantage.

JACK OF ALL TRADES: Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

RAIDER ARCHETYPE: At third level, you choose an archetype that reflects the path you have chosen for your studies: the

scholar, the archaeologist, or the adventurer. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

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

EXTRA ATTACK: At fifth level, you may attack twice whenever you take the attack action on your turn.

SCALE: This extraordinary ability allows a raider to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. At 5th level, you gain advantage on Strength (athletics) checks to climb such natural inclines.

NATURAL EXPLORER: You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, jungle, mountain, or swamp. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose an additional favored terrain type at 6th and 10th level.

INDOMITABLE: Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

BLINDSENSE: Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

FORCE OF WILL: Starting at 18th level, you have superior force of will. You gain proficiency in Wisdom saving throws, and

resistance against psychic damage.

I'VE GOT THIS: At 20th level, you have an uncanny knack for pulling miraculous solutions out of thin air. Whenever you roll initiative, if you have zero inspiration points, you gain 1 inspiration point. After using this feature, you must complete a short or a long rest before using it again.

RAIDER ARCHETYPES

Rangers fall into three general categories: the adventurer, the archaeologist, and the scholar.

THE ADVENTURER

The adventurer is the raider who lives for the thrill of the chase. They may be heroic or selfish, but they tend to focus less on the historical value of their quarry, or the knowledge they gain, and more on achieving the treasure at the end of the quest. Sometimes it's to keep it out of the wrong hands; just as often, it's for the payday. Regardless, it's always all about the excitement and danger. These are the raiders who recklessly dive in head-first, guns a-blazing, and never look back, yet somehow always come out grinning in the end.

FAVORED WEAPON: Raiders who follow this path have a specific type of gun, sword, whip, or other weapon that they favor above all others. At third level, choose one weapon in your arsenal with which to specialize. When using this weapon or a weapon of the same type (any .38 caliber revolver, for example, or any bullwhip or any .45 Auto Pistol), you gain +2 to hit and damage.

SECOND WIND: You thrive on the rush of danger. This has left you with a well of stamina you can draw upon to protect yourself from harm. Starting at 7th level, you may use a bonus action to regain hit points equal to 1d10 + your raider level. Once you use this feature, you must complete a long rest before you can use it again.

TWO-FISTED: Beginning at 11th level, when you engage in two-weapon fighting, you can add your ability modifier.

WHAT COULD GO WRONG?: At 15th level, you gain advantage on saving throws against being frightened, stunned and charmed.

THE ARCHAEOLOGIST

Somewhere between the adventurer and the scholar, the adventuring archaeologist is the one who is out to preserve the secrets of the ancient world, whether it's to bolster a private collection or to see rare artifacts sent to universities and museums for discovery. They cannot turn down the opportunity to gather some new bit of knowledge or a lost artifact, and seeing such a thing destroyed or hidden away is anathema to everything for which they stand.

SECRETS OF THE ANCIENTS: When you take this archetype at third level, you are familiar with the secrets of ancient tombs. In addition, you have developed a sort of sixth sense about ambush and danger. You gain advantage on Wisdom (perception) checks to spot unusual stonework or the signs of traps or to avoid surprise.



RESIST ELEMENTS: Raiders spend a great deal of time in inhospitable climes seeking lost treasures. This toughens them against the elements. At 7th level, you gain resistance to cold, fire and lightning damage.

LUCKY BREAK: By 11th level, you have learned how to avoid dangers in the field with uncanny action and senses. Whenever you fail a saving throw, you may instead choose to succeed. After using this ability, you must complete a long rest before using it again.

EXPERT IN THE FIELD: Starting at 15th level, choose any combination of 4 skill or tool proficiencies (4 skills, 4 tools, 2 skills and 2 tools, 3 tools and 1 skill, etc). You gain expertise with these proficiencies; your proficiency bonus is doubled whenever you use any of the chosen proficiencies.

THE SCHOLAR

Scholars eschew combat in favor of knowledge and the thrill of working out the secrets of the ancient world. They are capable of drawing together disparate threads and discovering the hidden patterns to create a cohesive whole. If you need the right combination of buttons to push or levers to pull to open a door or escape a trap, a scholar is good to have in your corner.

LEGEND LORE: Raiders are masters of myth and archaic knowledge. At 3rd level when you choose this archetype, you gain expertise in the Arcana, History, and Religion skills, if you are proficient in them, adding double your proficiency bonus to all checks with these skills.

If you are not proficient in all of these skills, you gain expertise in those with which you are proficient, and proficiency with the others.

IMPROVED LEGEND LORE: At 7th level, you gain expertise in any two proficiencies, chosen from among Intelligence or Wisdom skills, or tool kits, in which you are proficient and do not already have expertise. You add double your proficiency bonus on checks with these proficiencies.

RELIABLE TALENT: By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

GET OUT OF DANGER: Starting at 15th level, you can take a bonus action on each of your turns. This bonus action can only be used to take the Dash, Disengage, or Hide action.



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