

SCAVENGER TRICKS

As every scavenger is, as a borderline, ultra-competent, every scavenger can also pull off a number of tricks, stunts, or feats to aid them with their expeditions. These Scavenger Tricks can also be hyper-dimensional. Close association with shardstones in the past or present can allow for a warlord to lift Huge objects over their head, or for a drifter to catch an arrow mid flight.

Tricksets

In order to use a Scavenger Trick, you have to unlock the corresponding trickster. Every Paradigm Archetype lists one of two tricksets a scavenger can unlock. An unlocked trickset lets you use any tricks in that trickset, should your ability score be high enough. When a trickset is unlocked, its corresponding ability score is increased by +2, to a maximum of 20. Additional tricksets can be unlocked with the *Scavenger Improvement* feature listed in every Paradigm Archetype.

When a scavenger has unlocked a trickset, and if their ability score is 20, they can instead gain that trickset's manifestation of mastery, described at the bottom of every trickset.

Using Scavenger Tricks

Scavenger tricks are always used as bonus actions. In order to use the trick, you have to roll 1d20, whose result must be below the trickset's corresponding ability score. For example, if you want to use the *obliterate foolishness* trick from the **Conquering Extinction Trickset**, and if your Strength score was 16, you would have to roll a 15 or lower in order to use that trick.

In order to use a scavenger trick, you have to have an ability score equal to that trick's prerequisite. If you do not, you automatically fail all attempts at using that trick.

You have a number of scavenger trick uses equal to your Proficiency bonus. You regain expended uses whenever you finish a long rest.

If you fail to use a scavenger trick, you can instead choose to succeed by expending two trick uses instead of one. If you do this, you do not need to roll to see if the trick succeeds; it automatically does.

TRICKSETS

Conquering Battlefields Trickset

Ability Score: Strength

Whenever you use a trick from this trickset, some visual effect happens, such as your body being outlined in glistening shardlight — proving to all others that you are hyper-dimensional.

Trick Name	Prerequisite	Effect
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Obliterate Foolishness	12	You shatter a single non-magical barrier, such as a locked door, barricade, or wall, or a Medium or smaller object within 5 feet. If the barrier is bigger than you, you instead make a Medium-sized hole through it.
Lightning's Leap	14	You leap in any direction a number of feet equal to 10 * your Strength score. If you would suffer fall damage from this, you do not. This Trick uses your movement.
Make Fall the Tower	16	You shove a Gargantuan or smaller creature or object that is not a building prone.
Life & Hurdle Sun	18	You lift an object that is Huge or smaller and can throw it 30 feet in any direction of your choice.
Strangle Warlord	20	Can only use outside of combat. You knock a creature who is Medium or smaller unconscious by strangling it if its Constitution score is lower than your Strength score.
Dominate War	Manifestation of Mastery	When you fail a Strength saving throw or ability check, you can spend a trick use to instead succeed.

Survivor's Finesse Trickset

Ability Score: Dexterity

Whenever you use a trick from this trickset, some visual effect happens, such as your body being outlined in glistening shardlight — proving to all others that you are hyper-dimensional.

Trick Name	Prerequisite	Effect
Swing From Skyward Arms	12	You swing from branches, ropes, vines, or anything else that you can see, allowing you to move to a space of your choice within 60 feet without expending movement.
Limber As A Ludic Breeze	14	You automatically escape any grapple or restraint. Additionally, you can squeeze through a space only a Small creature could until the end of your turn.
Impossible Shot	16	Your next ranged attack made within 1 minute of using this trick against an object will automatically hit, so long as the object is within your weapon's range. If the target is held by a creature, the

		creature drops the object and it falls 10 feet away from them.
Catch the Lightning	18	For the next minute, you can catch any Medium or smaller object thrown in your general direction without fail, including ranged weapon attacks. Once you catch something, this trick immediately ends.
Walk the Sky	20	Until the end of your turn, you can leap off small or bigger objects or creatures in the air to another space within 10 feet of your target. When you land, if there is another fitting object or creature within 10 feet, you can leap from it too. You can do this a number of times equal to your Dexterity modifier on your turn, and it does not use your movement to do so.
Skill of Eight Limbs	Manifestation of Mastery	When you fail a Dexterity saving throw or ability check, you can spend a Trick use to instead succeed.

Withstanding Extinction Trickset

Ability Score: Constitution

Whenever you use a trick from this trickset, some visual effect happens, such as your body being outlined in glistening shardlight — proving to all others that you are hyper-dimensional.

Trick Name	Prerequisite	Effect
Grip of a Dying Beast	12	You grab an object or creature. If it is a creature, that creature is automatically grappled (escape DC = your Strength score). If it is an object, you will not let go of the object until you choose to do so, even if you fall unconscious or die.
Sturdy as the Sunken Sun	14	For the next minute, you ignore fall damage.
Stubborn as Age-Old Stones	16	For 1 minute you are immune to the prone condition and cannot be moved against your will by any means.
Unbreakable Bronze Spirit	18	You prepare your will for 1 minute. If you fall unconscious during that minute, you can use your reaction to stand, move half your movement, and make an attack while unconscious. This effect then ends.

Survive Certain Doom	20	For the next minute, when you fall to 0 HP, you instead fall to 1 HP. When this triggers, this effect ends.
Overcome All Weariness	Manifestation of Mastery	You are immune to all levels of exhaustion.

Primal Ingenuity Trickset

Ability Score: Intelligence

Trick Name	Prerequisite	Effect
Make the Weapons of Old	12	You can use this trick only during a short rest. When you do so, create a number of weapons or shields equal to your Intelligence modifier. Alternatively, you can create 10 * your Intelligence modifier in ammunition.
Expected & Cruel Trick	14	When you use this trick, you prepare a cruel device that you can deploy as a reaction. If the trigger for your chosen device never occurs, this trick is still considered to have been used. When a device is triggered, its effects happen before the triggering action. Find the devices listed underneath this trickset.
Savanna Trapping	16	You spend 10 minutes, which can be done as part of a short or long rest, to set a trap in a location of your choice. Choose either a snare, pit, log, net, or spike trap to create. The trap's DC is 16, and you determine the trap's trigger.
Make Savage the Old Weapons	18	You take a weapon you created with Make the Weapons of Old and increase that weapon's damage dice to 2d6. You can use this trick when you Make the Weapons of Old.
Make Sure the Trap	20	You can use this trick when you use your Savanna Trapping trick. When you do so, you increase the DC of the trap to 20. Additionally, the trap now does 5d8 damage whenever it is triggered, if it did damage at all.
Cruel Ingenuity	Manifestation of Mastery	Whenever you make a weapon or trap, that creation is especially cruel. It deals a bonus 1d4 damage. If you roll a 4 on this bonus die, you can roll and add another 1d4 to the damage, continuing each time you roll another 4.

Cruel Tricks

- **Flashbang.** When you are targeted by a shardscience, spell ,or other hyper-dimensional effect, you set off a flashbang so that you cannot be seen as a reaction. The hyper-dimensional effect is then wasted.
- **Hidden Weapon.** When you are attacked with a melee weapon, you can unveil a hidden weapon you had stowed on your person. The attack suffers 1d8 + your Intelligence modifier in slashing damage from this weapon.
- **Makeshift Cover.** You create 3/4th cover for yourself in an empty 5-foot cube of space in front of you as a reaction when you are attacked with a ranged weapon.

Jade Thinking Trickset

Ability Score: Wisdom

Trick Name	Prerequisite	Effect
Their Danger Reflected in Jade Facets	12	After the first turn of combat, you can use this trick to figure out what actions a single enemy has.
Predictions of Danger	14	Choose a target, which can be yourself, when you use this trick. When that target fails a saving throw, you, having predicted this outcome, and use your reaction to let them reroll the save. When they do so, they add your Wisdom modifier to their final result. Lasts for 10 minutes for that target, then ends immediately when you trigger the reaction.
Find the Clever Liar	16	When you use this trick, you pinpoint the locations of anything that is hidden or invisible within 60 feet of your current location. Alternatively, you can figure out what a creature has hidden a object, so long as you know that this creature hid the object in question.
Master Thine Enemy	18	After the first turn of combat, you can use this trick to figure out a single target's traits and, if they have them, legendary actions.
Prepared For Every Outcome	20	Whenever you decide to Hold Action, you can also hold another bonus action of your choice as well, which has either a separate or the same trigger as the held action.
Sovereign of Truth	Manifestation of Mastery	You instantly recognize an illusion whenever you see one, and can figure out the workings of a hyper-dimensional object by using

		your bonus action to observe it.
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Clever Verse Trickset

Ability Score: Charisma

Trick Name	Prerequisite	Effect
Calm Their Bloodthirsty Hearts	12	If a creature is hostile to you but combat has not began, you can use this trick to figure out a clever way to calm the hostile creature down so that is neutral, but wary, of you.
Dig Deep Underneath Their Skin	14	You either do something or say something when you use this trick to infuriate and taunt another creature. That creature has disadvantage on all attack rolls until the end of its next turn. If outside of combat, the creature also has disadvantage on ability checks and saving throws.
Inspire With Every Word	16	You inspire your comrades when you use this trick. Any allied creatures that can see or hear you within 120 feet gain temporary hit points equal to your Charisma modifier. They have advantage on saving throws so long as they have these temporary hit points.
Help Continue Their Story	18	When you use this trick, there must be at least once allied creature within 300 feet of you that is currently making death saving throws. These allied creatures add your Charisma modifier to their death saves for 1 minute. If they stabilize, they regain 1 hit point and wake up. A creature can only receive this benefit once per long rest.
Convince Them of Folly	20	Pick an action that your target can make when you use this trick. You do or say something to make your target think they will suffer a great consequence when they do that action. Because of that, until the end of their next turn, they cannot use that action. You cannot pick the same action twice in a row for the same creature when using this trick.
Always Read the Room	Manifestation of Mastery	You can always tell when you're being lied to, and you can determine if a creature is hostile/neutral/friendly at a glance. Additionally, when a creature you see falls to 0 hp you can use your reaction to make everyone who sees the creature fall to 0 hit points frightened of them and you until the end of your next

		turn.
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