

Shrine

1st Level

Dismantle

Your Cursed Technique is based on two types of slashing attack. At 1st level, you only know your default slash, Dismantle.

- As an Action, you can point at a target and unleash a ranged slash at them. This attack uses your Cursed Energy modifier, requires one free hand to aim the attack, it has Range 120/300, and is treated as an [Adamantine weapon](#). This attack does 1d6 + your CE modifier Slashing damage. This attack cost no CE.
- ~~You do not suffer Disadvantage for making a ranged attack while in melee, with this attack.~~
- When you reach higher levels: you can make two slashes at 5th level, three slashes at 11th level, and four slashes at 17th level.
- At 8th level these attacks become Magical.
- You can direct the slashes at the same target or at different ones. Make a separate attack roll for each slash.

3rd Level

Cleave

Your Cursed Technique is based on two types of slashing attack. At 3rd level, you learn the more complex of your slashing attacks, Cleave. It can be adjusted depending on the target's toughness and cursed energy level to cut them down.

- Whenever you hit with an Unarmed Strike, you can replace its damage with a Cleave. When you do so, the damage of the attack changes to Magical Slashing damage, your normal Unarmed damage die increases by 1 size, and you can expend CE to deal additional damage (the amount spent is ✕). The additional damage is ✕d4 Magic Slashing damage.
- You can spend an amount of CE up to your PB.
- At 8th level, if a creature is Immune to Magic Slashing damage, its Immunity is instead treated as Resistance when using Cleave.

6th Level

Divine Flame

At 6th level, you awaken the flame hidden within your Cursed Technique, allowing you to open the furnace. In most cases the Divine Flame takes the form of a slow moving fire arrow.

As an Action, you open the furnace (開 *Fūga*) forming an arrow of fire in your hands, you can spend an amount of CE up to twice your PB (the amount spent is ✕). Choose a creature within 300ft, the creature must make a Dexterity Saving Throw.

- If the creature knows they are being attacked, they have Advantage on the Saving Throw.
- On a failure, the creature takes 2✕d8 Fire damage. Creatures with Immunity to Fire damage are treated as having Resistance. Creatures Resistance to Fire damage are treated as not having Resistance. All other creatures are treated as having Vulnerability to Fire damage.
- On a success, the creature takes half damage.

11th Level (*WIP*)

At 11th level, you have refined your Cursed Technique, allowing you to use extension techniques to increase your versatility.

Slash Wall (Dismantle)

As an Action, you can spend **4 CE** to create a wall of Dismantles.

- You can make the wall up to 40 feet long, 15 feet high, and 5 feet thick at a point you can see within 120ft. You can shape the wall in any way you choose so long as it makes one continuous path ~~along the ground~~.
- The wall lasts for a number of turns equal to your CE modifier.
- When the wall appears, each creature within its area takes 3d8 + your CE modifier Slashing damage (at 17th level this increases to 4d8).
- Thereafter, if a creature enters the wall, they must make a CE Saving Throw. On a success, the creature takes half as much damage.
- Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are destroyed and automatically miss.
- As a Bonus Action, you can move the wall up to 20ft. If it moves across any creature, the creature is affected by the 'thereafter' effect.

World Cutting Slash (Dismantle)

This CT feature can only be used if you have the Chanting feat.

You point your hand at a target and chant, "Scale of the Dragon, Recoil, Twin Meteors, Dismantle!" as you unleash a slash that cuts the very fabric of reality.

- As an Action you can spend **7 CE**, targeting a creature within 60ft. A creature targeted by the World Cutting Slash must make a Dexterity Saving Throw.

- This Saving Throw is made at Disadvantage if the creature has never seen the World Cutting Slash before.
- On a failed save, the target takes 10d6 + 40 True damage. The target is bisected if this damage leaves it with 0 HP, and it is killed instantly (no Death Saving Throws). **A creature killed in this way can only be restored to life only by means of a True Resurrection spell, Wish spell, or similar effect.**

Spiderweb (Cleave)

You slam your palm against a surface unleashing a web of Cleaves destroying the surface. As an Action you can spend **4 CE**, to destroy the ground around you in a 20 foot radius around you. The area becomes difficult terrain and every creature in the area must make a Dexterity Saving Throw.

- On a failure, they take 4d12 Magic Bludgeoning damage and are Restrained by the rubble.
- On a success, they take half as much damage and are Prone.

Chainsaw Skin (Cleave)

You coat your body in tiny Cleaves, creating a chainsaw-like effect blocking incoming attacks. While you are conscious and not wearing any armor, your AC equals 12 + your Dexterity modifier + your CE modifier. You can use a shield and still gain this benefit.

18th Level

Domain Expansion: Malevolent Shrine

- This is a Lethal Domain.
- At initiative 20, all objects within your domain are hit with a Dismantle and all creatures are hit with a Cleave (as if you spent max CE).
- After your domain has been open for 2 turns (the initiative 20 effect has triggered twice), you can unleash your Divine Flame. When you use your Divine Flame, it affects all creatures within your domain. Including yourself, however it's treated as if you succeeded on the Saving Throw.

Feats

[Feats doc temp](#)