

I +Fantastical journey:

Magic/Pushing Yourself rules:

In Fantastical Journey, magic is represented by Mp or Magic points, you regain all your max mp for a long rest for levels 1-6, then 75% of your max mp for 7-15, then 50% of your max mp for 16-20.

Each class and race have a different starting mp, and mp is given upon level up, an example would be high intelligence builds, or big monsters. Putting points into intelligence or wisdom also increases your mp. -> highest magic stat equals number X10 -> +1 X10 = 10. +6 x 10 -> 60 = (Starting Mp)

Negative bonuses don't give or take anything.

When casting a spell a spell can stay there indefinitely, as long as you have enough mp for it to stay there, every minute or hour depending on the skill costs 75% of the base mp as it did to cast it. Aka

-> A level 7 human wizard is casting fireball for 15mp she currently has 45mp (not max) but instead of casting it at her enemies she instead puts the fireball at a doorway and runs away, now for every minute the fireball costs 11mp until it hits a creature in which case the damage is dealt and the mp drain ends.

Another element of magic is that you do not need to have spell slots, instead, spells are located into levels, the higher the level the more dangerous the spell is for lower-leveled spell casters to cast see Casting higher level spells below: You can either naturally get spells through level up learn it from books, get blessed by either spirits or gods, or see it in action enough times each way of learning does have it's advantages and disadvantages to chances.

Casting higher level spells or unknown spells:

Magic can be mysterious crazy and wild, most spell casters dream big about summoning giant inferno's summoning or feeding entire towns by summoning food out of magic or transforming into incredible beasts, now while most use that as inspiration to learn some half-haphazardly research and cast that said magic, and that's when tragedy strikes.

Like most things, magic must be tamed and researched, and trained even the most magically gifted creatures know that.

When casting a higher level spell than your current I check its level, base chaos, and overall difficulty, depending on how difficult or ambitious it is, it will have a change of MESSING UP: See more information in the spells document.

Depending on the difficulty and type of magic it can vary significantly, but a lot of the effects are quite bad.

I.e: the spell fails it causes you to take damage transforming mentally into the creature, going on a rampage, exploding, and many more.

Overextending: Overextending is when a low-level builder or other class makes something beyond their level, the same system goes for mages and casting spells, overextending usually leads to catastrophic effects when Messing up.

Base Stats For Classes Races and classes:

Max + is 6 except for big monsters or huge magical beings, Max Mp Per Gain is 10: unless is considered a special (Such as Dragon) or blessed race.

Human: Str: +1 Dex: +1 Con+1 +1 Int +1 +1 Wis +1 +1 Cha Mp gain per level: 4

Goblins: Str 0 Dex: +3 Con: -1 Int: 0 Wis: 0 Cha: 0: Cha Mp Gain per level: 2

- + Prof in explosives and sleight of hand.
- + Quiet: When sneaking or moving, most creatures have a disadvantage upon auditory passive perception.
- You are untrustworthy to the human race, and some other races.
- You take 1.25x more damage against melle attacks.

Skelitons: Str+0 Dex+0 Con+0 Int+1 Wis+0 Cha+2 Mp Gain per level 7.

- + Other sentient undead are friendly towards you.
- + Get's two necromancy spells at normal mastery for free: (Start)
- + You can summon 3 dancing skeleition allies, they assist you until provoked.
- + You heal when taking poison damage.
- Humans or any other race you become are more likely to attack you and some elementals, holy creatures, or religions, will immediately become hostile.
- With non magical weapons, you get an -2 in melle combat, (Too Attack.)
- You can not heal through divinity or through consumption or alchemy. (You are damaged by divine healing magic.)

Seatler: Str+1 Dex+1 Con+1 Int+1 Wis+1 Cha+1 Mp gain per level: 5

- + Has 40ft swim speed.
- + Get's Prof with any type of melle or (Spealized) ranged weapons used in the water.
- Has a 10ft movement speed on land.
- Can not use the build action on land without assistance
- -1 when using weapons on land.

MushroomTers: Str -2 Dex 0 Con-3 Int +3 Wis +2 Cha +2 Mp gain per level: 8

- + +4 When doing the building action
- + Starts with the spells:

Raise Dead

Mushroom Spore

It is easier to study the arcane:

- + Learning magic gives an 1.5x additional modifier when learning up to novice, and an 1.25x modifier when learning up to normal. you also gain a 1.1x modifier when learning through kinesetic means, and a 1.4x if you integrate it with an building action. (Without it messing up.)
- + Can photosynthesize: When under bright light you gain food, (Can do this while multi-tasking as long as you stay in bright light.)
- You have -1 in physical combat.
- Thirst is increased by 10%

CeaGreen: Str:0 Dex 0 Con +1 Int 0 Wis+2 Cha 0 Mp Gain per level: 6

- + Can photosynthesis: When under bright light you gain food. (Can do this while multi-tasking as long as you stay in bright light.) You can also eat meat.
- + Can talk to plants and animals.
- + Bestial creatures, beasts, and some others, including magical creatures are quick to befriend you.
- + Get's prof in survival.

Weaklo: Str-6 Dex -6 Con -6 Int 0 Wis 0 Cha 0 Mp Gain Per Level: 3

- Why do you want to do this to yourself? Unless you REALLY wanna challenge yourself you will never pick this one, they can't move and all they can rely on is magic through passive interpretation, and most of the time they'll be disbanded, eaten, or destroyed before any of that happens, so don't.
- 1 HP!!!

Hypnoest: Str +1 Dex -4 Con +2 Int 0 Wis0 Cha+2 Mp Gain Per Level: +5

- + Can hypnotize a target (16 Cha saving throw.) If successful, you can control their actions, and they listen to every order without question. This effect lasts for 12 hours while suffering the effects of being hypnotized you can hypnotize them again, the challenge rating starts at 15 now and decreases by one for every subsequent hypnotize you do, when successful it resets the timer and adds 6 hours. When failed you can not hypnotize them again. They return back to their consciousness once their timer ends, If you can do 5 successful hypnotizes There is no check but at any time per day they have an 2.5% chance to break free from your will. Almost all people after hypnotism are hostile towards you (if they remember you or see you again)
- + You are horrifying, some people may run instead of becoming hostile.

- + Does not need to sleep: You must still long rest to get mp replenishment, but you do not lose exhaustion when not taking a long rest. While long resting you are alert.
- Has a disadvantage in stealth.
- Everyone except for animals will try to attack and kill you on site if able
- Sometimes hypnosis can not work against certain races or characters.

Teleos: Str+1 Dex 0 Con+2 Int+1 Wis-1 Cha+2 Mp Gain Per Level: 3

- + Can call another Telos, or someone using Telos era technology at any time. (The Technology can be Internal.)
- + As long as your core cpu stays intact you can get revived, (Through someone makes a new body, which means stats or abilities/features may be removed.)
- Water damages you (Being Submerged or varied amounts of submerged does more damage 10% 5% of max health 25% 10% 50% 35% 75% 40% 100% 50%.
- Needs to feed on electricity or material components (aka oil, steel etc.)
- Can get run down, decreasing stats. (maintenance required by yourself or others with good building stats)

Kobolds: Str 0 Dex+1 Con-1 Int+1 Wis+1 Cha 0 Kobolds: Mp Gain Per Level: 5

Get's the Draconic Language, and is easier to interact with dragons
Has Prof in survival And mining.

Has Draconic Blood so it makes it easier to
Learn (Dragon-Type Blood) Spells:

Dark Vision 60ft

-Has a disadvantage when trying to see in light or intense light

Dragon (Youngling) Str+4 Dex+4 Con+3 Int+6 Wis+4 Cha+3 Mp Gain Per Level 10

- + Can Fly (Flying ft 45)]
- + Get's High Powerful (Dragon Type) Spells + others that you can choose at character maker.
- + Good Stats That Grow with Time:
- Your entire existence is filled with mystery awe jealousy and fear, depending on how people react to you is intense and usually negative, also since you are an intensely magical creature some races or characters may sense your magic (true form)
- +But at least Kobolds adore you!

Slime (Starting Stats) Str-2 Dex -2 Con -2 Int Wis -2 Cha -2: Mp Gain per level (Start) 3
Slime level growth chart: (100) gives you the stat and then rests adding 10 to all (except for dragons and language) not all of what is said is what can or can't do things. (Wip) -> (experimenting will also go on here.)

- + Strength:
- + Mp gain:
- + Hitpoints:
- + Ac:
- + Con:
- + Dex:
- + Int:
- + Wis:
- + Cha:
- + Int:
- + Language:
- + Magic easiness (chaos prevention):
- + Anthroporphism: Anthro races Alive: (25 (dead 10) -> Turns more into a Slimeon can turn into a Slimeon after filled up the largest % of races is the second it turns into.
- + Dragon: Dragons: Alive (100) Dead (35) kobolds (0.5) ??? (Turns into a slime dragon instinctually
- + Climbing
- + Swimming:
- + Flying:
- + Limbs

+ Other slimes and some monster races are friendly toward you

Has low metabolism 35% Less hunger (No thirst)

Resistance to poison and most status effects.

- + Can consume or absorb things to get stat bonuses, after eating enough of a certain type or mixture of things, it will give you effects and slightly morph you into what it was.
- + Has 15 ft climbing and can stick to walls and roofs.
- Most humanoid races are hostile toward you
- Needs help with Building and Fishing.
- Your body interacts weirdly with water, try to avoid it. (more of a nuisance than a threat)

WolfDog: Str+3 Dex+3 Con+2 Int-1 Wis-1 Cha-1 Mp gain per level: 1

- + Is easier to get recruited.
- + Gets the maul and claws action

- + Prof in Survival

- + Can speak Beast

- Can not stand up.

- Does not have thumbs

Frogisty Str+0 Dex-1 Con+3 Int 0 Wis+2 Cha 0 Mp Gain per level 7

- + Gets access to some Wind Magic Spell types at character creator and get's prof when using it.
 Females Can use their tadpoles in Combat: (Tadpole swarm) use (1/group of tadpoles) max 2 recharges from a long rest.)
 Ac 9 hitpoints 21 Str-1 dex-1 con-1 int-2 wis-1 cha-1
 Actions: +2 To hit Burrow: Does 2d4 damage and inflicts the target with the infested disease.)

- + While males have higher Poison damage on contact
- + Has poison damage on contact with them: 1d10 Damage.
 On Contact Creature Takes about (1d6 damage per turn)
- + Can grapple using their tongue: 13 Dc Saving throw on a fail target is grappled, can roll multiple saves to break free from the grapple. (only one save per round)

- Gets hungry 1.8x Quicker
- Magic is more chaotic and prone to errors
- Must Appease their Spirit Elemental.
- Can die in a special way
- Is either hated (By people closest to the Frogisty lands) or unknown anywhere else.

Firnia: Str+2 Dex+2 Con+0 Wis+2 Int+2 Cha+2 Mp Gain per level: 6
 (+Gets Prof In marital weapons)
 (+ Can Fury Ounce Per Day)

+Is healed (1d10 Per turn in fire or lava

- Water based attacks make you take X1.5 Damage Water Greatly Hurts You is Submerged you instantly die.
- Earth based attacks make you take X1.2 Damage.

Water Slime (start): Str-1 Dex-1 Con-2 Int+1 Wis-1 Cha-1 Mp Gain per level 6

Slime growth sheet: (200) gives you the stat and then rests adding 10 to all except for dragons language and climbing/swimming) not all of what is said is what can or can't do things. (Wip) -> Experimenting will also go on here.

- + Strength:
- + Mp gain:
- + Hitpoints:
- + Ac:
- + Con:
- + Dex:
- + Int:
- + Wis:
- + Cha:
- + Int:
- + Language:
- + Magic easiness (chaos prevention):
- + Anthroporphism: Anthro races Alive: (25 (dead 10) -> Turns more into a Slimeon can turn into a Slimeon after filled up the largest % of races is the second it turns into.
- + Dragon: Dragons: Alive (100) Dead (35) kobolds (0.5) ??? (Turns into a slime dragon instinctually.)
- + Climbing
- + Swimming:
- + Flying:

Get's Access to certain water spells at character creator. Also gets +1 using them.

- + Can breathe underwater And swim 25Ft
- + Also has slime perks.
- Slime Flaws
- Get's weaker when exposed to fire and can fade away in hot temperatures or on land
- For every 24 hours for five days time table:

Birde's Str 0 Dex+1 Con+1 Wis+1 Int 0 Cha 0 Mp Gain: 4

- + Can Fly 35Ft

- + Can use the Talons action and prof when using it in the air
- Lightning Damage deals X1.2 Damage to you
- Your wings can also break due to intense physical trauma, or if targeted enough.

Mysterious Wizard: Str -1, Dex-2, Con 0, Wis +2, Int +2, Cha +1, Mp Gain Per level: 8

- + Can Reveal themselves to turn into any race Heals them to full hp and changes their stats to that race stats: (Chosen before you start the game aka random number generator)
- Can be any playable race including Weaklo.
(Random combination Clarification: if a Slimeon Transforms into a mysterious wizard as its secondary role when they reveal themselves they will get a new secondary race except for Slimeon or Mysterious Wizard.

Where-Wolf(Lycanthrope): Str+2 Dex+2 Con+1 Wis 0 Int 0 Cha 0 Mp Gain: 2
DogWolf+Human Traits Minus Recruitment

- Most Humans are scared of you and Hunt you.

Slimeon: Str? Dex? Con? Wis? Int? Cha? Mp Gain:?

- + Has Slimes and (Race) Perks: You can choose what race you were either born as or took over or transformed into aka Human Kobold Elf Etc. You get their positive quirks and some bonuses.
- Depending on what you choose it will negatively affect you socially changing by race.
- Most negative effects on the chosen race are worse/amplified.

Class Mp Gain By level bonus:

Swordsman: +2

Builder +4

Rouge +2

Ranger +6

Wizard+ 8

Paladin +6

Nothing +3

Naked +2

SwashBuckler+3

Warlock +6

Bard +6

Chaos mage+7

Summoner+5

ShopKeeper+3

Dancer+6

Cleric +7

Classes: Description/Stats. (Thank you to Blackcroc for helping me brainstorm and generally helping design classes with me.)

Also, some classes are just taken and mixed from normal dnd class+subclass.

For both familiarity and because it's easier than reinventing the wheel (if you have suggestions to do so please let me know)

Fighter Subclasses.

Have Different Training:

Knight: (Dnd Fighter Copy Pasta, Choulden't think of any other basic role.)

Lv 1: Gets Proficiencies with All Different Types of Armor Shields

Martial Weapons Simple Weapons.

Fighting Style:

Archery:

You Gain a +2 Attack Rolls you make with ranged weapons.

Defense:

While you are wearing armor you gain a +1 bonus to ac

Dueling:

When you are wielding a melee weapon in one hand and no other weapons you gain a +2 bonus to damage rolls with that weapon.

Protection:

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. You must be wielding a shield.

Two-Weapon Fighting:

When you engage in two-weapon fighting you can add your ability modifier to the weapon.

Second Wind: On your turn, you can use a bonus action to regain hit points equal to 1d10 + your level. Once you use this feature, you must finish a short or long rest before you can use it again.

Lv 3:

Lv:4: +1 Strength

Extra you can attack twice, instead of once, whenever you take the **Attack** action on your turn.

The number of attacks increases to three when you reach the 11th level in this class and to four when you reach the 20th level in this class.

Lv7: +2 Con Starting at the 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Lv9: Beginning at the 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 the 13th level and three times between long rests starting at the 17th level.

At the 10th level, you can choose a second option from the Fighting Style class feature.

Lv13 +1 Dexterity

All Weapons Get +1 Added to their scores.

Lv14: your weapon attacks score a critical hit on a roll of 18–20.

Lv:17 +2 Strength. you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Lv20: Weapon Master:

You Choose A Humble Weapon Either from your inventory or existing in your world.

You have reached such a mastery that even the gods are acknowledged your dedication to it you holding that weapon gets the fellow bonuses

. Your Weapon is considered magical for resistance and immunities.

. When using your weapon you do an additional 6d8 damage

. You can telepathically summon your weapon any place and anytime and in any dimension back to your hands.

.You get +4 When using your weapon.

SpellSword:

Lv:1 Your mp per level goes up to 5 and you

Get an additional 10 max mp.

You can use your weapon as an arcane focus/ for magic.

Gets: Smoke Blast: 5 Mp. 30ft roll 1d3 Damage On Hit.

Causes a smoke screen-like effect obscuring vision causing ability effects that require sight to have a disadvantage. I.e Making the 5ft area heavily obscured the effect lasts a minute before disappearing.

(When Held) aka turned into a rune or a Held. : 3 Mp.

1d4+1 Per Turn Inside its effect.

Lv:3: When attacking with your weapon, as a bonus action, you can push 5ft away or disengage

Lv: 4: +1 Con

Action: You can charge your weapon: You can store a spell inside it (must do mp for that spell)

+1 Unstable charge. Every Unstable charge increases the 20% Chaos Which increases messing up. For a max of 5 -> 100%

At Level 13 You can charge as a bonus action instead of an action.

Lv 7: You Can Change The Direction of the spell by up to 40ft. From the base direction and doing so costs 150% of the base mp. (as held or cast). (it must also be in sight) i.e. turning a spell around a corridor or weaving in or out.

+2 Int

Lv 9: +1 Uncorrupted Slot

Extra Attack: You can attack twice in one action

Lv 13: When You Take The Spell Energy out of the sword.: You Get a 50% Mp Refund of the combined spell. +1 Strength

Lv 14: +1 Uncorrupted slot

Lv 17: Mp from spells in general is discounted by 15% and you gain 8 mp per turn.

+2 Strength.

LV 20: All Schools of magic are prof if not mastery.

For Your Ability Score for both intelligence and strength Either goes up by +4

Whichever one is lower matches the level of the higher one.

Chaos Knight: (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Builder:

Lv:1 Get's Prof In Building, And the challenge for building something above your challenge level by one, making fewer chances for pushing your building less chance of Messing up. You can Improvise Weapons and Items, Being able to carve out sticks, rocks, and wood into something sharp, you can use those melee weapons as a 1d6 prof, it may get effects based on its element. (if you have no materials. You can use clay from the earth but that has less damage 1d4 for melee and is more so able to break.) if clay is not available you can take a material from the wall. And throw it. Ranged weapon: Improv: 1d4 10/100 Clay (The same) Uses 10 (Improv) 5 (clay (2 Material)

Lv:3 Quick Build: A Builder can Quickly build a structure here's a list of said structures. and the time and materials required to build them:

Simple Shape or letter.

Material (Any) Half a minute: 5 Turns. Can Tip Over (Size Is Usually Big And Changes Depending on the shape 2d8 Damage and leaves them prone if Size is smaller than the size of the objects also roll dexterity saving throw (10) If succeeds they get dealt half damage and no prone effect also if the creature is also big or their body is in halfway This automatically succeeds.

Pit: (5Ft)

Material (Diggable Terrain (Can use some spells to alleviate this) And Shovel or a spell that makes Craters/Can Dig. Time: 5 Minutes.

When Characters Fall into this and fail a perception check (13) They are stuck in a 10 ft deep 5 ft area, and they can try to escape by doing a (15) Athletics Check if failed they stay in the pit.

Wall.

Material: The most thing although ac will take a hit. (See Object Armor class) if it is not defined I will decide what the ac is (if it's something stupid like literal cow or skulls the ac might be low) it will also be added to the list.

Time: 1 Minute.

(Is a wall specifically 6ft tall and 5 wide) Can be scaled with a 14 Athletics check.

Turret:

Material: (Ac Dependent)

Time: 1 Hr.

It is around 10 ft wide and 30 ft tall.

It gives higher ground, and depending on if you spent an extra 30 minutes constructing it, can give half cover.

Chest:

Material: Mostly wood and steel.

It is a chest, upon building it, you get the key for the chest.

Stone Trap:

Material: 7 or 10 boulders. And a string.

Time: 30 minutes.

(See Collapsing Roof Trap:): Mechanical trap

This trap uses a trip wire to collapse the supports keeping an unstable section of a ceiling in place.

The trip wire is 3 inches off the ground and stretches between two support beams. The DC to spot the trip wire is 10. A successful DC 15 [Dexterity](#) check using thieves' tools disables the trip wire harmlessly. A character without thieves' tools can attempt this check with a disadvantage using any edged weapon or edged tool. On a failed check, the trap triggers.

Anyone who inspects the beams can easily determine that they are merely wedged in place. As an [Action](#), a character can knock over a beam, causing the trap to trigger.

The ceiling above the trip wire is in bad repair, and anyone who can see it can tell that it's in danger of collapse.

When the trap is triggered, the unstable ceiling collapses. Any creature in the area beneath the unstable section must succeed on a DC 15 [Dexterity](#) saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor of the area is filled with rubble and becomes [Difficult Terrain](#).

Lv:4 You can study structures. (An Actual Study) and then learn how to build that structure reducing the chances of it messing up when you go to build it, same goes for certain equipment and items. And objects. Wis + 1.

Lv:7 Something about forging or some other benefit for the party's equipment

You can forge armor and equipment and also be able to make magical items with 25% off.

Also, you can increase the armor class of any armor you work on by +1. Equipment worked on usually gets a special effect, (Ounce) even if it isn't turning into a magical item.

You can also repair anyone's weapons and armor and they will return to mint condition.

Con + 2

Lv:9

You can take elements of a built thing and deconstruct it to get its materials. 25% of the cost.

Although doing this you may only carry 50 pounds of deconstructed materials. Any more and gm will be very cross >:o) You may also pack down small to medium (Tent height and smaller) Objects for easy carrying.

Calculation:

Medium Object: (Pounds) -> 5 Pounds. Becomes a small object (Briefcase/Folded appearance)

Small-Object: (Pounds) -> 1 Pound or less if less then reduce it by .30lb becomes a box that is as big as your entire hand.

Can be stored in backpacks.

When you rebuild it. Takes about an Hour For Medium Objects/ Structures. And 20 Minutes For Small. Essentially refolding/Rebuilding the thing you just made. It has the same properties as when you packed it down and timers on that object will resume (if there are any timer-specific enchantments on it.)

Lv:13: More Quick Build Options:

Wis + 1

Poison Dart:

Cannon:

Weapon Traps:

Bright Orb: A Bright Fammiler-like orb that follows you around near your left or right shoulder. It gives off a 50 ft light in all directions and can change colors. You must give it 5 mp every day or else it will disappear.

Barrel: Material (Anything)

Time one minute.

is a barrel you can hide in.

There are also enchantments that you may add to your buildings (Quick or not.) With a maximum of two. (Also if there is a timed-based enchantment originally and it fades you can not replace the faded enchantment with a permanent one. It has to be a timed enchantment also each timed enchantment has a cooldown for when you can use it and some enchantments have specific stuff like how many objects it can be enchanted onto:

Consciousness: (Permanent) 15mp. (increases +3 Per the Creatures you make. Subtracts the +3 cost if a creature has died. Aka Cr 1 15 Cr 2 18 cr3 21 Cr 3 dies Then there would be Cr 18 then if you made another one It also cost 21 just like the original Cr:3 21MP)

Acts like Animate Objects Spell: However Unlike Animate Objects. You do not have full control over the object being enchanted, Instead, the object acts as a person or race and has free will although there are ways you can influence the object. At The Creation Process, You Can Influence its personality. Or give it none at all also you may add body parts to the creature at 15mp per limb you add. Which also includes a voice. You may also adjust its level of sentience from feral (Acts like an animal) to tameable (Tameable Creature) Or Civilized Creature (Can Learn stuff much easier than a tameable creature.)

Now Do Note That these creatures still use the statistics of animate objects (Without the floating and blindsight) and also are intensely magical which means that some spells objects or certain things can make the creature chaotic and dispel it than them not being under your control can betray you and or generally be hostile towards you, (Use this enchantment wisely.)

Flaming: This Object is on Fire, (MAGICAL FIRE) There is a permanent version and a timed version each with its statistics.

It is purplish and pinkish with its colors flaring like the dawn of the sky.

It is magical.

Permanent Fire: Permanent Fire Can (NOT) Be Quenched By Basic Water, The only thing that can dispel it is magical water, blessed water, or anti-magic.

Permanent Fire:

is indefinite and will not fade away. It also spreads around it every 3 turns. By a 5ft radius, if there is nothing to spread to it will wait until a flammable object comes into its view.

The caveat is that it must stay there while the 3 turns finish aka if you put a plank of wood right next to it and then took it away (2 Turns) it would not begin fire. If you also put a piece of wood. Right next to it on the next turn, it would not go into flames, having to be there for three more turns before it spreads.

Spreadable Materials:

Wood.

Certain Minerals.

Cloth.

Fiber.

Plant Matter.

Other Organic Matter.

Other Flammable Materials.

Contact with the fire is 1d8 points of damage, increasing the number of dice by one per turn stood in the fire. I.e: Bob is in the fire for one turn 1d8 2 turns 2d8 3 turns 3d8 etc. if you step out of the fire the dice rest back to 1d8 if you step back into the fire again.

If you are a fire Elemental you are not healed by this fire.

Timed Fire:

Timed Fire Has Some of the same properties as Permanent Fire. Unlike Permanent though the builder using it can tell how much time the fire lasts max 1 hour. When the timer fades the fire shall disappear from all objects. (Not restoring the objects inflicted to its pre-state. Anything caught on fire taking fire damage will instantly stop.

The spreadable materials and damage calculations are the same.

One Time Shield: Permanent (Does not stack) Uses 3: Recovery 1 Week: Each Use Will be Separate.

When you assign this to an object it will not do anything until it detects damage either to you or to itself, it will then do a magical force field blocking the attack and instantly shattering it will then have to wait a week to use it again.

Light projection: Permanent

This object glows any color light in a 30 ft radius.

Darkness Projection: Permanent

This object darkens (can be Any color in a 30 ft radius.

Barrel (ONLY FOR BARRELS)

When Used on a barrel you get an advantage in stealth and disguising yourself as a barrel (in the barrel. You also get a +3 on stealth

Zone of Immortality. Time 1 Hour 1 use no recovery.

When Activated a 30 ft by 30 ft Near Untraceable Dome: (It can also not be dispelled through magical means.) Appears around you and people you allow nothing can interact with you that you do not let, and you can't interact with anything. You can see around the dome. You may allow people in unitsit's duration ends: the dome follows the object it's enchanted and you may step out of the dome, before it's duration ends do note that other people inside will have to let you back in if you do so.

Speaking: Permanent: uses (4)

When you enchant this object when you speak through it another enchanted object with this effect transmits your words to that other object, this has a near-infinite range and can be quite handy when communicating. If the object gets destroyed you can enchant another object (4->3->4)

Portal:

Five minutes. Uses 2: Cooldown: A Day.

When Activated a portal opens at that object objects or people passing through end up at the other portal, you can also deactivate the portal by touching the object (only the enchanter) And if people are still inside when both portals close two things will happen. They will either be stuck there until the portal object opens again or they will be transported somewhere random in the world.

(Insert Other Ideas Here).

Lv:14: Spell Storing:

You may store a single spell Costs X2 Based Price For Mp.

into an object of choice, there are multiple ways for you to trigger it

Once the object is stored(When touched) (When Hit) (When Fired)

When either effect happens the spell does its effect.

Lv:17:

+2 Con

Maybe allow building any shape or structure (might be a bit complicated to calculate though)

You may build any shape or structure i.e

You do not have any more chance of building stuff out of your league (Yes even stuff above level 7 (Current level) up to 10.

Also, the time for said things is calculated like so:
Challenge 8 1.25 X More time and materials

Challenge 9 2x More Time and Materials.

Challenge 10 3x More Time Materials.

Also For the size of the product (Time and resources required by yourself.

Huge: 3 Months And 1.5x materials

Gargantuan: 2 Years And 3x more materials

Massive 7 Years And 5x more materials

If you wish to build something else that is not on any of the lists I'll try my best to improve it and assign it statistics.

Lv:20 At level 20 You Have such a proficiency with building that you can just build raw materials as platforms blocks etc nearly instantaneously (As long as it has support, think more so Minecraft but you need to have support for stuff you build.)

Arcane Builder. (WIP)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Magical Crafter: (Wip.)

Rouge: (Coppasted from dnd)

Thief

Lv:1 Get's Prof With Light Armor Simple weapons Rapiers and Shortsword

Thieves Tools

choose two of your skill proficiencies or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have an advantage on the attack roll. The attack must use a finesse or a ranged weapon

Lv:4 Dex + 1

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (**Sleight of Hand**) check, use your thieves' tools to disarm a trap or open a lock, or take the **Use an Object** action.

your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the **Dash**, **Disengage**, or **Hide** action.

you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Lv:7 Dex +2

you can nimbly dodge out of the way of certain area effects, such as an **ancient red dragon's** fiery breath or an **ice storm** 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

Lv:9

, you have advantage on a Dexterity (**Stealth**) check if you move no more than half your speed on the same turn.

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.

Lv:13 Dex +1

you have learned enough about the workings of magic that you can improvise the usings even when they are not intended for you. You ignore all class, race, and level requirements on thforuse of magic items.

Lv:14 if you can hear, you are aware of the location of any hidden or **invisible** creature within 10 feet of you.

, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Lv:17 Dex +2

you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

you are so evasive that attackers rarely gain the upper hand against you. No attack roll has an advantage against you while you aren't **incapacitated**.

Lv:20

you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

Arcane Shifter

Lv:1 When You Choose this your mp gain increases to 5.

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Assassin (Wip)

(Wip)

Ranger:

Archer:

Lv:1 When you meet a particular creature or thing enough times, it will fill up a commonality bar, when searching or looking for creatures or things there are three stages each with their own stages and advantages.

Sub Species of creatures have their bars of the original filled by 50%

1'st Stage 50%: You gain prof and advantage with survival checks for tracking the creature.

2 Stage 75%: You have better perception towards general wisdom against that creature.

3'rd Stage 100%: You Gain Advantage Against that creature.

Choose an element: (Hot, Cold Darkness Holy Aquatic Natural.)

When you are around that element or walking through element or terrain with those effects, You get these bonus:

You Have Advantage on Stealth Ability checks in your environment.

You have no movement penalties moving through that terrain.

While in that terrain you are always alert even while doing another activity

And you have a prof in survival checks while checking and or tracking creatures (Survival)

Also you're commonality bar fills up. 1.5x Faster.

You Have Advantage Learning Magic Corresponding to your'e element.

Mp cost/drain. From Spells is reduced by 5% 8% if it is it's own element.

Animal Handling for taming creatures That live in the terrain has an advantage.

You're Range on Ranged Weapon Min Decreases by 20 and maximum increases by 20

Lv:4 You Get a +2 to attack rolls made using ranged and simple melee weapons.

Con +1

You gain an extra attack:

You may spend 2 hours uninterrupted to study a creature, if you do that your commonality increases by 20% (one time per creature species) and your crit number goes from 20 to 18-20.

If you're commonality is filled to it's second stage you can sense a creatures of that around you in an 100 ft radius. Tracking their exact location. This can be turned off, if the amount of stimulation become overwhelming.

Lv:7

Dex +2

Your Commonilty has a 1.5x Gain Rate.

You Gain A Magical Creature Companion; it may only be a medium sized creature or smaller. the abilities of that creature are dependent on it's shape which have these abilities:

Primeape Shape: 40ft Climb 40ft Mov sp: 12 ac 20hp +3 acrobatics +4 Sleight of hand:

Claw: 1d6 +2 to hit.

Fling [Object]: You fling an [object.] 50ft. It does 1d6 base damage but may change based on the specific object.

Mammal Shape: 50ft Mov sp: 16 ac 35 hp

Bite: 1d6 to hit.

Defend: you raise your ac by 3.

Reptilian Shape: 40ft swim speed. 30ft Mov sp: 13 ac 20 hp.

Bite:

Ambush:

Flying Shape: 30 ft Flying Speed. 30 ft Mov sp:

Beak: 1d6 +2 to hit.

Claws: 1 d8 +1 to hit.

Aquatic Shape: 60ft Swim speed:

Bite: 1d6 +1 to hit.

Dash: You use the dash action twice.

Lv:9

Using a mix of STR and DEX, you may choose when disengaging, to perform a stylish getaway. A stylish getaway allows you to perform a series of parkour moves depending on your race (ex wall kicks, swinging off of torch sconces, stuff like that) while disengaging. Below is a list of how many moves you can perform depending on your combined stats.

3 and below: 1 move

4-5: 2 moves

6: 3 moves

7-9: 4 moves

10+: 5 moves

You can use an action to get into position, (Kind of like a sniper's position) when in this position you count as quarter cover, and you get a +2 to hit and +1 Damage It takes an action to get out of this position.

You also do an extra 1d10 damage when it's below the hit point maximum

Lv:13 Con +1

You may rest your commonality bar, you lose the bonuses that come with commonality bar until you can fill it up again but you get +1 to all rolls done to that species permanently, if applicable sub species fill up by 10% main species if you rest to side species also get that bonus.

75% commonality: You can use your action to make ranged attack against any number of creatures within 10 feet of you, with a separate attack roll for each target.

Opportunity attacks against you have disadvantage

Lv:14 When your commonality is at 75% full you get this bonus. Your magical creature can now use multiple actions against target commonality creature(s).

You may use terrain (if applicable) to hide in plain sight which gives you a +10 to your stealth depending on the terrain used and where and when the bonus may fluctuate, it can also be combined with snipe shot.

Your magical creature gets these additional bonuses

Commonality bonuses:

Lv:17 Dex +2.

Creatures who have their commonality to 100% may use your'e dex or str modifier to your attacks, for both to hit and on hit on your roll.

You gain evasion; when you are subjected to an effect that allows you to make a dexterity saving throw to take only half damage, if you succeed on the saving throw you only take half damage.

Lv:20

When at 100% Commonality and have a +5 in the specific creature type your attacks do double damage and that creature's hp is halved, their attacks also do half damage to you.

Arcane Archer (Wip)

Wizard:

Basic Wizard.

Lv:1 When You choose this class you may gain 2, 0-10 mp spells 1 10-15 spells, and 1 15-30 spells, as your starting spells.

You have a spell book in which you can write down a spell that takes five minutes, spells learned this way already begin with beginner familiarity.

Lv:4 +1 Int

It is easier to learn spells through all elements of learning

You may at lv 3 9 and 14 use a subclass feature from any magical classes/subclasses.

That feature is now permanent when you choose a feature it can not be the higher or the same level as the same feature

Lv:7 +2 Int

Your general chaos is lowered by 10%

When you hold spells in place you gain a 25% mp reduction.

Lv:9 When you rest to regain your mp

Your percentages are this amount rather than the original amount.

%7-15 75% mp 16-30% 50mp

When you rest to restore mp, you may lower the difficulty of a spell by 1.

Lv:13 +1 Int

Your attacks pierce magical armor

Choose a spell, that you have mastery knowledge over that spell is now your permanent spell, and gets a 50% global mp reduction and added damage and or effects to it. (Dm's Discretion. It can also not be corrupted and its difficulty is lowered by a level.

Lv:14 When you cast a spell of a certain class type you get physical alterations of that specific spell type your body's physical deformities towards the specific spell type, increasing it's effects. (Permanet unless dismissed only one at a time)

Enchantment: When you use an enchantment spell you can change your limbs to climb stick or swim (30ft.)

Abberation: an abberation 0-10 mp spell becomes permanently attached to your body in a specific way, constantly hold and cast that spell until it reaches another target or you faint.

Conjuration: Your body parts weave into weapons, these body weapons can be switched on the fly, and give off an gust of wind that pushes back opponents by 10 ft you also have +1 to hit these body weapons.

Divination: You gain affinity, with a goddess/god/spirt. unkbenowst to you, and your eyes glow white, 10ft blind vision, and whenever touched you deal 1d4 radiant damage.

Transmutation: You Gain Physical Elements of creatures you have ounce encountered through Fantaisa, choose +2 to natural ac, Natural Weapons:, Pack Tactics+Fury of the small, Burying Speed Increase. You gain physical element of those species listed you can also speak with animals.

Illusion: Your Form becomes distant and shifty appearing as multiple places at once, you gain mirrored reflections of yourselves, both of which mirror actions you have done before, these illusions do not do damage however although in accordance to the naked eye they seem to be real, and if targeted disappear.

Evocation: You Burst into flame or frost, strengthening your magical abilities of either (Damage increase or more range.) And enchanting your spells with those effects however, you deal 1.5x damage against you of an opposing element.

Necromancy: You can temporarily turn your form into that of a skeleton or change certain parts of your body too become a skeleton, giving you resistances to poison, some fire poison damage, and necrotic spells.

Lv:17 Int +2.

Enchantment: You have the choice to gain wings granting you a 30ft movement speed, however in this form you are weak to electrical attacks 1.5x damage, and upon reaching 25% of max hp, your wings are clipped until you can properly heal them.

You may also during the other transmutations increase their movement speed 30ft for both Respectively however you can not use the former movements (Usually, Base Land Movement Speed.) Until you dismiss the transformation.

Aberration: You may create a little creature spirit that is the essence of your soul, they are considered a separate creature and may act on their own turns they know and may cast the last three spells types that you have cast (prioritizes new spells.) They are 10% Of your current hp and mp, if they damaged or cast a spell it is sacrificed from the mp and hp you gave towards the creature, when destroyed they will automatically return back to you doing 30% of their max hp as damage to you (Excluding the health that you have to them) you have a maximum of three and do not go away until after 10 turns of combat, or when dismissed. You may choose to do this effect, and you may dismiss the spirit. (Takes two actions.)

Conjuration: Your Body shifts dramatically conjuring upon many things, you may conjure three sets of armor and weapons all of which you have prof in and have an additional range of 10ft due to elasticity. Armor Set. +3 Ac War Axe, Plate Armor, -2 dex and -1 to all of your magical abilities, your magic has disadvantage and are slowed by 10 additional feet. However you get a +1 to strength and gain (10 temporary hit points, (Only can be reinstated after the end of a combat session.

Ranger Armor: You gain advantage for ranged attacks and initiative, you gain both a longbow and shortbow with leather armor, you gain an additional 20 ft of movement, with an additional +2 to dexterity in return you gain both disadvantage towards physical and melee attacks and lose -1 for all of their perspective attacks, you cannot counter attack.

Magical Armor: You gain advantage for any magical spells and gain an +1 towards all of your magical skills and gain initiative advantage and a 5% mp reduction, and gain an additional 10 feet of movement however you lose -2 ac and -1 to strength and have disadvantage towards physical attacks, you have robes and a special spell book that allows you for 75% of the mp cost increase the effects of the spell, increasing it's level.

Divination: You Become a servant to an spirit/god/goddess that you aspire towards, temporarily gain an higher sense of connection, and being able to communicate with them, they will give

you temporary boons and flaws, however the flaws are severe and oppose a strict weakness while the boons are immensely powerful but situational.

Transmutation: You gain either 75% or 100% transform into an animal shifting them physically and giving them the stats of the creature, the difference between this and polymorph is the choice of picking and choosing certain elements of the specific creature, although with an advantage that you choose there is usually an associated creature or specific downside of that creature, you also can not shift form at will you can only choose once and it takes multiple actions to shift back

Illusion: You are able to cast an specific gigantic scene forth from your mind who the inhabitants who fail a wis save (17) will think is real, this is a 30x30ft spell and usually able to bring forth its inhabitants, into persuading and general confusion, of course this requires from concentration and your movement speed is halved, if you get attacked whilst in this phase you have disadvantage, and your concentration might break.

Evocation: Choose a specific spell element that does 3x the damage, and does x2 the damage of all other spells (This is optional.)

Necromancy: You Become the Pinnacle Of Life And Death, You Transform into a being of Pure Life and Death, Having Access to Improved Healing and Necromancy Spells, And Gain an additional mp gain of 40, you also gain 100 temporary hit points, and have advantage on all spells, however there is an time limit of ten turns which you can extended by one for every creature you kill, you have resistance to all statuses and in this phase if killed or destroyed you are permanently banished to oxjiun a plane of pure blackness and emptiness, not being able to be revived back to the moral plane.

When the timer is up, you fall unconscious and your hp and mp go to 1.

Wind Stream: 2/day You Heedforth an Tsunami of Wind Pushing opponents pack in a 15x5ft line for up to 100ft. (This does no damage, and is not affected by chaos.)

Lv:20

Upon Full Mastery of an spell The spell itself will shift, giving an 20% mp reduction and additional damage abilities or added effect: (Fluctuates) you also have an 10% global mp reduction for all Spells. And gain an additional 10mp every turn.

Fire wizard. (Wip)

Earth Wizard (Wip)

Air Wizard (Wip)

Water Wizard (Wip)

Paladin: (Wip)

Paladin of Light: (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Nothing:

Nothing:

Naked.

Naked of Fury

Lv:1 (1D12 Hitdice) +1 Strength.

Get the berserk perk: 1/Day You channel the rage and swiftness of a beast that channels throughout you: You're attacks get double damage for about five minutes and you take 0.75% Less Damage

Lv:3 Reckless Attack: When you make first attack: You can Give yourself advantage but attacks against you give you disadvantage

+1 Berzerk Per Day.

Lv:4+1 Con

Get's Light Feet You gain 15 more feet and you get an additional sprint (Refresh Short Rest)

+1 Berzerk Per Day

+Get's Bonus to survival and gets 1.5 more loot from Formaging. Things.

Lv:7 +2 Con

Strength:

When Berserking you can now use another berserk Separately aka Berserk + Berserk to double down the effects of berserk.

Defense: When you berserk you get an 0.25% Defense Buff And at the last minute can't be damaged.

Speed: When you berserk you get an additional sprint and can attack out of a sprint or movment and you can't get opportunity attacked.

Lv:9 Extra Attack

You can attack twice this turn.

Attack:

When Berserking you can now use another berserk Separately aka Berserk + Berserk to double down the effects of berserk.

Defense: All attacks now only do 50%

Speed: You gain an extra 15 Feet And Gain 4 Sprints For Every Bezerk.

You Can Sprint After Attacking.

Lv:13 +1 Con

Your'e Hunger and thirst go down by 0.50% and getting natural resources get's less time, and more of it

You also get a point in perception and is able to point stuff out easier

Lv:14 +2 Strength

Attack: When you Berzerk A Shockwave Spawns around you doing 6 1d6 Damage

You also can focus a single enemy that when hit gets a guaranteed crit.

Defense:

All attacks only do 0.25% of damage When berserking you cover yourself with spikes reflecting 50% damage back Until it ends.

Speed:

Every Two Fury Can be used for an extra turn You can also use a fury horizontally and double your Jump in movement speed You also gain wings

Lv:17+3 Con Additional Berzerk

No more hunger and no more thirst are needed.

needed you can also you use your'e strength score for abillity checks.

Fury of Nakedness:

Channaling the power of nakedness you become immortal when you don't have clothes your'e skin can not be Touched, It just reflects every single blade and only intenstly powerfull (Continet Destroying magic only

Slightly harms you, you can only be Killed through Intense Magical Powers (Either from litteral gods or the power

Lv:20 to destroy half of the world. also you regenrate around 90 hp every three rounds.

Naked of persuasion: (Wip)

Swashbuckler:

Pirate.

Lv:1 You have proficiency in light weapons as well as gunpowder weapons. When loading your gun you must spend action in order to do so. When engaging a single enemy in combat, you gain a +2 to AC and attack rolls

Lv:4 +1 Dex

You gain some maneuvers at lv 4 and at lv 7, You can do 3. day at lv 4 and 5/day at lv 7.

Lv 4: Doge Roll, Parry, Precision Attack, Fancy Footwork.

Lv 7: Improve Weapon, Trick Shot, Trashed Attack, Harry.

Doge roll: you may use a reaction to doge roll up to 10 ft away, evading damage. Parry: When in the midst of melee combat you may use a reaction to parry the attack: Giving you a +2 for your next attack on your turn. Precision attack: When you Melle a target their ac is halved. Fancy footwork, during or before your combat you may move up to an additional 10 ft. Improve Weapon: If you take something closest to you the stats will vary immensely but the baseline is a 1d6 weapon. Trick shot When you trick shot, you gain a +3 to hit due to the opponent being distracted. You harry your opponent, intraging them, they will only target you on your next turn and will not notice hazards. Thrashed Attack: Harry: You harry your foe, enraging them they will only attack you on your

Lv:7 +2 Dex

When attacking an opponent in a duel, you may use your bonus action to steal a random unequipped item

When Plundering Treasure, you gain an additional luck with an extra chance to find some loot. Your Firearm Get's Extra ammunition maximum ammunition.

When facing an enemy in 1v1 combat you can read 1 action they will do during their turn (Whatever they will initiate as their first.)

You Gain as skills.

Bullets Blast: BulletBlast is an Concentration ability in which you release all of your ammo onto an target the damage of which is calculated by the firearm and available ammo, with each ammo doing 100% 75% 50% 25% 10% respectivley reaching 10% for anything past five of the numbers.

Bullet Volley: Bullet volley is a 5x5x(Ammo) attack in which you relase your bullets everywhere in rapid sucessision. The damage is the base of your firearms damage, as the range and size is dependent on the ammo you give increases both of it's ranges by 5 per ammo excluded.

Lv:9 You gain proficiency with finesse weapons:

Your Gun now has special magical bullets choose one after a long rest, (It coats all bullets in your hoster prior to the long rest, and new bullets are just normal based bullets.:)

(Re Bullet:) A Re Bullet has a 25% chance to return back to your holster, free of charge.

(Fire Bullet:) Fire Bullet does an additonal 1d4 damage, and may set flammable objects on fire.

(Charm Bullet:) Charm Bullet has a 50% chance to charm the user, the bullet itself does no damage as the target is now considered under the effects of the charm spell.

(Magical Bullet:) Magical Bullets Can Perice Magical Armor And Effects.

(Piercing Bullet:) Piercing Bullets Calculate Half Of the ac required to use them.

(Enraging Bullet:) Enraging Bullets have a 25% chance to enrage a target, giving them combat buffs and forcing them to target the closest creature, these bullets do no damage.

Lv:13 +1 Strength

When you drink alcohol: You have these additional added affects.

You get Buffs Towards your ac +1 and gain 10 temporary hit points when your hitpoints hit 0, you also do more damage (Varies), and have resistance towards some status (Mostly Persuasive like charm) however you have a 70% chance to miss all of your attacks.

Lv:14 Audiably State your code of honor, in combat: this magical honor is inflicted upon everyone anyone who breaks it will be given disadvantage against all throws for the rest of combat.

You also Gain Multi Attack: You can attack twice in one turn.

Show mercy to surrendering foes and prisoners

. Refrain from underhanded tactics in a fight

. Face each other without aid, back up or assistance. (When this is stated you lose your 1x1 bonuses.)

. Keep the violence away from the unarmed or innocent

. Fight to surrender or subdual, without retreat

Lv:17 +2 con

Choose an target an magical 20x20 foot arena summons around you and your target are transported towards another dimension, this dimension persists until the user is killed.

Your magical bullets, charm and enrage percentages increases to, 75% and 50% respectively

When you use a munvear toss a coin, on heads you gain another free maneuver.

When you use a munevar toss a coin on tails, you gain an additional action that may be used as a bonus action.

Lv:20: Your bullet capctiy increases by 100, and your firearm bullet output increases by 10, essentially tripling the damage.

Royal Guard. (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Warlock:

Basic Warlock:

Lv:1 (Eldritch boom is a reusable cantrip)

Your Eldritch boom is a basic 100ft 1d7+1 projectile that does bludgeoning damage.

Your Patron has a bar that represents your goodwill with your patron, or reaching 0% with your patron will cause punishment from your patron, an example being full withdrawal (Having to switch classes) or other unspeakable horrors however your patron. (Shadow Creature.) Has different effects relating to your will, [state.] The base anything in between 25% to 75% bar is considered normal, 25% and below is aggressive and 75% or higher is content, these corresponding moves will change your abilities depending on the bar, with aggressive being more aggressive, and content generally being more passive.

Doing these actions will add to your patrons goodwill:

- + Killing Clerics.
- + Doing deeds/casting magic in darkness.
- + Studying tombs and important pieces of lore.
- + Casting Illusion magic, or Spells with the Darkness Tag, or Darkness in their name.
- + Experimenting with magic no matter the cost, either socially/Physically (With high risk chaos)
- + Gifts of lore and extended knowledge/magic items.

Doing the opposite of these, or working against your patrons goals will give you negative goodwill.

You Have an grimoire which twists and corrupts magic that you cast (Enchanting them into bouts of darkness and magic:

When learning a piece of magic and lore you may write it down into your grimoire which is intrinsically linked to your patron, your grimoire has 40 pages in total, upon choosing to discard the contents of an page your grimoire wipes the contents of the spell and the contents, however afterwards you may put in any spell including the the one you just put in. Upon putting in a spell your grimoire will put a full detailed account, with drawings, diagrams, lore etc, coming from your Patrons vast knowledge on the arcane, you gain mastery in the spell, you also gain an +1 casting the spell while in dim or pitch darkness, if you or your spells are in an 30 x 30ft. enclosed darkness you gain advantage in darkness. But you gain sunlight sensitivity. And gain an -1 to your spells in light, you can also use your grimoire as an arcane focus.

Your Grimorth spells forth, an cundram of [] that sticks to an singular target within a 30 ft range, the enemies are then moves to the origin of the designated spell, pulling them closer to up to 10ft, or if using grimoire itself 35ft range, the target is then stuck at the designate point, where they must succeed an 15 constitution saving throw, or wait three turns for it to vanish naturally.

Aggressive:

Instead of consistening of magical energy it now takes the form of an black hole in appearance, it now also drains the force with 2d4+2 bludgeoning damage per turn, they must succeed an 15 con saving throw in order to escape. However using this ability requires concentration and you take 20% of the damage dealt using this effect with this effect.

Content:

It takes up to two targets and it's range increases by 20ft, and has 50 ft respectively, However it only requires a 12 dexterity saving throw to become free, and lasts for only two turns.

All above has <5> Charges you recover half (rounding up.) on a short rest and all of them on a long rest, this increases to <7> on level 9 and <10> on level 14.

Lv:4 Wis += 1

You gain the ability to drain life, soul or another ability, this can manifest in; Pointed teeth, an scar, ensigma of their patreon, mouths appearing all over their body, an magic tattoo, and a shadow allowing it to spring to life, or an proboscis which connects to your patreon, all of which give different effects and you may switch with your patreon.

which connects to your patreon, all of which manifest into different abilities:

Vampiric bite: 5ft range -2 to hit.

You lunge forward with a bite and attack a target in a place where blood, soul, (or other) is most flowing most preferably the heart, or neck. You deal 2d6+2 Piercing Damage, healing 80% of the damage dealt.

Tattoo/Scar/Hand (Concealed.) +3 to hit.

Your [] latches onto the foe, eating away their blood, soul or other. Dealing 1d6+2 Piercing Damage and healing 50% of the damage done, foes must take an action or reaction to remove you from them, if they wish to use (Wherever you latched.) This can also surprise.

Bond/Tattoo/Object (Concealed) +1 to hit:

Appears as [] And can latch up to two creatures in a 20ft space, three at level 13, dealing 1d10+2 Piercing Damage. Healing 20% of Damage Dealt.

Shadow of Patreon: (Concealed) +5 to hit, a shadow of your patreon appears in a 30 ft range and infuses into the foe's body, this deals 1d6+1 damage Piercing Damage And you heal 10% of damage, but you make your patreon happy.

Prosticus. +2 to hit You insert your needle like proboscis into their skin and deal 1d10 + 4 Piercing Damage, Healing 100% of damage dealt, however you must have a blood stat rather than hunger and thirst, which drains as fast as Hunger + Thirst.

You may sacrifice a bit of blood to enchant and strengthen your magic, when you cast a magic you may use some of your blood 2% of your max hp, either spiritually or physically, when you do this your spell becomes partially upgraded and gives you goodwill to your patreon.

Aggressive: You call upon your patreon to enchant further, taking more of your blood,soul or other, taking 20% of your max hp. However it will be treated as full mastery of the spell and its effects will double, it can also have an additional benefit <from the gm's choice>. For an additional 10% of max hp.

Content: You weaken your spells, however, you heal 5% of max hp and max mp. Upon casting.

Lv:7 Wis +2

Grimoire Spells gave an added effect:

Added Casting costs 10% mp less to cast as long as you take 5% of your max hp as additional payment.

Also your patreon effects on your grimoire become more pronounced, resulting in added chaos. (Usually 5%), however it varies depending on spell.

Aggressive:

For more chaos, (10%) and 8% of your max hp you can bypass immunities, regarding the spells your spells type, effects.

Content: For you gain 5% mp reduction on all spells for 2.5% extra chaos, however your spell's effects stay the same.

Lv:9

When choosing a spell to document in your grimoire you also use additional pages to document the spell, resulting in different combinations and effects.

5 Pages: The Description of the spell showcases a wide variety of uses and history, you gain proficiency with the spell in question, and another additional +1 to damage rolls, and +1 to hit as well, you also gain proficiency to look at history when looking at lore and uses of the spell in the world.

10 Pages: Your spell showcases extensive documentation, including data, statistics, and different ways to use the spells + extensive history and more, your spell gains sub-sections and other creative ways to use the spells, you also gain a 25% mp reduction.

20 Pages:

The Spell in its entirety is given through you by your patreon's will, it has the aforementioned bonuses listed before, + the spell is catable for free.

Your form and body becomes otherworldly, giving you resistance, towards psychic damage and necrotic damage.

Aggressive: You become immune to the aforementioned abilities however you become weakened towards fire.

Content:

You only gain resistance towards psychic or necrotic damage, but getting dealt damage any of those two of damages heals 10% in temp hitpoints. (10% of Max Hp + 10% of damage dealt to you.)

Your attacks become vampiric in nature, stealing 5% of all damage you dealt.

Aggressive: 20% as temporary hit points, however you lost 5% max hp, every time you attack/do it.

Content:

You can choose to steal up to 50% while doing no damage and doing no damage and inflicting the confused effect.

Lv:13 Con +1

When engulfed in darkness, you may spend an action to turn yourself temporarily invisible, and intangible to movement and being targeted by anything but area of effect spells, detect spells and the environment.

Aggressive: You become fully invisible and can move and do actions inside the dark space, in an 100ft range. However every turn the darkness fades every turn in a 10x10ft square until you disband this feature. Any previous darkness becomes dim light for 1 hour before returning to natural light.

Content:

You can move inside the dark space, but not take any actions when invisible, however 5x5ft square disappears until you disband this feature, any previous darkness becomes dim light for 1 hour before returning to natural light.

You split your mind as illusions of yourself, you are able to command those illusions in a 100xft radius around you, and seem to react to objects within their environment, i.e Bumping into walls, Holding a sword however these illusions can not do the following: Set Traps, Do Actions, And are not considered Physical objects, and disappear when hit by any damage die, or get try to attempt to do an attack action (If it connects.) The Maximum amount of illusions that can be had at any time is three.

Aggressive:

The illusions are able to be actionable (Not able to use the help action.) and can cast spells, however instead they are clones of you, any damage is shared between all copies, and damage done increases by 20% if it target's you and not the clones, meanwhile it decreases by 5% if it hits the clones, upon falling unconscious they all fade.

Content: You have five illusions which can be spaced out wherever you wish, (100ft.) however the illusions mimic your movement and actions unlike their other purposes and can not be spent doing other things.

Lv:14

You may sacrifice 80% of your hp, of your hp when you do your grimoire it will choose 5 random spells within itself, if you have less than 5 then it will switch witch spells comes out at random, it will then cast those spells at a target that's up to 100 ft away, if it's a positive or buff spell than you can decide to give yourself or an ally/target up to 100 ft away from you or the grimoire.

Aggressive: Leaving you at 1hp, the Grimore also explodes, dealing 20d6+32 Damage of your choice, to the target.

Content: 50% hp for 3 spells, 10% of which comes back as temporary hit points.

Your Form becomes one with the darkness teleporting from darkness to darkness in a process that requires 5% max hp, you may shift yourself to another piece of darkness 150 ft away.

You may Sacrifice your regenerative abilities for more hp to block more hits. For every 1% of max hp that you give you gain 3% in temporary hit points, you only gain your max hp in 1 week, in which your max hp stabilize as the temporary hit points fade away.

Lv:17 Con +2

You gain 2% of your max hp every turn.

As you, your patron and your grimoire become one, you gain the ability to transform into a form that closely resembles your patron: [Stats will be provided upon further choice.]

Shadow Patron, Garayic Patron, Tentacle Patron, Parasite Patron, SpellBased Patron, Bug Based Patron.

Lv:20

While disconnecting from your patron, and attuning from your grimoire itself it allows you to switch from content, normal and aggressive on will you also heal 10% max hp every turn.

Flaming Patron:

Lv:1 You gain an lv 1/10 mp fire spell you're eldritch boom becomes a fast 5 ft big 50 range projectile that does 1d6 fire damage and can pierce two opponents (Straight line)

You Have a Bar That Decreases and Increases Depending if you are able to fulfill your patron requests, each section of the bar representing a different mood of your patron and by proxy the different modes of your patron. If it reaches 0% however your patron will punish you (Up to the DM's discretion. The three moods are as follows Aggressive: Neutral: Content: Aggressive being a riskier but more enhanced version of your skill or ability, neutral being the neutral version of either, and Content being a much defensive and lessened version of your ability. However Content and Neutral may be switched if Content Level is reached, same goes for Hostile and Neutral if it reaches its representative stage, when you switch however your ability does fade for a turn before reappearing.

Things That Appease A Flame Patron:

+Quests Given to broaden its influence

+Spells attacks mastery or use of its primary element.

+Destruction of the other elements or its elemental children i.e being (Water Slimes, Frogisty, Ceagreens, Mushroomters, Etc.)

+Gifts to your patron.

Fire radiates around you, appearing as either flames combusting from your energy, hidden away or a faint glow of color radiating from you and your weapon, if you or an enemy mele each other your enemy takes 1d4 additional damage Aggressive: Your Enemy takes 1d8 fire damage instead, however it has a 3/20 chance rolling 17,18,19 (Dm.) For your enemy to combust into magical flames that hurt you no matter of skills, features, or other magical effects. (Works as a timed magical fire from the builders section, (1 hour). Content: You only heal 1 damage, however your form allows you to pass through opportunity attacks.

Berserk:

Normal:

Your patron invigorates your heart filling you with an undying rage, you do x2 damage but take 1.5 damage in return.

Aggressive:

You do x4 damage but take x3 and an additional x2 from water based attacks.

Content:

You do 1.3x more damage but take 1.1 in return.

You gain proficiency with martial weapons.

Lv:4 When you kill an enemy you can gain or lose 0-5% of patreon goodwill. +1 Strength
Content: If you choose discontent it decreases by 10% and if you choose content it increases by 2.5%. Aggressive: if you chose to gain good will it increases by 10% if you chose to decrease it it loses by 2.5%

Your Weapon Type and attack becomes fire, and is considered magical in exchange for immunities.

Aggressive: All immunities to fire, or fire related effects or status becomes resistances, however the same happens with your weaknesses, or racial features.

Content: You have an added Resistance of your choice.

Lv:7 +2 Con

Flame Burst:

25x 25 ft circle. You clap your calling on your patreon calling on your patreon, who radiates an shockwave of fire, radiating from out of you, they must take an dexterity saving throw <13>, or take 2d6+2 Fire Damage, You must take a short rest before using this again.

Flames Spawn in the radius of the flame burst.

Aggressive:

You combine with the water vapor of the sky to make a scalding steam, you take 1d4 water damage, but you deal 3d6+4 Fire Damage, You also have a 20% chance to inflict on fire, the dexterity saving throw is <16> dex saving throw. Steam Spawns in the radius of your flame burst, anyone in the steam takes 1d6 damage, it fades in 3 turns.

Content:

When You can Flame Burst, You can use the flame burst as a reaction, dispersing water spells targeting you or in a 50x50 water spells, You also have a temporary Shield any water spells that attack you in a 10 minute time, however you deal 1d6+1 Fire Damage With Your Flame Burst.

You can summon 5x5 to 15 x 15 ft flames on will.

Aggressive: The fire is permanent (Magical.)

Content: The Fire is Timed (Magical.)

When there are flames engulfing or surrounding a target you gain advantage.

Aggressive:

You gain +1 as well, however on every other terrain, you get an -1 to yourself.

Content:

Instead of you gaining advantage, the opponents get disadvantage. ‘

Lv:9 You have <32> Charges of an 5x5 ft fire Splurt Spell, all of which can be used any time or set as an action or an reaction, and can be placed together as close as possible, as long they are not connecting to make an 20x20ft cube. You regain all of your charges on a long rest, and gain half on a short rest. (Rounding up.)

Aggressive: The Geysers have three bursts that shoot out the next turn when the timer ends, or up to three turns of your choice, however you have disadvantage when attacked with melee combat.

Content: Your Geysers Count As Walls And Can Block Ranged Attacks (Non Magical) With wood or up to iron in terms of material, it can also block ranged spells that cost less than 5mp.

Lv:13 +1 Wis

When you cast a higher level spell that is above 10mp, you have an 1/20 chance to activate an ability that inspires the spell with the vigor of your fiery soul doing more damage or effects (Varies depending on spell.)

Aggressive:

The chance of the ability triggering increases to 3/20 if it triggers its effects can potentially double or trigger further, however, you also have an 1/20 chance to do it on yourself, whatever happens it also has a 50% chance to set the target on fire.

Content: The Effect usually increases by 0.5% however, it now has an 15/20 Chance Of Triggering, it also goes down to spells that are up to 5 mp in cost.

Lv:14

Your Patreon Gives you a Gift any of which are suggested and from the group, you have proficiency in the gift, and has an <3> Charge Flame Burst. (Long Rest| Half Short Rest.) the scales with your current flame burst, you also gain +1 when using this gift, and can be used individually as an arcane focus and hold spells within the weapon itself. in 24 hours, (1 Week if destroyed.) You can switch, or be bestowed a gift once again.

Aggressive: You Have up to <5> Flame Bursts, with the item, and you gain a +2 when using it, however there is a flaw to the gift chosen by the dm.

Content: You do not have any flame bursts, but you gain an positive trait (As chosen by the dm.)

Lv:17 +2 Con

Your innate mastery of fire allows you to bend fire through sheer will, be it the source coming through magic, yourself, an target's effects or produced naturally, or anything that does fire, you may shift it from up to 20 ft, and move it up to 20 ft away from its original source. (Each section of the 20 ft can also individually move by 5ft, the new damage die varies depending on the object and the continent of the spell, but the base damage die is 3d8+6 Fire Damage.

Lv:20 Your innate mastery allows you to disconnect from your patreon, allowing you to switch from aggressive, to content and normal on will. (1 Action or Reaction.)

Aquatic Patreon (Wip)

Lv:1

You gain gills and some fins you can indefinitely breathe water you also get a 40ft swimming speed you also gain 1 0-10 spell

Your eldritch boom is a 5x5 feet aquatic moving bubble that moves 10 ft per turn max 60 ft from starting location (2 max instances) 5ac 10hp it is aquatic damage.

Lv:4 Choose to gain a long tongue or webbed feet or stronger legs.

(Long tongue:) You gain a long tongue that can be used for a 10ft attack that grapples a target.

(Webbed Feet:) Your swimming speed increases to 60ft.

Strong Legs: You have an additional jump height of 20ft

Upon Choosing that you also notice that any weapon can now have a floating aura of water, giving an aquatic element to your weapon.

Lv:7 i

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Draconic Patron (WIP)

Lv:1 You gain scales of the color of your dragon all over your body giving you a +2 natural ac.

And +1 with armor max (18)

Your eldritch boom type and 0-10 mp spell is dependent on your color of dragon.

Eldritch boom stats: 1d5 80ft basic spell (Type=Color.)

Black=Psychic

Blue:=Water

Brass:=Lightning

Bronze:=Bludgeoning

Gold:=Piercing

Green:=Poison

Red:= Fire

Silver:=Cold

White:=Radiant

Slime:=Acid

Undead:=Necrotic

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Undead Patreon: (Wip)

Lv:1 You become a skeleton physically unlike most skeletons without the use of spells you can switch appearances of being dead and not.

Your eldritch boom is a 2 projectile attack one fast and one slow 10 ft per turn range of 60 for both. (Necrotic) you gain a 0-10 necrotic mp spell.

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Demonic Patreon: (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Bard: (Wip)

Base Bard: (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Chaos Mage:

Chaotic Mage

Lv:1 Chaotic Surge: You Can Make Your Spells More Chaotic i.e Upping it's the percentage to 20% But in Turn You Get a 5% mp discount and you can now get added effects to the magic may it be chaotic or not.

Lv:4 +1 Wis

When you cast a spell you can Flip a Coin If heads: do x2 Damage if tails take that damage. You may choose to change your spells element that is now randomized until you change it again.

Your Overall chaos is lowered by 0.8%

Lv:7 +2 Wis

When you hit a player with your magic their chaos increases by

0-35% +5 35-60 +3 60-100 +1

Chaos Buffs: When your enemy is at 35-60 Chaos. Gain an additional 2mp per turn when at 60-100 gain an additional 5mp per turn.

Lv:9 Your chaos spreads into your magic roll, on a 20 roll a d100: your magic does this random effect.

1-2: Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.

3-4: For the next minute succeed on all attack roll targets.

5-6:

7-8: You cast fireball on yourself

9-10:

11-12:

13-14: you cast confusion centred on yourself

15-16: They Change Sex.

17-18

19-20: A Creature 5ft in front of you is enamoured for you and will fight to the death to keep you safe.

21-22: Dust and Sand Flies around the caster in an 20 ft circle for five minutes neither no one can see the inside or the outside.

23-24:

25-26:

27-28: An Random Creature through op's choice get's teleported to your location 5ft away

29-30

31-32

33-34: Maximize the amount of damage of the next damaging spell you cast within the next minute.

35-36

37-38: You are covered in a White WebLike Substance that leaves you prone.

39-40 You're Race Changes.

41-42 Your'e Target Race Changes.

43-44: They change classes to a random class (16) at their level.

45-46

47-48

49-50

51-52: Every Creature in an 200ft radius originating from the point this spell was cast knows each other's presence for about a minute.

53-54

55-56

57-58

59-60 You Both Teleport with the middle of the land being used as reference towards the other side of the land.

61-62

63-64

65-66: An Small Box looking Telos with an black tie Appears it is sentient and loyal and calls you master.

67-68

69-70: An Creature in front of you gets a random effect for a 1d4 hours.

71-72

73-74

75-76: You get shot 300ft into the air. If you have a roof over your head you shoot up to the ceiling before falling down.

77-78

79-80

81-82

83-84: Your Physical Appearance changes, randomize your appearance. On 84 your opponent appearance changes.

85-86

87-88

89-90

91-92

93-94: You Lose all of your equipment

95-96: Your Target Loses all of your equipment.

97-98

99-100: An Npc From Op's Choice Get's Teleported towards your location 5ft apart.

[

When you roll a hit you may have chance of failure turn a hit into an crit

On Failure: Do 1d10 damage towards yourself.

On Success. You gain an additional die on the crit.

When you hit with magic numbers have all been upgraded by 1. I.e 0-35 +6

Lv:13 +1 Wis

when you roll a number for random calculations you may round higher or lower for the percentage, i.e 46 -> 50 44 -> 40 45 or odd calculations can be rounded either higher or lower for it. If you roll by 19 you can either increase or decrease by 10.

When you yourself have 35-60 Chaos You Gain these Buffs:

Likewise, when you have 60-100 chaos You Gain These Buffs:

These Buffs do Stack.

Lv:14 When a spell hits you may flip a coin on Heads that spell does double it's total damage

On tails it does half of it's total damage.

Flip a coin: On Tails you swoon an npc on Heads They Hate you.

Flip a coin. On a tails you are gifted a random free spell (Five turns hold) on a heads your opponent is gifted a free spell.

Additional effects of spells now have a secondary effect that is now randomized.

Your mp discount per chaos added is now 7%.

Lv:17 +2 Wis

Roll a 16. That 16 corresponds to a class shown on the class selector (left to right) then roll a 20. That number rounded down gives you the abilities of that specific class for this combat encounter 1/day.

You may now also add the maximum damage from your spell multiplied onto the enemy.

You may use your coins as a 1d10 attack bonus action attack.

When your chaos reaches 100% Your magic is not affected by chaos.

Lv:20 Whenever you flip a coin luck bends to your will. You now have an 9% chance to roll a positive interaction. 1d10.

Deck Mage.

Lv:1 Spells become cards that can then be played as cards, starting with a max hand of 5 every other card drawn after either become discarded into the ethereal void until the turn is over.

Your max deck currently is 20 cards

You Start With 3 Energy, and Energy can be restored with either 20mp or waiting for the next turn in combat.

You may spend 5 mp to draw a card

You may also spend 20 mp to redo your hand.

It costs around 5 cards and 35mp to make one card permanent. (It doesn't disappear into the void.)

Cards can be acquired either through special card merchants who are usually other deck mages with the card creation level, or are scattered throughout chests and may be used as rewards by officials.

When you acquire a card in any form except for 0-10mp cards you may dispose of that card into the void, in return, the void gives you a random card corresponding to that mp cost.

Start with a Hand corresponding to a specific element or theme, (Pc discretion.) It is a mixture of permanent and temporary cards.

Lv:4 +1 Wis

You've gotten a spiritual connection to a card, classified now as Spirit Cards:

Spirit Card: (Choose a card from your deck, that card is now officially known as a spirit card It has these bonuses. 1: There is no energy cost on this card. 2: If it requires an additional resource such as ingredients or mp that resource is lowered by 1 while the mp is lowered by 10% 3: When Used the card is shuffled back into the deck rather than going to the spell void.

You can reassign the spirit tag to another card but be warned, breaking a spirit card connection destroys the card permanently from existence.

+1 Energy

Lv:7 Card Creation: +2 Wis

With an Advanced understanding of a spell and 50 mp, you can create a Permanent Card.

With a beginning understanding of a spell and 20 mp, you can create a temporary card.

You gain an additional tag that you may put on any cards: [Additional Effect Card]

When you combined an effect card with a damaging or healing card you're damaging or healing will acquire an additional status.

Lv:9: +1 Spirit Card

Cards Crafted have an additional increase in power compared to the base spells that they are based on, what is increased depends heavily on what the spell is and what it's based on.

When you craft 0-10mp cost cards You Get a Duplicate of said cards—Lv:13 +1 Energy +1

Rebound Card

Re-Bound card. Choose a card. That card now will always show in your hand on the first turn of combat after the initiative is rolled.

Choose a specific ability lv 5 or lower from a different class or subclass, you now get a card that corresponds to that ability for this combat. 1/day.

Lv:14 +1 Spirit + Additional Card. Wis +1

When you exchange cards into the void, instead of clearly trashing the card you can suggest a specific element, and the card will spit out that element.

Lv:17 +1 Rebound Card. Wis +2

You Gain two additional refreshes for free per combat.

Lv:20 +1 Spirt.

You look at five cards in your entire hand at the start of combat, you may put those cards anywhere in the deck.

Summoner: (Wip)

Summoner (Wip)

Lv:1 You are able to draw amongst magical spirits that heed forth across fantasia enslaving or creating them for aid at this level you have access to these specific summonses with a maximum of two.

Small Creature: Small Creature is a creature with a combat rating of 1 or less. Their stats are lowered by 25% (Rounded Up.): Stats: (Dependent On Creature.)

Can be tagged giving them certain magical effects: Flaming: This creature has a flaming tag, most of their attacks or actions will either give them trailing flames that trail behind them or certain elements will burst into flames. For the attacks, they are classified as flame, besides that other effects are purely cosmetic which stands true for all of the other specifications.

Aquatic: (Water)

Astral (Astral/Bludegononig)

Earth (Ground)

Light (Light)

Dark (Dark)

Slime (Slime.)

Elemental: Elemental is a pure creature of Elemental Energy.

Stats: hp + ac 75% of their master.

+1 to all magical stats.

Small Beings: Small Beings Are Small Humanoid/Races Creatures Summoned Through the essence of your soul, they are extremely customizable, equipped with small armor and small weapons, and learn small magic.

Stats: All of their stats start at 5, you must train them to become stronger

Basic attack: They punch their target. 1d6 close.

Shadows: Shadows are sub-reflections of your aura, brought upon by the essence of your being these reflections seem to be reflections of your stats yet weaker.

Stats: 50% of you

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Controller (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

ShopKeeper:

Mixed ShopKeeper

Lv:1 When selling items the mean value of the item is increased by x1.2

You also gain prof with transport animals. (Like mules, giant tamed frogs, etc.)

- + Luck 2 it is easier to find good loot in dungeons.

You get a new and cool barter system, that is slightly better than the base barter system.

The barter system upgrade is of the following.

- + Barter Bar: This will correspond to a specific back-and-forth barter system, fit with cinematics fit for a courtroom. With this, you can more specifically negotiate with a party letting some emotions and words play an important role.
- + Bribe: With Bribe You Can Give Either with words or through money or other goods this is usually successful but may make the customers' shopping experience tense for lack of a better word.
- + Charm: This can be used in a multitude of ways, either through charming through physical words or charming in another way, this is exceptionally risky socially and for businesses but has a high payout and low stakes.
- + Press: Press To Your Subject that you need this item; high-risk high reward high stakes.
- + Discuss: Casually Discuss the item in question.
- + Boast: Boast about the great accomplishments of the item.
- + Threaten: You threaten your subject either with violence or other threats. Massive reward Massive Risk Massive Stakes.

Lv:4 +1 Cha

Your inventory and maximum carrying weight increase by 100 pounds 200 at lv 14 and 500 at lv 20.

When you have x amount of money the power of wealth flows throughout you giving you these bonuses to combat.

25000: +1 to hit

50000: +3 to the initiative.

100000: +2 to hit

150000: your weapon gets buffed (Various)

200000: Your luck increases by 1

300000: +1 to all damage rolls.

400000: +1 to all your stats

Lv:7 +2 Con

If you spot people intending to steal your things you get these bonuses

You gain 25% of your max hp as temporary hit points attacks you do the stealers is increased by +2 to all attacks and your con is raised by +2 (Max 19) and your attributes are all raised by 1.

Str Dex Etc)

You're Barter System gets two more bonuses

+Trick: Using Magic, Trick your customer through magic or other means Guaranteed payout that comes back to bite you.

+Services/Coupons: You offer a service or a coupon, and upon fulfillment of the debt the transaction is paid, the difference between this and a normal quest is a magical bond taken through both parties where the one providing or given a coupon has an advantage on every interaction with the other party until it is fulfilled, violence finishes this effect.

Lv:9 You get a +1 To persuasion and Cha goes up by 1 when bartering with certain racial tensions (Slimecons Base Slimes Skeletons) And other tensions brought by war lessons enough so that they may trade with you.

Lv:13 +1 Cha

When you see someone stealing your things you can teleport to them within 300ft sight range and be 5ft in front of them when you teleport you still have the bonus of the lv 7 feature.

Lv:14 Any item you own within 100ft you can now sense when it is being stolen, and who is stealing it, even if you cannot hear or see them.

Lv:17: +2 Cha

You can use the barter system in combat to get out of combat and as such you get these additional bonuses/decisions

+ Plead(Com):

+ Charm(Com):

+ Bribe (Combat:

+ Threaten (Com):

+ Boast (Com) :

Lv:20: You're Charismatic tongue is enough to convince almost anybody to buy your things, even the gods, you have advantage on bartering persuasion and get a +3.

Also if people steal from you you get an additional 1d50 to your attack roll.

Dancer:

Inspired Dancer (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Magical Dancer (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Charismatic Dancer. (WIP)

Cleric:

Cleric Of Light

Lv:1 When you bestow an blessing or heal an target restore an additional 1d8:

When you use the protect action your target gets's an additional +2 ac.

You gain 2 0-10mp healing/protect/buff spells and 1 10-30 mp heal/protect/buff spell.

You worship an goddess/god/being of pure light. You may ask this god for the following favors:

- You Revive X
- You Remove any curses from X
- You Cast X (Must be half then your maximum mp) /Onto X (Divinity)
- You may ask yor goddess/god/being other related things.

You gain goodwill with your god with the following deeds

- Helping Others
- Healing the Down Trodden
- Enforcing Good Ethical Order
- Killing undead and all abominations that walk through fantasia.

You gain badwill with your goddess/god/being by doing the following deeds

- Killing innocents
- Stealing
- Practicing Dark Magic, Necromancy are those who control or puppet others as a spell
- Not preaching or doing your morals
- Healing evildoers
- Sparing Skeletons Undead and all those of the dark

When you gain up your bestower will have more trust in you, bestowing gifts, weapons, and increasing thier capabilites in level to you.

Lv:4 +1 Int

Block: When you see an ally 5ft from you in danger you may use a reaction to take the damage inflicted onto them. (Half Damage, rounds down.)

1/d You may summon a temporary shield. The shield is a 20x 5ft line in which all projectiles, excluding certain spell effects, abilities

Protecting Allies Replenishes 5 mp. Which Can be the Clock, Certain Supportive Spells and Help Actions.

When you heal an creature with a spell, you heal 20% of the hp given if 20% is lower then the minimum will be one.

Lv:7 +2 Int

Your Goddess/God/Spirt Helps you in combat bestowing upon you some extra damage.

+You are now given godly oaths: Godly oaths are quests bestowed by your patron, usually, something relating to their goal, when fulfilled or finished they will reward you with material possessions or power. You may ask for a specific reward, the results of which may vary.

Examples: (Enchanted Weapons, Coin, Mp Replenishes, Mp Mastery, Knowledge, More Favors, etc.) You may ask for a specific reward and get a yes/no answer from your Patron, this does not anger them unless it is contradictory to their goals.

You can now banish undead You dwell upon your patron to smite the undead banishing them from our mortal plane the ones you can banish are dependent on your level.

Lv: 7: Creature with an difficulty of 1 or less. Or an combined less then 20 max hp and 10 max mp.

Lv: 13:Creatue with an difficulty of 2 or less, or an combined less then total of 30 max hp and 15 mp

Lv: 17: Creature with an difficult of 3 or less, or an combined less then total of 40 max hp and 20 mp

Lv: 20: creature with an difficulty of 4 or less or an combined total of 45 max hp and 25 max mp.

Lv:9

Your Patron now provides now deems you worthy to be an acolyte for it's cause, you have an an 10x10 foot burst healing spell that resonates in any target that you chose. Heal 3d6 you must take a long rest before using it

Lv:13 You gain +1 Con

You Gain MultiAttack: You can take the attack action twice.

You may now three times a day either to yourself or an ally in range of up to 40ft

And you may target any allies 100ft away from you, as a reaction you may move them in any direction up to 40 ft.

Lv:14 You have a 5% global mp reduction towards all spells

You now represent a divine speaker for your patreon you now have advantage towards religions or things that it deems as unnoteworthy in saving throws against that creature, advantage helping allies that are fighting that creature and advantage on divination spells against them and divine smite.

Lv:17 You gain +2Int

When you cast a healing spell you may double cast it for little to no mp cost.

When you cast a healing spell.

When you are healing an ally with your healing spell use your highest dice for the hitdie used.

Example: 1d8 -> 8.

You can cast a zone of healing around you, 10x10ft. Creatures inside this zone of healing heal 1d8 at the end of their turn this lasts for 2d6 turns.

You can channel the healing power of your patreon through a corpse that has been dead for less than 24 hours, reviving it just like a raise dead spell. You must take a long rest before using it again.

Your sword or weapon of choice radiates holy energy at the end of an attack add 1d4 radiant damage.

Lv:20 At Level 20: You are blessed with a god-like state being a pure acolyte for your goddess/god/spirit. You now have +Angelic wings With a flying speed of 40 ft, you have resistance to necrotic damage and when you reach 0 hp you get revived without gear or armor at your goddess/god/spirit's place of being, you also have near infinite goodwill with your goddess/god/spirit. Although if your goddess/god/spirit is ever defeated you lose all of your powers and have to switch to a level 1 class.

Cleric Of Dark. (Wip)

Lv:1

Lv:4

Lv:7

Lv:9

Lv:13

Lv:14

Lv:17

Lv:20

Combat Rules: Depending on the situation, the combat is described as a grid based system, and there are two ways to do combat. Describe what we as a character do as a sequence, and the enemies react, for precision it's one at a time, and then everything occurs as a quick update. Or, Say Keep (Melle) or Keep running away and throwing spells. (And then it essentially runs as a while loop until that condition.)

Slime Growth Chart:

The following table represents the following Gainable Features and Stats For Slimes and Slimeon.

The amount of growth any particular objects give can be given is flexible however here is an basis.

Dead: 0.5* Modifier. Alive or recently deceased, (1 hour)

Size Growth.

Tiny: 1 Point

Small: 1-5 points

Medium 5-10 points

Large: 10-25 points

Very Large: 1 Bar.

Gargantuan: 3 Bars filled automatically.

Here are the following stats that may be added.