

Hero



Heroes fight for those who can not, donning armor and weapons with special properties, gifted to them from those who lead the fight.

Basic Features

Hit Points

- **Hit Dice:** 1d8 per Hero level
- **Hit Points at 1st Level:** 8 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Hero level after 1st

Starting Proficiencies

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

- **Armor:** Light
- **Weapons:** Simple
- **Tools:** None
- **Skills:** Choose two from Acrobatics, Animal Handling, Athletics, Deception, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth
- **Saving Throws:** Dexterity & Charisma

Starting Equipment

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

- (a) ??? or (b) ???
- (a) ??? or (b) ???
- (a) a ???'s pack or (b) a ???'s pack

Alternatively, you may start with 4d4 x 10 gp to buy your own Equipment.

Multiclassing

Prerequisite: Charisma 13

Proficiencies: None



Hero Leveling Table

1st: Proficiency Bonus = +2, Features = **Heroic Force, Transformation**
2nd: Proficiency Bonus = +2, Features = **Heroic Posture**
3rd: Proficiency Bonus = +2, Features = **Heroic Force Feature**
4th: Proficiency Bonus = +2, Features = **Ability Score Improvement**
5th: Proficiency Bonus = +3, Features = **Extra Attack**
6th: Proficiency Bonus = +3, Features = **Heroic Force Feature**
7th: Proficiency Bonus = +3, Features = **Catchphrase**
8th: Proficiency Bonus = +3, Features = **Ability Score Improvement**
9th: Proficiency Bonus = +4, Features = **Heroic Force Feature**
10th: Proficiency Bonus = +4, Features = **Ability Score Improvement**
11th: Proficiency Bonus = +4, Features = **Heroic Aura**
12th: Proficiency Bonus = +4, Features = **Ability Score Improvement**
13th: Proficiency Bonus = +5, Features = **Teamwork Aura**
14th: Proficiency Bonus = +5, Features = **Heroic Force Feature**
15th: Proficiency Bonus = +5, Features = **Second Form**
16th: Proficiency Bonus = +5, Features = **Ability Score Improvement**
17th: Proficiency Bonus = +6, Features = **Aura Expansion**
18th: Proficiency Bonus = +6, Features = **Team Finisher**

19th: Proficiency Bonus = +6, Features = **Epic Boon**

20th: Proficiency Bonus = +6, Features = **Super Hero**



Class Features

Level 1: Heroic Force

Your heroic powers are gifted to you by a force, often supernatural or cosmic, with whom trained you, and gifted you your transformation item. Choose between one of the following heroic forces, **Trooper**, **Magical**, or **Renegade**. This choice will give you additional features as you reach 3rd, 6th, 9th, and 14th levels in the Hero class.

Level 1: Transformation

Your combat abilities are only part of your training, your force also gifted you your transformation item, used to don your armor and access to your powerful abilities to fight your enemies. On your turn you can use your transformation item to begin your transformation, taking 30 seconds, and requires both somatic and verbal components, which during taking damage or being forced to make a saving throw will cancel the process. After you have finished the transformation you gain the following benefits:

- Any weapons and armor you are equipping are transformed into new forms, but retain all their statistics.
- Creatures who do not already know your identity, have seen you transform, or have truesight, do not recognize you.

Your transformation lasts for 1 hour, and can be dismissed using a bonus action. You revert back to normal if you die, are hit with the spell *Dispel Magic* casted at 3rd level or higher, or enter an anti magic zone. You can transform a number of times equal to your Charisma Modifier before you must take a long rest, regaining all expended uses.

Your Transformation Item will differ depending on your force, such as a wand for magical heros, or a buckle for renegades. If your Transformation Item is lost or destroyed, you can perform a 1-hour ceremony to receive a new one from your force. This ceremony can be performed during a short or long rest, and destroys the previous item.

Level 2: Heroic Posture

You are able to inspire your allies in various ways with poses. While you are transformed, as a bonus action on your turn you can make a pose. Before your next turn, all allied creatures who are able to see

you when you used this bonus action are able to add your charisma modifier (minimum 1) to either an ability check, attack roll, or saving throw they make. The creature can wait until after it rolls the d20 before deciding to use the bonus, but must decide before the DM says whether the roll succeeds or fails.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat (see chapter 5) or another feat of your choice for which you qualify. You gain this feature again at Hero levels 8, 10, 12, and 16

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn. In addition, any melee weapon attacks or unarmed strikes you make ignore resistance to non-magical damage, as long as you are transformed.

Level 7: Catchphrase

You have learned to strike shock into creatures with your words. During initiative, while you are transformed, you can use your reaction to make an Intimidation (Charisma) check. All hostile creatures who can hear you must make a Wisdom saving throw against your check, on a failed save they receive a penalty to their initiative equal to your Charisma Modifier. You can use this feature 3 times until you complete a short or long rest, regaining all uses.

Level 11: Heroic Aura

While transformed you emanate an air of bolstering energy to those within in a 10-foot Emanation that originates from you.

All non-hostile creatures gain a number of Temporary Hit Points equal to your charisma modifier at the start of each of your turns.

In addition for *Dispel Magic* to end your transformation it must be casted at 5th level or higher.

Level 13: Teamwork Aura

Non-hostile creatures within your Heroic Aura gain +1 attack bonus for each other non-hostile creature within the range of your aura.

Level 15: Second Form

While transformed, you can use your action and expend a use of your transformation to gain a more powerful form. For 1 minute, you gain the following benefits while transformed:

- You can attack three times instead of once whenever you take the Attack action on your turn.
- You gain a bonus to your AC equal to your charisma modifier.

You can use this feature once per long rest.

In addition for *Dispel Magic* to end your transformation it must be casted at 7th level or higher.

Level 17: Aura Expansion

Your Heroic Aura is now a 30-foot Emanation.

Level 18: Team Finisher

You and your allies attempt to finish the battle with one final attack. When you make an attack or magic action on your turn, you can use your reaction to call out to your allies and begin a Team Finisher, which all allied creatures that can hear you can use their reaction to take an action. After this you and all creatures who joined in must rest, losing their next turn. You can use this feature once per long rest.

Level 19: Epic Boon

You gain an Epic Boon feat (see chapter 5) or another feat of your choice for which you qualify.

Level 20: Super Hero

You now have unlimited uses of your Transformation, in addition it no longer be dispelled outside of an anti magic zone.

Heroic Force

Your Heroic Force is the group that trained you and gave you your Transformation Item. They come in various forms of how they combat their enemies, such as utilizing the weave in **Magical**, technology with **Troopers**, or with special combat powers as **Renegades**.

Trooper

Troopers are highly trained soldiers utilizing a companion machine in combat that comes to their aid when most needed. Often their transformation items come in the forms of arm mounted devices.



Level 1: Bonus Proficiencies

You have proficiency in Martial Weapons, Medium Armor, and Shields

Level 1: Fighting Style

You gain a Fighting Style feat of your choice (see chapter 5 for feats).

Level 1: Weapon Mastery

Your training with weapons allows you to use the Mastery property of two kinds of Simple or Martial weapons of your choice, such as Longswords and Longbows. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain levels in this class, you gain the ability to use the Mastery properties of more kinds of weapons, increasing to 3 at 6th Level, and 4 at 13th Level

Level 3: Robot Companion

While you are transformed, you are authorized to hold your Transformation item up and call your force to magically send you a robot companion to fight by your side. As an action you summon this Robot Companion.

Your companion appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the robot (other than you) when it appears must succeed on a Dexterity saving throw against your spell save DC or take 2d6 force damage.

The robot is friendly to you and your companions and obeys your commands. See this companion's game statistics in the Robot Companion stat block, which uses your proficiency bonus (PB) in several places.

You determine the robot's appearance the first time you summon it.

In combat, the robot shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the robot can take any action of its choice, not just Dodge.

The robot has 1 hour of energy and will automatically return to base to recharge after that time, which will happen during a short or long rest, it also will return to base when it's reduced to 0 hit points, or until you die. Each time you summon your robot companion its current hit points remain the same until you complete a long rest.

Robot Companion

Large Construct

AC: 16 + PB (natural armor)

Hit Points: 8 + 5 times your Hero Level

Speed: 30 ft.

Str: 16 (+3), Dex: 10 (0), Con: 18 (+4), Int: 8 (-1), Wis 12 (+1), Cha 10 (0)

Damage Immunities: Poison

Status Immunities: charmed, frightened, poisoned

Senses: darkvision 60 ft., passive Perception 11

Languages: understands the languages you speak

Proficiency Bonus: (PB) equals your bonus

Actions

Basic Attack. *Melee Weapon Attack:* 3 + PB to hit. Range 5ft., one target you can see. Hit: 1d10+PB bludgeon/slashing/piercing damage (your choice, which you make when you summon your companion)

Level 6: Custom Weapons

Your robot companion gains an upgrade to their weapon systems. Choose one of the following benefits.

- *Energy Attack:* Your robot companion gains a ranged magic attack. This attack has 3 + PB to hit. Range 30ft., one target you can see. Hit: 1d8+PB. You choose the damage type this attack deals when you choose this option, choosing for it to deal either Force, Fire, Cold, Thunder, or Lightning.
- *Force Strike:* When you have your companion use its Basic Attack, you can choose to have it deal Force damage instead of its normal damage type.
- *Combat Shield:* Your companion gains +2 AC.

Level 9: Enhanced Customization

Your robot companion gains an upgrade to their body. Choose one of the following benefits:

- *Cockpit:* Your robot companion gains a space on the back where you can climb into, gaining all the benefits of mounted combat with the statistics of a Military Saddle.
- *Flight System:* Your robot companion gains a flying speed of 30 ft.

- *Armor Plating*: Your robot companion takes 3 less damage from Bludgeoning, Piercing, and Slashing damage.

Level 14: Generator Customization

Your robot companion gains an upgrade to their energy capabilities. Choose one of the following benefits:

- *Output*: Your companion's Basic Attack now uses a d12, and if they have the Energy Attack it now uses a d10.
- *Efficiency*: Your companion no longer has to return to base to recharge.
- *Capacity*: Your companion's hit points are now $8 + 6$ times your Hero level.

Magical

Magical Heroes have magic flowing from their body that protects them, and can control the weave to cast spells, using their magic as their signature abilities. Often their transformation items are wands or rods.



Level 1: Magical Focus

The transformation item given to you can be used as an Arcane Focus.

Level 1: Magical Familiar

You learn the Spell *Find Familiar*, which you can cast once per long rest without expending a spell slot. When casted this way, the creature you summon can not communicate with you telepathically, you can not share your senses with them, and you can not cast spells through them, but the creature can communicate to you and other creatures normally, knowing all languages you do. In addition the creature knows the spell *Detect Evil and Good* and can cast it a number of times equal to your Charisma Modifier before it must complete a long rest, regaining all uses.

Level 1: Signature Spell

You gain your first signature spell, you learn a 1st Level spell from the Wizard spell list. Once per short rest, if you are transformed you can cast this spell without using a spell slot, but it gains a verbal component if casted this way, you can not remove this verbal component. You gain more signature spells

when you reach certain levels. At 5th level you learn a 2nd Level spell, at 11th Level you learn a 3rd Level spell, at 17th Level you learn a 4th Level spell, and at 20th Level you gain a 5th Level spell.

Level 3: Spellcasting

You gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Spell Schools: Choose 2 schools of spells.

Cantrips: You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level, and 15th level.

Spell Slots: The Magical Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher: You know three 1st-level wizard spells of your choice, two of which you must choose from the 2 spell schools you choose from earlier that are on the wizard spell list. The Spells Known column of the Magical Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be from one of your chosen 2 spell schools, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be from one of the 2 schools of magic you picked, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability: Charisma is your spellcasting ability for your wizard spells, since you learn your spells through your magical powers. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Level 6: Magical Combat

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action. In addition you can now use your 1st Level *Signature Spell* 2 times before you need to complete a short rest.

Level 9: Magical Defense

You can channel magic through yourself as an invisible barrier. While you are transformed, if you have not casted any spells on your turn, you can use a bonus action to increase your AC by an amount equal to your Charisma Modifier. In addition you can now use your 1st Level *Signature Spell* 3 times before you need to complete a short rest.

Level 14: Improved Magical Combat

When you use the attack action on your turn, you can replace one of your weapon attacks with a *Signature Spell*. In addition you can now use your 2nd Level *Signature Spell* 2 times before you need to complete a short rest.

Renegade

Renegades are heroes who are often less trained, using tools at their disposal in combination with their natural talents and special attacks. Often their transformation items are attached to belts.



Level 1: Bonus Proficiencies

You are skilled in fighting with what you have at your disposal, you gain proficiency in Unarmed Strikes and Improvised Weapons.

Level 1: Powered Armor

While you are transformed you gain the following benefits to your Unarmed Strikes, Improvised Weapons, and Simple Weapons, as long as they lack the two-handed property.

- **Dexterous Attacks:** You can use Dexterity instead of Strength for the attack and damage rolls. In addition, when you choose the Grapple or Shove option, you can use your Dexterity modifier instead of Strength to determine the saving throw DC.
- **Renegade Die:** You can roll a d6 in place of the normal damage. This die changes as you gain hero levels, becoming a d8 at 5th Level, a d10 at 11th Level, and a d12 at 17th Level. If you have another feature that grants you similar effect, you use whichever is higher.

Level 1: Bonus Unarmed Strike

When you use the Attack action on your turn, as long as you have a free hand, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Level 3: Special Moves

While transformed, you can utilize special attacks in combat. These special attacks are fueled by Special Dice.

- *Specials*: You learn three specials of your choice, which are detailed under "Specials" below. Many specials enhance an attack in some way. You can use only one special per attack if it is used during one. You learn two additional specials of your choice at 7th, 11th, and 15th level. Each time you learn new specials, you can also replace one special you know with a different one.
- *Special Dice*: You have four special dice, which are d8s. A special die is expended when you use it. You regain all of your expended special dice when you finish a short or long rest. You gain another special die at 7th level and one more at 15th level.
- *Saving Throws*: Some of your specials require your target to make a saving throw to resist the special's effects. The saving throw DC is calculated as follows:
$$\text{Special save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$
- *Damage Type*: Certain specials are of different types, choose either: acid, cold, fire, force, lightning, necrotic, poison, radiant, or thunder. Specials you take will make use of this choice if they refer to the damage you chose.

Level 6: Evasion

When you're 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. You don't benefit from this feature if you have the Incapacitated condition.

Level 9: Neverending

Whenever you reduce a creature to 0 hit points with a melee attack, you regain one expended Special Die, you can only regain one special die per attack. In addition, any damage your specials deal bypass resistances.

Level 14: Battle Hardened

You gain temporary hit points equal to your Special Save DC when you begin your transformation, as long as you have these temporary hit points, taking damage or making a saving throw doesn't end your transformation. These temporary hit points are lost when the transformation is completed.



Specials

No Level requirement

Blinding Flash: Replace one of your attacks to release a blinding light. Expend a Special Die. All hostile creatures within 60 feet that can see you must make a constitution saving throw, on a failed save the creature is blinded for a number of turns equal to the Special Die. Creatures the saving throw is repeated at the beginning of each of their turns.

Energy Attack: Replace one of your attacks with an energy attack, expend one Special Die and make a ranged attack against a creature you can see within 120 feet, this attack deals the damage equal to your Renegade Die + the Special Die. The damage type of this attack is the same as the one you chose.

Energy Protection: You can use your reaction and expend a Special Die to cast Absorb Elements at 2nd level. When casted this way, you can choose to use your chosen damage type instead.

Enlarge: As an action, expend a Special Die to cast Enlarge/Reduce on yourself, using Enlarge.

Finisher Kick: Replace one of your attacks to do a powerful drop kick, expend one Special Die and make an unarmed strike. Add the Special Die to the attack's damage roll. If this attack reduces a creature to 0 hit points, you recover the Special Die used for the attack.

Hyper Speed: You can use your action and expend a Special Die to cast Longstrider on yourself.

Mirror Image: You can use your action and expend a Special Die to cast Mirror Image on yourself.

Pull: Replace one of your attacks with a powerful pull, expend one Special Die, all hostile creatures, and any large or smaller objects not being worn or carried, in a 15 foot cone must make a Strength Saving Throw, being pulled in your direction a number of feet equal to the Special Die.

Super Punch: If you have a free hand, replace one of your attacks with a powerful attack, expend one Special Die and make an unarmed strike. Add the Special Die to the attack's damage roll. If this attack reduces a creature to 0 hit points, you and all ally creatures gain temporary hit points equal to the extra damage this attack dealt.

Teleport: You can use a bonus action and expend a Special Die to cast Misty Step.

7th Level requirements

Energy Barrage: Replace one of your attacks with an energy barrage at a target location you can see within 50 feet and expend one Special Die. All creatures in a 10 foot radius centered on that location must make a Dexterity Saving Throw, taking damage equal to the Special Die on a failed save, or half as much on a success. The damage type is the same as the one you chose.

Energy Barrier: You can use your action and expend a Special Die to cast Protection from Energy on yourself.

Energy Beam: Replace one of your attacks with an energy beam in a direction you choose, expending a Special Die. The beam is a 60 foot long, 5 foot wide line attack. Each creature in range must make a Dexterity Saving Throw, taking damage equal to the Special Die on a failed save, or half as much on a success. The damage type is the same as the one you choose.

Energy Blast: Replace one of your attacks with a radial energy explosion around yourself, expending a Special Die. All creatures in a 20 foot radius from yourself must make a Dexterity Saving Throw, taking damage equal to the Special Die on a failed save, or half as much on a success. The damage type is the same as the one you chose.

Energy Wave: Replace one of your attacks with an energy blast ahead, expending a Special Die. All creatures in a 15 foot cone in the direction you choose must make a Dexterity Saving Throw, taking damage equal to the Special Die on a failed save, or half as much on a success. The damage type is the same as the one you chose.

Energy Lash: You can use your action and expend a Special Die to cast Elemental Weapon on yourself. If casted this way you can choose to make the effect work on your unarmed strikes, in addition the damage type matches the one you chose.

Life Link: You can use your reaction and expend a Special Die when you take damage to redirect half of it (rounded down) to another creature you can see within 30 feet. If the creature is unwilling it must make a Wisdom Saving Throw.

Power Stomp: While you are on the ground, you can use your action and expend a Special Die to stomp the ground and unleash a shockwave. All creatures on the ground in a 30 foot radius from you must make a Constitution Saving Throw, on a failed save they are lifted into the air 5 feet and restrained. This restrain lasts a number of turns equal to the Special Die, or until they succeed the Saving Throw, which they make at the start of their turn.

Switch Teleport: You can use your action and expend a Special Die to swap spaces with a creature you can see within 60 feet. If the creature is unwilling it must make a Wisdom Saving Throw.

11th Level requirements

Energy Field (Additional Requirement: Energy Barrier): You can use your action and expend a Special Die to create a large energy barrier at your location. This barrier is a 20 foot radius centered on the spot you were when you used it. Ranged attacks can pass out of the area but not into it, instead dealing damage to the barrier. The barrier's hit points are equal to the Special Die x5, and it has resistance to your chosen damage type.

Extreme Speed (Additional Requirement: Hyper Speed): As an action, expend 2 Special Dice to cast Haste on yourself. This effect lasts for a number of turns equal to the Special Dice.

Hyper Mode (Additional Requirement: Finisher Kick or Super Punch): As an action, expend 2 Special Dice to cast Tenser's Transformation on yourself. This effect lasts for a number of turns equal to the Special Dice.

Improved Enlarge (Additional Requirement: Enlarge): As an action, expend 2 Special Dice to cast Enlarge/Reduce on yourself, using Enlarge, but the effects are all doubled. This effect lasts for a number of turns equal to the Special Dice.

Steel Wind Strike (Additional Requirement: Mirror Image): You can use your action and expend 2 Special Dice to cast Steel Wind Strike. If casted this way, you can use your unarmed strikes in place of the material component.