Love and Peace!

Various character options by My Wife is the MC inspired by Trigun.

Homebrew Options

The following options are designed for the 2024 version of Dungeons and Dragons 5th Edition.

Fighter

At level 3, a Fighter gains a subclass. The Quick-Draw Pacifist is inspired by the non-violent nature of Vash the Stampede from Trigun.

Homebrew Material
This subclass is homebrew content, created with care and refined through multiple design passes. While it hasn't been through full-scale playtesting, it's built with balance, clarity, and fun in mind. You may still encounter the occasional edge case or moment of friction during play, so feel free to adjust anything to fit your table's needs. If you find issues or have feedback, please share it **[here]**. As with all unofficial content, this material isn't legal for D&D Adventurers League or other official events. Getting your GM's approval or working with your GM to use this document in your home games is highly recommended.

Quick-Draw Pacifist

Maximize Precision and Speed to Ensure Everyone's Survival

Quick-Draw Pacifists have fast hands and sharp aim. And while their abilities give them lethal precision, they practice restraint to ensure the survival of both allies and enemies. Others might see this mercy as a weakness, but Quick-Draw Pacifists are empowered by compassion.

Level 3: Devotion to Life

Your vow of nonviolence grants you various abilities to aid you in preserving life. You know the *Spare the Dying* spell. Wisdom is your spellcasting ability for it. In addition, you can knock out a creature using a Ranged weapon, as opposed to normally requiring a melee attack in order to do so. The rules on knocking out a creature can be found in the SRD 5.2 (pg. 17) or the Player's Handbook (pg. 29) by Wizards of the Coast[1] under "Knocking Out a Creature."

[1]Wizards of the Coast LLC, Player's Handbook, 2024.

Level 3: Peacekeeper

Your supernatural speed and precision are powered by your drive to preserve life. This is represented by your Peacekeeper Die, which is a d4. This die can increase by one or two die sizes, up to a maximum die size of a d8, in one of the following ways:

Preserve Life. When a creature becomes Stable from your casting of *Spare the Dying*, your Peacekeeper Die increases by two die sizes.

Survivable Wounds. The first time an enemy takes damage from your Melee or Ranged weapon attack in a turn, and that creature is not reduced to 0 Hit Points, your Peacekeeper Die increases by one die size.

Act of Mercy. Whenever you give an enemy the Unconscious condition using a Melee or Ranged weapon, as opposed to killing it, your Peacekeeper Die increases by two die sizes.

Your Peacekeeper Die reverts to its minimum die size when you finish a Short or Long Rest, or when you use certain Peacekeeper abilities below. Using a Peacekeeper ability that enhances your attack does not trigger Survivable Wounds or Act of Mercy.

Celerity. Once on each of your turns, when you hit a creature with a Melee or Ranged weapon, or Unarmed Strike, you add one roll of your Peacekeeper Die to the attack's damage roll. After dealing this damage, your Peacekeeper Die reverts to its minimum die size. If your weapon has the Loading property and lacks the Two-Handed property, your attacks with that weapon until the end of the current turn ignore the Loading property, provided you have one free hand. In addition, your next 10 feet of movement before the end of the current turn doesn't provoke Opportunity Attacks.

Precision Deflect. When you or another creature you can see is hit by an attack roll using a weapon, you can take a Reaction and subtract one roll of your Peacekeeper Die from the attack roll, potentially causing the attack to miss. You must be holding a Melee weapon while the target is within your reach, or holding a Ranged weapon with ammunition (which is expended) while the target is within 20 feet of you, in order to use this Reaction.

If the attack misses, your Peacekeeper Die reverts to its minimum die size, and you can't take this Reaction again until your Peacekeeper Die reaches its maximum die size, or after you finish a Short or Long Rest.

Switchblade. When you make an attack using a weapon, you add one roll of your Peacekeeper Die to the attack roll. If the attack hits, your Peacekeeper Die reverts to its minimum die size. As part of the same attack, you can stow your current weapon and draw a different one, or

draw another weapon with your free hand, provided either weapon lacks the Two-Handed property.

Level 7: De-Escalation

You gain new ways to use your Peacekeeper Die. These enhance your attacks in some way, but you can't use more than one option per attack. Similarly, using a De-Escalation ability does not trigger Survivable Wounds or Act of Mercy. If a Quick-Draw Pacifist forces a creature to make a saving throw, the DC equals 8 plus your Wisdom modifier and Proficiency Bonus.

Hair's Breadth. When you hit a creature with an attack roll using a weapon or Unarmed Strike, you can force it to make a Wisdom saving throw. As part of the attack, you can choose to reduce that attack's damage by one roll of your Peacekeeper Die and subtract the same number from the target's save. On a failed save, the target has the Frightened condition until the start of your next turn. On a successful save, its Speed is halved. On a success or failure, your Peacekeeper Die reverts to its minimum die size, and you can't use this again until your Peacekeeper Die reaches its maximum die size, or after you finish a Short or Long Rest.

Reduce Threat. When you make an attack with a weapon or Unarmed Strike and deal damage to the target, you can force it to make a Constitution saving throw. As part of the attack, you can choose to reduce that attack's damage by one roll of your Peacekeeper Die and subtract the same number from the target's save. On a failed save, choose one of the following effects:

Disarm. The target drops one object of your choice that it's holding, with the object landing in any space of your choice within 5 feet of it.

Enfeeble. The target's next damage roll before the end of its next turn is reduced by two rolls of your Peacekeeper Die's maximum die size.

Tumble. The target has the Prone condition.

On a successful save, the target's next attack roll has Disadvantage. On a success or failure, your Peacekeeper Die reverts to its minimum die size, and you can't use this again until your Peacekeeper Die reaches its maximum die size, or after you finish a Short or Long Rest.

Level 10: Heroic Peacekeeper

Your commitment to preserving life grants you the following benefits.

Improved Peacekeeper Die. Your Peacekeeper Die's minimum die size becomes a d6, while its maximum die size becomes a d10.

Heroic Determination. You can cast the *Heroism* spell. Wisdom is your spellcasting ability for it. When you cast the spell using this feature, it ends early if you kill a creature that isn't a Construct, Elemental, Plant, or Ooze. You can cast the spell using this feature once, and you can't do so again until you finish a Short or Long Rest, or when a creature becomes Stable from your casting of *Spare the Dying*.

Level 15: Armistice

You gain new ways to use your Peacekeeper Die when allies and enemies are Bloodied.

Spare the Living. You can cast *Spare the Dying* as a Bonus Action. In addition, you can cast the spell on a Bloodied creature (you can choose yourself). When you do so, the target becomes magically warded until the start of your next turn. The next time the creature takes damage during this time, it can take its Reaction to reduce that damage by one roll of your Peacekeeper Die's minimum die size.

Truce. You can cast the *Calm Emotions* spell at will. Wisdom is your spellcasting ability for it. When you cast the spell using this feature, it has the following changes:

- The spell can target only one creature of any type other than a Construct, Elemental, Plant, or Ooze, provided it can hear and understand you.
- The spell doesn't end early if the target witnesses its allies taking damage.
- The creature's attitude may not return to normal when the spell ends, depending on how it was treated during the spell's duration, or at the DM's discretion.

If the target is Bloodied, or has the Charmed or Frightened condition, it subtracts one roll of your Peacekeeper Die from the save. If the spell ends as a result of taking damage from you or your allies, it gains Temporary Hit Points equal to three rolls of your Peacekeeper Die's maximum die size and immediately becomes Hostile to you and your allies. On a success or failure, the target is immune to this effect for the next 24 hours, and your Peacekeeper Die reverts to its minimum die size.

Level 18: Messianic Peacekeeper

Your devotion to preserving life grants you the following benefits.

Improved Peacekeeper Die. Your Peacekeeper Die's minimum die size becomes a d8, while its maximum die size becomes a d12.

Peacekeeper's Determination. When you start your turn with your Peacekeeper Die at its maximum die size, you add one roll of your Peacekeeper Die's minimum die size to your damage rolls using weapons until the end of your current turn.

Beacon of Hope. You can cast the *Beacon of Hope* spell. Wisdom is your spellcasting ability for it. When you cast the spell using this feature, it ends early if you kill a creature that isn't a Construct, Elemental, Plant, or Ooze. In addition, when a creature regains Hit Points while affected by this spell, it gains Temporary Hit Points equal to one roll of your Peacekeeper Die's maximum die size. You can cast the spell using this feature once, and you can't do so again until you finish a Long Rest.

Fighting Style Option

The following Fighting Style option is designed for the 2024 version of Dungeons and Dragons 5th Edition, with optional rules for compatibility with the 2014 version.

Point-Blank Shooter

Fighting Style Feat (Prerequisite: Fighting Style Feature)

Being within 5 feet of an enemy doesn't impose Disadvantage on your attack rolls with Ranged weapons. In addition, you gain a +1 bonus to attack rolls you make with Ranged weapons, provided your target is within the weapon's normal range.

Adapting to 2014 5th Edition

If your table is using the 2014 version of D&D 5th Edition, the Quick-Draw Pacifist and the Point-Blank Shooter Fighting Style have the following changes.

Quick-Draw Pacifist References

The rules on knocking out a creature can be found in the SRD 5.1 (pg. 98) or the Player's Handbook (pg. 198) by Wizards of the Coast[1] under "Knocking a Creature Out."

[1]Wizards of the Coast LLC, Player's Handbook, 2014.

Fighting Styles as Class Features

In the 2014 version of D&D 5th Edition, Fighting Styles are options you can take whenever you get the Fighting Style feature, and are not considered as feats.

Species Option

The following species option is designed for the 2024 version of Dungeons and Dragons 5th Edition, with optional rules for compatibility with the 2014 version.

Dynamist

Dynamists are artificial beings who were created to power incredible star-faring vessels. They mostly served as a power source, but were created to be autonomous in order to assist the crew in various tasks. While many of these vessels would reach their destination, some would ultimately crash or be lost among the stars. Dynamists often outlive the crew in such extreme situations. Left to their own devices, they strike out in various worlds to find meaning and purpose in their limitless lives.

Dynamists resemble the race that created them, but they cease to age when they reach maturity. It's unknown whether they can die from old age, given their nature as a power source.

Dynamist Traits

Creature Type: Humanoid

Size: Medium (about 4-7 feet tall) or Small (about 2-4 feet tall), chosen when you select this species

Speed: 30 feet

As a Dynamist, you have these special traits.

Immortal Engine. If your Exhaustion level is 5, you no longer accumulate any further levels. Similarly, you are unaffected by spells or effects that can rapidly age a creature.

Star Generator. You have a pool of energy equal to twice your Proficiency Bonus that replenishes when you finish a Long Rest. You can use this energy in one of the following ways:

Healing Energy. As a Magic action, you can touch yourself or another creature and restore a number of Hit Points equal to your Proficiency Bonus for each number you draw from the Star Generator pool.

Graviton Bullets. As a Bonus Action, generate a number of ammunition of your chosen type equal to twice the number you draw from the Star Generator pool. The ammunition appears in your hand. When a creature makes a ranged attack with a weapon using this ammunition, it deals Force damage instead of the weapon's normal damage type, and adds half your Proficiency Bonus to the damage roll. The ammunition vanishes the moment it hits or misses a target, and when you finish a Long Rest.

Graviton Edge. When you hit with a Melee weapon or Unarmed Strike, you can draw one point from your Star Generator pool to empower the strike (no action required). When you do so, the attack deals Force damage instead of the normal damage type, and you add half your Proficiency Bonus to the damage roll.

Dynamist Overdrive. When you reach character level 5, you can transform as a Bonus Action. This transformation conjures innumerable tiny pieces of magically flexible metal that hovers around you in a 10-foot Emanation that originates from you. The transformation lasts for 1 minute, until you end it as a Magic action, or if you are reduced to 0 Hit Points. Once you use this trait, you can't do so again until you finish a Long Rest.

When you transform, and at the start of each of your succeeding turns before the transformation ends (no action required), choose one of the following shapes that your transformation will take and gain its benefits:

Blades. Your transformation takes the shape of various blades. Once per turn, when your Emanation enters an enemy's space, or when an enemy enters the Emanation or ends its turn there, it takes Slashing damage equal to your Proficiency Bonus. In addition, the extra damage you deal using Graviton Edge becomes equal to your Proficiency Bonus instead of half.

Firearm. Your transformation enshrouds your arm and the Ranged weapon you're currently holding. The extra damage you deal using a Graviton Bullet becomes equal to your Proficiency Bonus instead of half. In addition, you can take a Magic action to fire one Graviton Bullet that expands into a 15-foot-radius Sphere of energy centered on a point you can see within 60 feet of you. Each creature within the Sphere makes a Constitution saving throw. The DC equals 8 plus your Intelligence, Wisdom, or Charisma modifier (chosen when you select this species) and Proficiency Bonus. On a failed save, a creature takes a number of d8s of Force damage equal to your Proficiency Bonus and is pulled in a straight line toward the center of the Sphere, ending in an unoccupied space as close to the center as possible (even if that space is in the air). On a successful save, the creature takes half as much damage and isn't pulled.

Wall. Your transformation takes the shape of a defensive wall. You and your allies within your Emanation gain a bonus to AC equal to half your Proficiency Bonus.

Wings. Your transformation takes the shape of a pair of wings. You have a Fly Speed equal to your Speed.

Adapting to 2014 5th Edition

If your table is using the 2014 version of D&D 5th Edition, the Dynamist gains the following additional traits.

Additional Dynamist Traits

Your Dynamist character gains the following traits.

Ability Score Improvement. Your Constitution score increases by 2, while one other ability score increases by 1.

Alignment. Dynamists were created in a structured society, but can fall under chaotic or lawful alignments, depending on whether they view their creators as oppressors or caretakers, respectively. Similarly, this perspective may extend to other similar lifeforms, leaning them towards evil or good alignments, depending on whether or not they see other mortals as inferior to them.

Items

The following item is designed for the 2024 version of Dungeons and Dragons 5th Edition, and is compatible with the 2014 version.

New Weapon Property

The following new property is used with the weapons in this section.

Steady

A Steady weapon can be used with one or two hands. Two damage values in parentheses appear with the property. The weapon deals the first damage when used with two hands to make a ranged attack. Meanwhile, the weapon deals the second damage when used with two hands to make a ranged attack, and you have at least half your Speed remaining.

Weapons

The following weapons are presented in alphabetical order. These are firearms that take rules from the Dungeon Master's Guide (pg. 72) by Wizards of the Coast[1] under the "Firearms and Explosives" section. For tables that use the 2014 version, the rules on firearms can be found in the Dungeon Master's Guide (pg. 267) by Wizards of the Coast[2] under the "Firearms" section.

[1]Wizards of the Coast LLC, Dungeon Master's Guide, 2024.
[2]Wizards of the Coast LLC, Dungeon Master's Guide, 2014.

Compact Submachinegun

This repeating firearm fires a spray of bullets with every shot. It weighs 2 pounds, and its nonmagical version costs 35 GP. It has the following traits:

Weapon Category: Simple Ranged
Damage on a Hit: 2d4 Piercing plus the ability modifier used for the attack roll
Properties: Ammunition (Range 20/80; Bullet), Burst Fire, Reload (5 shots)
Mastery: Slow

Long-Barrel Revolver

This firearm has a long barrel that extends from its six-round revolver. It weighs 4 pounds, and its nonmagical version costs 70 GP. It has the following traits:

Weapon Category: Martial Ranged
Damage on a Hit: 1d6 Piercing plus the ability modifier used for the attack roll
Properties: Ammunition (Range 40/120; Bullet), Reload (6 shots), Steady (1d8, 2d6)
Mastery: Sap

Pocket Pistol

This firearm can fit in a person's palm. It weighs 1 pound, and its nonmagical version costs 30 GP. It has the following traits:

Weapon Category: Simple Ranged
Damage on a Hit: 1d4 Piercing plus the ability modifier used for the attack roll
Properties: Ammunition (Range 30/90; Bullet), Light, Reload (4 shots)
Mastery: Nick

Wondrous Item

The following Wondrous Item is intended for a character with a missing limb.

Armed Prosthetic

Wondrous Item, Uncommon (Requires Attunement by a Creature With a Missing Limb)

This prosthetic limb replaces one of your missing limbs, built with special housing that can fit a weapon. It appears as a hard, shell-like limb, with visible joints and plates that enable complex articulation.

Attunement. To attune to this item, you must perform a 1-hour ritual while holding the prosthetic, which can be done during a Short or Long Rest. At the end of this ritual, the prosthetic magically adheres to your body and functions identically to your missing limb. Until your Attunement ends, the prosthetic cannot be removed, and no other creature can attune to it.

Weapon Niche. You can insert one Melee or Ranged weapon inside the prosthetic. The weapon must not have the Steady, Two-Handed, or Versatile properties. This process takes 10 minutes. Once inserted, the prosthetic closes over the weapon and keeps it concealed. The process of removing or replacing the weapon takes 10 minutes.

Weapon Flip. During your turn, you can draw the weapon concealed within the prosthetic, revealing it and allowing you to attack with it. You can't drop or be disarmed of that weapon while revealed in this way. If the prosthetic is a hand, you must not be holding anything in that hand in order to reveal the weapon. Similarly, if the prosthetic is a hand, you can't hold any other object with this prosthetic until you stow the weapon, concealing it when you do so. Alternatively, if the prosthetic is a leg, your Speed is halved until you conceal the weapon.

Optional Rule: Shaken Condition

If you wish to have tangible consequences for taking the life of another creature, you can choose to have a pacifist character be susceptible to the Shaken condition. This represents your character's fractured morale, as they grapple with breaking their vow of nonviolence.

Shaken Condition Rules

The following rules determine how you receive or end the Shaken condition.

Receiving the Shaken Condition

If you kill a creature that has an Intelligence score of 6 or higher and isn't a Construct, Elemental, Fiend, Plant, Ooze, or Undead, you have the Shaken condition. If you fail a saving throw against *Calm Emotions* or any similar spell or effect, the condition is suppressed for the duration of the spell or effect.

Ending the Condition

When you finish a Long Rest, you make a DC 15 Wisdom saving throw. On a successful save, the condition is suppressed for the next 8 hours. On a failed save, the DC is lowered by 2 (to a minimum DC of 7), and you continue to experience its effects. On your third success, the condition ends. The number of successes does not need to be consecutive; however, the number of successes resets to 0, and the DC resets to 15, if you kill a creature that would have you receive the Shaken condition. The DC also resets to 15 the next time you receive the Shaken condition.

Shaken [Condition]

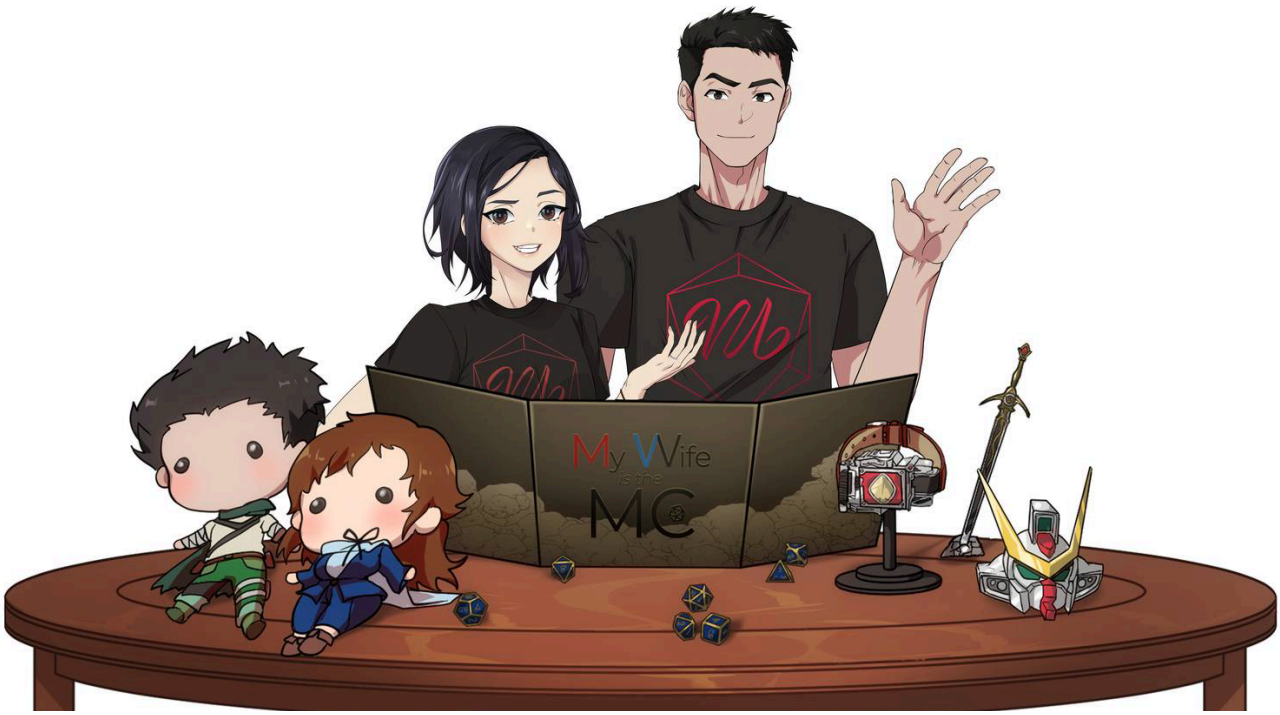
While you have the Shaken condition, you experience the following effects.

Saving Throws Affected. You cannot choose to fail a saving throw against *Calm Emotions* or any similar spell or effect. Conversely, you have Advantage on saving throws against the Charmed conditions.

Ability Checks Affected. You have Advantage on Persuasion checks and Disadvantage on Intimidation checks.

Attack Rolls Affected. You have Disadvantage on attack rolls against Bloodied creatures. Conversely, you have Advantage on attack rolls against creatures that are not Bloodied. You only experience this effect when attacking a creature with an Intelligence score of 6 or higher and isn't a Construct, Elemental, Fiend, Plant, Ooze, or Undead.

Trauma Response. When you deal damage to a creature, and it becomes Bloodied from that damage, make a DC 15 Wisdom saving throw or receive the Frightened condition from that creature until the end of your next turn on a failed save. You only make this saving throw if the creature has an Intelligence score of 6 or higher and isn't a Construct, Elemental, Fiend, Plant, Ooze, or Undead.



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Certain spells referenced by name are not part of the SRD 5.2.1 and are used under citation guidelines provided in the D&D Creator FAQ.

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About My Wife is the MC

My Wife is the MC is a YouTube channel run by DM V, who creates homebrew content that translates characters from popular media into narratively themed 5e mechanics. This includes creating classes, subclasses, and magic items, or even putting homebrewed characters from various anime, movies, or video game titles into the 5e versions of their settings. By homebrewing content with the source material as a priority, we aim to capture how a pop culture character feels for any player who wants to take their favorite characters to a gaming table, all while keeping within the system's boundaries.
DM V also runs single-player campaigns with his wife, who plays the channel's titular MC.