

Lunatic

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The Lunatic Table

Level	Proficiency Bonus	Features	Amps Known
1st	+2	Fighting Style, Psycho Amps	2
2nd	+2	Endurance, Crazy Obsession	2
3rd	+2	Counter, Crazy Obsession Feature	2
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack	3
6th	+3	Crazy Obsession Feature	3
7th	+3	Attack Boost (+1 at 75%)	4
8th	+3	Ability Score Improvement	4
9th	+4	-	5
10th	+4	Upgrade Amp	5
11th	+4	Crazy Obsession Feature	5
12th	+4	Ability Score Improvement	6
13th	+5	Attack Boost (+2 at 50%)	6
14th	+5	Bloody Bliss/Bleeding Bliss	6
15th	+5	Endurance (two uses), Upgrade Amp (2)	7
16th	+5	Ability Score Improvement	7
17th	+6	Crazy Obsession Feature	7
18th	+6	Attack Boost (+3 at 25%)	8
19th	+6	Ability Score Improvement	8
20th	+6		8

Class Features

As a lunatic, you gain the following class features.

Hit Points

Hit Dice: 1d12 per lunatic level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per lunatic level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose three from **Acrobatics**, **Athletics**, **Deception**, **Intimidation**, **Perception**, **Stealth**, and **Survival**

Equipment

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

- (a) chain mail or (b) chain shirt
- (a) a martial melee weapon or (b) a longbow and 20 arrows
- (a) a shield or (b) a martial melee weapon
- (a) a dungeoneer's pack or (b) an explorer's pack

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options.

You can't take a Fighting Style option more than once, even if you later get to choose again

Archery

You gain a +2 bonus to attack rolls you make with ranged weapons.

Blind Fighting

You have **blindsight** with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're **blinded** or in darkness. Moreover, you can see an **invisible** creature within that range, unless the creature successfully hides from you.

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.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Thrown Weapon Fighting

You can draw a weapon that has the **thrown** property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Unarmed Fighting

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature **grappled** by you.

Psycho Amps

Getting hit is all a part of the plan, for every bit of damage you take you become stronger and more dangerous.

At 1st level, you gain two psycho amps of your choice. Your amp options are detailed at the end of the class description. When you gain certain lunatic levels, you gain additional amps of your choice, as shown in the Amps Known column of the Lunatic table.

Additionally, when you gain a level in this class, you can choose one of the amps you know and replace it with another amp that you could learn at that level.

If an amp has prerequisites, you must meet them to learn it. You can learn the amp at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

Your amps will trigger at one of three specific hit point percentages; 75% or lower, 50% or lower, and 25% or lower. Your hit point percentage for each of these is rounded down, and needs to be changed whenever your hit point maximum changes. Temporary hit points do not change your maximum.

Some of your amps require your target to make a saving throw to resist the amp's effects. The saving throw DC is calculated as follows:

Amp save DC = 8 + your proficiency bonus + your Constitution modifier

<p>Adrenaline Rush</p> <p>At 50% or lower, you can enter a rage-like state as a bonus action. Until the end of your next turn, you have resistance to all bludgeoning, piercing, and slashing damage. This can only be done once per short rest.</p>	<p>All Bark</p> <p>At 75% or lower, you can spend your action to chastise and goad an enemy. Make a Charisma (Intimidation) check contested by the target's Wisdom (Insight) check. If you succeed, the target has disadvantage on the next attack, ability check, or saving throw they make.</p>
<p>Caked in Blood</p> <p><i>Prerequisite: 7th level</i></p> <p>At 25% or lower, you recover 5 hit points for every attack you land.</p>	<p>Commanding Order</p> <p><i>Prerequisite: 4th level</i></p> <p>At 75% or lower, you can cast command at will as a 1st-level spell.</p>
<p>Continuous Aggression</p> <p><i>Prerequisite: 4th level</i></p> <p>At 75% or lower, you can make an attack as a bonus action when you use the Help action. Additionally, after you've taken the Dodge action, you can make an attack as a reaction when a target attempts to make a melee attack against you.</p>	<p>Cornered</p> <p><i>Prerequisite: 9th level</i></p> <p>At 25% or lower, if you have two or more enemies within 5 feet of you you gain +2 to your AC.</p>
<p>Crazed Cackle</p> <p>At 50% or lower, you can spend your bonus action to laugh maniacally. This forces all creatures within 30 feet of you to make a Wisdom saving throw. On a failure they are frightened for 1 minute. This can only be done once per long rest.</p>	<p>Cyclone Slash</p> <p>At 50% or lower, you can spend your action to make an unavoidable spinning attack. All creatures within 5 feet of you must make a Dexterity saving throw. On a failure they will take 2d10 damage, and half as much as on a success. This can only be done once per short rest.</p>
<p>Danger Sense</p> <p><i>Prerequisite: 7th level</i></p> <p>At 50%, you become keenly aware of the attacks made against you. As a reaction you can subtract 1d4 from the attack roll.</p>	<p>Elemental Eater</p> <p>At 75% or lower, you can cast absorb elements once per long rest.</p>
<p>Ethereal Eyes</p> <p><i>Prerequisite: 15th level</i></p> <p>At 75% or lower, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent.</p>	<p>Extended Attacks</p> <p>At 75% or lower, all melee attacks have an increased range of 5 feet.</p>

<p>Fast Feet</p> <p>At 50% or lower, your movement is increased by 10 feet.</p>	<p>Ferocious Attacks</p> <p><i>Prerequisite: 12th level</i></p> <p>At 50% or lower, your weapon's damage die is doubled. A long sword will be 2d8, a greatsword will be 4d6, and any extra dice from magical weapons like a <i>flametongue</i> are ignored.</p>
<p>Good Eyes</p> <p><i>Prerequisite: 4th level</i></p> <p>At 50% or lower, you ignore disadvantage on all attacks made with ranged weapons that go beyond the normal range.</p>	<p>Madness Manifest</p> <p><i>Prerequisite: 12th level</i></p> <p>At 25% or lower, create a dark facsimile of yourself formed from your madness. This facsimile has as many hit points as you do the moment it is created, and can not be healed. They can take a movement and an action or a bonus action, but not both. All of your amps apply to this facsimile, but it can not cast any spells.</p>
<p>Murderous Haze</p> <p><i>Prerequisite: 4th level</i></p> <p>At 25% or lower, when you reduce a hostile creature to 0 hit points, your speed is doubled until the start of your next turn and you gain advantage on your next attack.</p>	<p>Not That Heavy</p> <p><i>Prerequisite: 4th level</i></p> <p>At 50% or lower, all melee weapons that do not have the Heavy or Two-Handed properties now have the Light property.</p>
<p>One-on-one</p> <p>At 75% or lower, you can force a target to fight only yourself as a bonus action. Any attacks they make against anyone other than yourself for the next minute is at disadvantage. You can only do this once per long rest.</p>	<p>One Hander</p> <p><i>Prerequisite: 4th level</i></p> <p>At 50% or lower, you ignore the Two-Handed property on all melee weapons.</p>
<p>Overwatch</p> <p>At 25% or lower, you can spend your reaction to make a ranged attack at any target within 60 feet of you when they move.</p>	<p>Potent Aid</p> <p>At 25% or lower, the next time you recover hit points the number is automatically maxed. This can only apply to you once per long rest.</p>
<p>Pushing Death</p> <p><i>Prerequisite: 7th level</i></p> <p>At 25% or lower, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.</p>	<p>Ramming Attack</p> <p>At 25% or lower, when you move at least 15 feet straight toward a target and then hit it with a melee attack on the same turn, the target takes an extra 2d4 damage. If the target is a creature, it must succeed on a Strength saving throw or be pushed up to 10 feet away.</p>
<p>Seeing Red</p> <p><i>Prerequisite: 15th level</i></p>	<p>Stunning Headbutt</p> <p><i>Prerequisite: 7th level</i></p>

At 25% or lower, you gain advantage on all attacks but all attacks have advantage against you.	At % or lower, you can make an unarmed strike against a target by headbutting them. Hitting them in this way will force the target to make a Constitution saving throw, on a failure they will be stunned until the end of your next turn.
Temper Tantrum At 75% or lower, you can spend your action to force all creatures within 15 feet of you to make a Dexterity saving throw. On a failure they will fall prone. This can only be done once per short rest.	Triple Attack <i>Prerequisite: 12th level</i> At 75% or lower, gain an extra attack.
Unorthodox Aim <i>Prerequisite: 7th level</i> At 75% or lower, your ranged attacks will deal extra damage equal to your Constitution modifier when you roll a raw 15 or higher on your attack rolls. Invervly, you will suffer damage equal to your Constitution modifier back when you roll a raw 5 or lower.	Vibrating Body <i>Prerequisite: 9th level</i> At 25% or lower, you can cast <i>blur</i> once per long rest.
Vice Grip At 25% or lower, any items you are holding can not be dropped unwillingly. When forced to do so through magic, you have advantage on the saving throw.	Wrathful Explosion <i>Prerequisite: 15th level</i> At 50% or lower, you can spend your action to cause an explosion of dark energy to radiate from yourself. Each creature in a 20-foot-radius sphere centered on yourself must make a Dexterity saving throw. A target takes 6d8 force damage on a failed save and is pushed back 5 feet, or half as much damage on a successful one.

Endurance

By 2nd level, you know that getting hit means getting better. To take advantage of this you've learned to embrace the attacks by hardening your body in anticipation for them.

As a bonus action, you can allow the next attack against you to hit automatically, without needing to roll. The damage from this attack is reduced by half. If forced to make a Strength, Dexterity, or Constitution saving throw, you will automatically succeed.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 15th level, you can use it twice before a rest.

Crazed Obsession

At 2nd level, you choose an obsession that will alter your physical being. Choose Ooze Devourer, Blood Hungry, or Pyromaniac, all detailed at the end of the class description. The obsession you choose grants you features at 2nd level and again at 3rd, 6th, 11th, and 17th.

Counter

Starting at 3rd level, whenever you take damage from a melee attack, you can spend your reaction to make an attack back. If you are wielding a ranged weapon you ignore disadvantage on the attack.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the **Attack** action on your turn.

Attack Boost

Your attacks will pack a greater punch as you sustain damage. At 7th level, all attacks you make with a weapon, improvised weapon, natural weapon, or an unarmed strike will add +1 to all attack and damage rolls when at 75% or lower.

If you have a magical weapon that is already +1, then the effect cancels out. If your Attack Boost is greater than the bonus from the magic weapon, then the boost supersedes it.

This feature increases to +2 when at 50% or lower at 13th level, and again to +3 when at 25% or lower at 18th level.

Upgrade Amp

For 10th level, you can choose one of your amps and raise the percentage that it triggers. Amps that trigger at 25% raises to 50%, 50% raises to 75%, and 75% raises to max HP. Any amp that you upgrade can not be replaced when you gain a level in lunatic.

At 15th level you can choose another to raise, or raise the previous upgraded amp again. An amp that triggers at max HP or lower can not be raised any higher.

Bloody Bliss/Bleeding Bliss

Starting at 14th level, you can sacrifice your vitality for a facsimile of your life force, allowing you to have quick access to your amps. As an action, you can forfeit 25% of your maximum hit points and regain an equal number back as temporary hit points. Once you use this feature, you must finish a long rest before you can use it again.

20th level feature

Finally at 20th level,

Crazed Obsessions

The lunatic learns to alter their body to add further complexities to their give and take fighting style. These options are a few examples of what is possible.

Blood Hungry

The Blood Hungry is an individual who has chosen to become one with the night and darkness. Gaining fangs and a thrust for blood, those that walk this path are practically vampires.

Blood Hungry Features

Lunatic Level	Features
2nd	Draining Bite
3rd	Mist Movement
6th	Vampiric Decision
11th	Paralyzing Bite
17th	Regenerate

Draining Bite

Beginning at 2nd level, you grow fangs and a craving for flesh and blood. Your new fangs are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You then gain temporary hit points equal to the damage you've dealt.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mist Movement

Starting at 3rd level, you can change your form into some less tangible. At 75% or lower, you can spend your action to turn into a cloud of mist that lasts until the end of your next turn. While in mist form, you can't take any actions, speak, or manipulate objects. You are weightless, have a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In

addition, if air can pass through a space, you can do so without squeezing, and you can't pass through water. Your mist form will last until the end of your next turn.

Vampiric Decision

At 6th level, you can choose one of these two features.

One With Death

At 50% or lower, you gain immunity (or resistance?) to necrotic damage, but gain vulnerability to radiant damage. In addition, you have advantage on death saving throws.

One With Shadows

At 50% or lower, you gain advantage on attack rolls while in darkness, but you gain disadvantage on attack rolls in sunlight. In addition you can have **Darkvision** for 120 feet and can see in magical darkness for 30 feet.

Paralyzing Bite

Beginning at 11th level, your bites can become even more deadly as they can cause damage to a target's nerves. At 25% or lower, your draining bite will force the target to make a Constitution saving throw. On a failure they become paralyzed until the end of your next turn, on a success they are immune to this effect for 24 hour.

Regenerate

Starting at 17th level, you can spend your action to gain 15 temporary hit points at the start of your turn, for 1 minute

Pyromaniac

Burning man

Pyromaniac Features

Lunatic Level	Features
2nd	Flame Caster
3rd	Fiery Essence
6th	Burning Decision
11th	Immolator
17th	Blazing Storm

Flame Caster

Beginning at 2nd level, you are able to cast spells that deal fire damage. You get to the cantrips *control flames* and your choice of either *fire bolt* or *green-flame blade*. In addition, you are able to cast *burning hands* at 1st level.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Spellcasting Ability

Wisdom is your spellcasting ability for your spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Fiery Essence

At 3rd level, your body can become heated and tempered to endure the chaos of fire. At 75% or lower, you gain resistance to fire damage.

Burning Decision

At 6th level, you can choose one of these two features.

Fire's Passion

At 50% or lower, you can cast *aura of vitality* once a long rest.

Fire's Fury

At 50% or lower, you can cast *fireball* once a long rest.

Immolator

Beginning at 11th level, you can burn your enemies and make sure that they keep burning. At 25% or lower, you can cast *immolation*. In addition, when you successfully land an attack on the creature affected by this spell they will have disadvantage on their next saving throw to resist its effects.

Blazing Storm

At 17th level, you can create a raging storm of flames and embers. As a bonus action, you summon flames that engulf everything in a 60-foot cube of a point you choose for 1 minute. Yourself and up to 8 creatures of your choice are unharmed by the storm. All other creatures will suffer 10 points of fire damage at the start of their turn, have disadvantage on Perception checks, and must make a Constitution saving throw once entering the storm. If they fail the save, they will have their armor class reduced by 2.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

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

Ooze Devourer

Oozes and moozes

Ooze Devourer Features

Lunatic Level	Features
2nd	Gelatinous Body
3rd	Acidic Trail
6th	Slimy Decision
11th	Gelatinous Mind
17th	Amorphous

Gelatinous Body

Starting at 2nd level, your body has become something akin to jelly. As a reaction, when you take damage you can reduce the damage you take equal to your Constitution modifier + your lunatic level and move 5 feet into any unoccupied space.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Acidic Trail

At 3rd level, the ground you walk leaves a trail of dangerous acid. At 75% or lower, you can spend your bonus action to create a trail of acid in the spaces you've occupied for 1 minute. The acid deals 1d4 damage when any creature other than yourself walks on it, and will last until the start of (your turn after) your next turn.

Slimy Decision

At 6th level, you can choose one of these two features.

Corrosive Attacks

At 50% or lower, your attacks gain 1d6 acid damage. If the target is wearing any non-magical metal armor then they must make a Constitution saving throw against your amp save DC. If they fail, then their armor class is reduced by 1.

Split

At 50% or lower, after getting hit you can spend your reaction to split into two slimy versions of yourself that are both size **Small**. Your hit points are divided between the two, but your hit point maximum remains the same. This can cause your amps that activate at 25% or lower to trigger. In addition, you gain advantage on all attacks that you make against a target so long as one of the smaller versions of yourself are within 5 feet of them.

Your equipment is also turned to slime, any armor or weapons you wield do not become less effective, but you can not use any magical item that does not have a passive effect. You can choose to have your attacks be made by any one of the slimy versions of yourself, but the number of attacks you can make remains the same.

Rejoining back into your regular self takes a bonus action, and you must be within 5 feet of each other. This applies to when one of the versions is reduced to zero hit points, but instead they will turn into a puddle and remain in the space they occupied. Once you use this feature, you must finish a long rest before you can use it again.

Gelatinous Mind

Once you've reached 11th level, your mind can become that of an ooze. Empty of thought, and void of knowing. At 25% or lower, you gain immunity to the psychic damage and the **Charmed** and **Frightened** condition.

Since your brain has become a type of gelatin, magics have a hard time taking hold of you. When this feature is active, your Endurance now allows you to automatically succeed on Intelligence and Wisdom saving throws.

Gaining all of this is at the cost of being unable to cast spells, for the knowledge required to cast effectively has been overpowered by the basic desire for combat.

Amorphous

Starting at 17th level, you can make your body as malleable and as sticky as an ooze. As a bonus action, you can move through a space as narrow as 1 inch wide without squeezing. You can occupy any space regardless of objects or creatures that are size **Large** or smaller. While in the same space as another creature, any damage you or they receive is divided between the both of you. Additionally you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. This feature lasts for 1 minute.

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

Deadeye

Perfect aiming is my life

Deadeye Features

Lunatic Level	Features
2nd	Positive/Negative Reinforcement
3rd	Quickdraw
6th	Marksman's Decision
11th	
17th	

Positive/Negative Reinforcement

Starting at 2nd level, your obsession with perfect aim can aid or harm your psyche. As a bonus action, when you miss a ranged attack you take psychic damage equal to your lunatic level, or when you crit on a ranged attack you gain temporary hit points equal to your lunatic level.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Quickdraw

At 3rd level, your hands are reflexively so fast. At 75% or lower, you can draw your ranged weapons as a free action. Your first ranged attack upon drawing your weapon is at advantage.

Marksman's Decision

At 6th level, you can choose one of these two features.

Aggressive Shot

At 50% or lower, your ranged attacks score a critical hit on a roll of 19 or 20, but will automatically miss on a roll of 1 or 2.

Far Sight

At 50% or lower, the distance of your ranged attacks is doubled.

Perfect Aim

Starting at 11th level, for a brief moment you can assure all shots find their purchase. At 25% or lower, by spending your bonus action you can make all attacks you take on your turn automatically hit your intended target.

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

17th lvl Feature

At 17th level,