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(most are probably outright unbalanced)

Use with DM approval.

Paths

Striker	Sniper
<p>Path of Raw Spirit - Unarmed Strike to Victory</p> <p>Path of the Spellslinger - A Storm of Psionics</p> <p>Path of the Simple - Basic buffs</p> <p>Path of the Armsmaster - Modifies weapons</p> <p>Path of the Channeler - Mage Supreme</p> <p>Path of the Unfettered - POWER OF CHAOS</p> <p>Path of the Gamer</p> <p>Path of the Spellweaver - Psionic</p> <p>Path of the Hexblade - Minor psions</p> <p>Path of the Empiricist - Exhaustion</p> <p>Path of the DJ - Use weapons and psionics</p> <p>Path of the Seamstress - Psionic</p> <p>Stitch-n-Bitch</p> <p>Path of the Deuteragonist - Striker/Sniper</p> <p>Protagonist variant</p> <p>Path of the Saccharine - Sugar Powered</p> <p>Mage</p> <p>Path of the Right - quasi-religious</p> <p>Path of the Engine - Insert Initial D joke here.</p> <p>Path of the Opportunist - Weapon options and opportunities</p> <p>Path of the Litanist - Psionic damage/CC</p> <p>Path of the Avenger - Keystone assassination</p> <p>Path of the Kismesis - Through Hatred, we grow stronger.</p> <p>Path of Royalty - Dirk Strider's combo game</p> <p>Path of the Subjugglator - For those who think 'Subjugglator' should mean 'beatemup character'.</p>	<p>Path of the Troubleshooter</p> <p>Path of the Spellslinger - A Storm of Psionics</p> <p>Path of the Unfettered - POWER OF CHAOS</p> <p>Path of the Blood Mage - Expend Your Health</p> <p>Path of the Gamer</p> <p>Path of the Spellweaver</p> <p>Path of the Phantom Thief</p> <p>Path of the Disruptor - Learn to Ready</p> <p>Path of the Barrage - All of the bullets</p> <p>Path of the DJ - Use weapons and psionics</p> <p>Path of the Seamstress - Psionic Stitch-n-Bitch</p> <p>Path of the Deuteragonist - Striker/Sniper</p> <p>Protagonist variant</p> <p>Path of the Left - quasi-anti-religious</p> <p>Path of the Opportunist - Weapon options and opportunities</p> <p>Path of the Renegade - Mobility/CC with ranged weapons.</p> <p>Path of the Kismesis - Through Hatred, we grow stronger.</p> <p>Path of the Operator - Your tax dollars at work</p> <p>Path of the Subjugglator - For those who think juggling opponents by shooting them is too cool to pass up.</p>
Sentinel	Specialist
<p>Path of the Simple - Basic buffs</p> <p>Path of the Shocktrooper</p> <p>Path of the Ascetic</p> <p>Path of the Blood Mage - Expend your Health</p> <p>Path of the Empty Bottle</p> <p>Path of the Drunken Master</p> <p>Path of the Deathseeker - Take damage for utility and attack buffs.</p>	<p>Path of the Shocktrooper</p> <p>Path of the Ghost - Hide in Plain Sight</p> <p>Path of the Channeler - Mage Supreme</p> <p>Path of the Ejector - Death by Sylladex</p> <p>Path of the Empty Bottle</p> <p>Path of the Drunken Master</p> <p>Path of Tech Hop - For the minor psions</p>

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<p>Path of the Untouchable</p> <p>Path of the Hunter - Chase dudes good</p> <p>Path of the Laughsassin - Exhaustion</p> <p>Path of the Isopod - <i>Isopod Hour</i></p> <p>Path of the Butcher - haha murderhobos amirite fellas</p> <p>Path of the Right - quasi-religious</p> <p>Path of the Overreacting - youtube.com/kidsreact</p> <p>Path of the Litanist - Psionic damage/CC</p> <p>Path of the Necromancer - Scare your enemies to death</p>	<p>Path of the Warlord - For the ones who want to lead an army.</p> <p>Path of the Hexblade - Also for minor psions</p> <p>Path of the Uncarnate - Come back to us Spat</p> <p>Path of the Threshcutioner - 2x Stance combo</p> <p>Path of the Laughsassin - Exhaustion</p> <p>Path of the Empiricist - Exhaustion</p> <p>Path of the Artificer</p> <p>Path of the Saccharine - Sugar Powered Mage</p> <p>Path of the Left - quasi-anti-religious</p> <p>Path of the Politician - Trust me folks, nobody has a better path than we do</p> <p>Path of the Renegade - Mobility/CC with ranged weapons.</p> <p>Path of the Wilds - Animal Handling/Survival skill checks/grab bag.</p>
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[Here's the 1e PHB](#) - advised to not use but has some ideas

Stands

[Stands](#) - a different take

[Path of the Open Mind](#) - Because we all knew Jake English was secretly a bullet hell specialist

[Path of the Balancing Act](#) - Pillars are more of a suggestion

[Path of the Bubblegum](#) - A keystone path designed to give sentinels and strikers robust mobility, and some support along with ALOT of blasting. All at the cost of your own life.

Saint's Repository of paths, powers, and other stuff.

[Thaumatic Character Sheet](#): Adds a dedicated section for tracking Dreams, and also auto-calculates psionic power damage similarly to weapon damage.

[Mathemix Character Sheet](#): In addition to Thaumatic's Dream tracker are widened spaces for specibi and powers, and redone math that allows for adding more mods. Great for those who like adding loads of extra dice or adding their mods a dozen times over!

[NAE's Martial Specializations](#): Because 3 choices isn't enough.

[CT's Playable Underlings](#): Ever wanted to play an Ogre?

[B.E.H.O.L.D.'s Homebrew](#): A couple settings and mechanics to go with them

Psionic Abilities

Mostly Grant sperging all over a document and asking strat if it's balanced

[Brontekinesis](#) - THUNDERSTRUCK

[Phytokinesis](#) - For when you wanna destroy things with plants

[Pyrokinesis v2](#) - For when you don't like the regular pyrokinesis

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[Healing](#) - The name is extremely underwhelming

[Necromancy](#) - "There is a certain seductiveness about dead things. You can ill treat, alter and recolour what's dead. It won't complain."

[Nekokinesis](#) - Made by Vamp.

~~[Spiritcalling](#) - We didn't have enough summoning powers~~

[Windwaker](#) - Whoosh

[Waterwalking](#) - Splish splash I am taking a bath.

[Earthpower](#) - For when the night is cold and lonely and you have only mother nature.

[Haemokinetics](#) - Mimicry and healing... at a cost.

[Telepathy](#) - A support psionic for your DPS allies, from Ken

[Umbrakinesis](#) -For stealth and hidden based builds

[Swarm Control](#) - In case you want to really bug somebody

[Aerokinesis](#) - Do the windy thing before God Tiering or think of some GT Majjiks for Breath Players!

[Kinetikinesis](#) - A mobility/defense psionic, for throwing yourself and your enemies around.

[Terrakinesis](#) - A simple psionic with some unique defense-oriented abilities.

[Windwalking](#) - Distance is the best defense.

[Necromancy #2](#) - Balance leans much closer to the current Beast Control than the first Necromancy

Strife Specibi

~~[Soro's Stuff](#)~~

[Fy's Meme Specibi](#) - Vape, Tide Pod and other ridiculousness

[Pye's Strife Specibi](#) - One handed ranged weapons and unbalanced melees (OUTDATED)

[Pye's Block Collection](#) - Expanded Block Weapons! Grave, GreatShield, and Umbrella for your Sentinels.

[CT's Weapon Pile](#) - Just some more weapon options, with more non-reload ranged weapons and RPGStuck variants.

[Ken's StaticGunKind](#) - Reload is a major, attacking is a minor!

[2xChainsawkind](#)

[2xSwordkind](#)

[Bayonet Riflekind](#) - Variant weapon

~~[Ballistic Fist](#) - aka yangsknuklskind~~

~~[Mopkind](#) - The best exhaustion weapon~~

[SongKind](#) - The second best exhaustion weapon.

[NAE's Deckkind](#) - The third best exha- oh who am I kidding? Aka: Ranged Dicekind

[Mechkind](#) - Big metal suit.

~~[GreaterswordKind](#) - Size contest in sword form. Exhaustion galore.~~

[Tonfakind](#) - For martial arts enthusiasts.

[Dicekind Rework](#)

[Eclipsekind](#) - Some Specbi combined with a couple new status effects. Weirdly balanced. (Also kinda jokey) (Heed the warning above) (Wait what's the point of homebrew then?)

[Shieldkind Variants](#) I'd really only pay attention to Targe and Riot Shield.

[Cannonkind](#) Yar, har, fiddle-dee-dee, you are a pirate!

[BL's SkateboardKind](#) - for the coolkids who just wanna use one weapon but also grind

[Flamethrowerkind](#) - exactly what it says on the tin, though pickaxe is probably better

[Batkind](#) - Macekind variant

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[RobotArmkind](#) - INT-based robot punches and cool gadgets

[Mickind](#) One handed Cha weapon

[SpryPntKind](#) - Dex based build for those who love Jet Set Radio.

[Netkind](#) - Net. Unrelated to Soro's.

[Artifactkind](#) - A strife specibus for SBaHJified weapons.

[Bunnykind](#) - Put the bunny back in the box.

[Glovekind](#) - For when Fistkind isn't punchy enough.