

## **Occultist (d10)**

When you select this class, you gain the following benefits:

### ***Power Sources & Knowledge Skills***

You gain either the *Arcane* power source, the *Primal* power source, or the *Shadow* power source:

- **Arcana** (Arcane)
- **Royalty & Nobility** (Arcane)
- **Geography** (Primal)
- **Nature** (Primal)
- **Dungeon Survival** (Shadow)
- **Streetwise** (Shadow)

At 3rd level, you gain one additional Power Source from your class options.

### ***Core Skills***

You gain Training with two Skillsets, as described below. You can defer the selection of these Skillsets until later. If you choose to do so, you can gain this training only after completing an Extended Rest.

- **Influence** (Intimidate, Persuasion, Animal Handling)
- **Infiltration** (Open Lock, Disguise, Disable Device, Forgery)
- **Subtlety** (Stealth, Sleight of Hand, Bluff)
- **Detection** (Search, Insight, Investigate, Perception)

You gain Expertise with one of the following Attributes:

- **CHA** (Persuasion, Bluff, Disguise, Insight)
- **INT** (Investigate, Forgery, Disable Device)

### ***Starting Feature: Baneful Curse***

[Concentration] [Sustaining]

As a Minor Action, you can curse one enemy; your basic attacks deal an extra Class Die of damage to the target of your curse. Cursed enemies are also *Weakened*.

### **1st Level**

When you spend an Experience Point (XP) to gain your first level, choose one of the following Roles, and gain the Features associated with it:

- **Controller**
- **Striker**

### **Gaining Additional Levels**

When you spend an Experience Point (XP) to gain a level after 1st, choose one of the following upgrades:

**Class Upgrade:** Choose one of the following:

- You gain one additional Power Source from your class options.

**Category Upgrade:** You gain training with one of the following Skillsets:

- **Influence** (Intimidate, Persuasion, Animal Handling)
- **Subtlety** (Stealth, Sleight of Hand, Bluff)

**Slate Upgrade:** You gain Expertise in all untrained Knowledge skills. This upgrade is transferable to any class from the same slate (*Heroes of Magic & Shadow*) if you choose to change your class.

**Role:** You gain one additional Role of your choice. This upgrade is transferable to any class which uses the same Role, if you choose to change your class.

## **Combat Features**

### ***Class Feature: Otherworldly Secrets***

At the start of each of your turns, double roll your class die, and make note of both results. These numbers represent otherworldly secrets, which fuel your dark magicks. You can spend a reserve to treat either roll as its maximum value.

In addition, as a Standard Action, you gain *High Ground*, and you can *Withdraw*.

### ***Class Feature: Animate Dead***

[Summon]

As a Standard Action, you summon creatures to fight at your side.

- **Otherworldly Secrets:** if you have no creatures summoned, you create one or more summons with a combined number of HD equal to the higher roll; if you do have creatures summoned, you create one or more summons with a combined number of HD equal to the lower roll, but they cannot act until your next turn.

At any given time, the total HD of the summons under your control cannot exceed the maximum value of your class die.

### ***Class Feature: Eldritch Blast***

Your ranged basic attacks are *Reliable*, if you have Advantage on the attack roll.

- **Otherworldly Secrets:** As a Standard Action, you can make a ranged attack, targeting a number of enemies up to the result of the lower roll. In addition, your ranged basic attacks deal extra damage equal to the higher roll.

### ***Role Feature (Controller): Necromancer's Curse***

Off-Turn Action: Whenever your cursed enemy damages you, any of your summoned creatures which are *Adjacent* to that enemy can make an *Opportunity Attack* against it; if an *Opportunity Attack* by your summoned creatures (or banishment) causes a Cursed enemy to be *Dropped*, you can immediately re-animate it as a one of your summoned creatures. This creature begins with a number of HD equal to the damage which caused it to be *Dropped*.

### ***Role Feature (Striker): Warlock's Curse***

Off-Turn Action: Whenever your cursed enemy targets you, you can make a basic attack against it; if this basic attack is successful, it deals an extra Class Die of damage.

### ***Role Feature (Controller): Banishment***

As a Minor Action, you can do one of the following:

- [Restoration] Sacrifice one or more of your summoned creatures to grant yourself HP; you gain HP equal to the total HD of the creatures you sacrifice.
- Sacrifice one of your summoned creatures to deal damage equal to its current HD to each enemy *Adjacent* to it. You can also *Push* each enemy damaged by this action.

Creatures that are sacrificed in this manner are then *Dropped*.

### ***Role Feature (Striker): Hellish Rebuke***

[Teleport]

As an Off-Turn Action, when you make an unsuccessful Defense roll, you can do two of the following, in any order:

- *Teleport*
- make a basic attack against the enemy who triggered the roll
- **Otherworldly Secrets:** Deal damage equal to the lower roll to each enemy *Adjacent* to you

When you make a successful basic attack, you can choose to *Push* your target, or *Push* a creature which is *Adjacent* to the target.