

WARLOCK SPELLCASTING MASTERY

Class Function

Combat Training: Light Armor

Spell List: You choose 4 Spell Schools (Astromancy, Chronomancy, Conjuraton, Divination, Enchantment, Destruction, Illusion, Necromancy, Protection, Restoration, or Transmutation). When you learn a new Spell, you can choose any Spell from the chosen Spell Schools.

Cantrips and Spells Known: The number of Cantrips and Spells you know increases as shown in the Cantrips Known column and the Spells Known column of the WarlockClass Table.

Mana Points: Your maximum number of Mana Points increases as shown in the Mana Points column of the Warlock Class Table.

WARLOCK CONTRACT

Level 1 Feature

You have a binding agreement with your patron that allows you to make sacrifices in exchange for boons.

Hasty Bargain: Once per turn when you make a Check, you can spend **1 HP** to gain ADV on the Check.

Desperate Bargain: Once per Combat, you can spend **1 AP** to regain an amount of HP equal to your Prime Modifier. When you do, you become

Exposed until the end of your next turn.

PACT BOON

Level 1 Feature

You gain a Pact Boon from your Patron. Choose 1 of the following options: Weapon, Armor, Cantrip, or Familiar.

Pact Familiar

You learn the *Find Familiar* Spell. When you cast the Spell, your Familiar gains 3 additional Familiar Traits of your choice for free.

PACT BOON (CONT'D)

Level 1 Feature

Pact Armor

You can choose an Armor in your possession and bond with it, making it your Pact Armor. You can only have 1 Pact Armor at a time. You gain the following benefits while wearing the Armor:

- **Armor Mastery:** You're considered to have Training with your Pact Armor.
- **Maneuvers:** You learn 3 Defensive Maneuvers of your choice.
- **Mystical Armor:** You gain **+1 MD** and **+1 MDR**.

PACT BOON (CONT'D)

Level 1 Feature

Pocket Dimension: Using a Minor Action, you can dismiss the Armor into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. If you aren't able to wear the Armor when you summon it, or you choose not to wear it, it appears in your Space at your feet.

New Pact Armor: Over the course of a Quick Rest, you can touch an Armor in your possession, bond with it, and make it your new Pact Armor, ending your bond with your previous Pact Armor.

PACT BOON (CONT'D)

Level 1 Feature

Pact Cantrip

Choose a Spell you know with the Cantrip Spell Tag. The chosen Spell becomes your Pact Cantrip. When you cast your Pact Cantrip, you gain the following benefits:

- If the Spell deals damage, it deals an extra **+1** damage to **Bloodied** targets.
- If the Spell's range is Touch, it becomes 3 Spaces, otherwise it increases by 5 Spaces.
- Once per Round, when you cast your Pact Cantrip you can grant your self ADV on the Spell Check.

Choosing a New Pact Cantrip: When you complete a Long Rest, you can choose a different Spell following the same restrictions. When you do, the new Spell becomes your new Pact Cantrip.

PACT BOON (CONT'D)

Level 1 Feature

Pact Weapon

You can choose a Weapon in your possession and bond with it, making it your Pact Weapon. You can only have 1 Pact Weapon at a time. If the Weapon has the Ammo property, it manifests its own Ammo when you load it, which immediately vanishes once the Attack is resolved. You gain the following benefits while wielding the Weapon:

- **Weapon Mastery:** You're considered to have Training with your Pact Weapon.
- **Maneuvers:** You gain access to Attack Maneuvers, and learn 2 additional Save Maneuvers of your choice.

PACT BOON (CONT'D)

Level 1 Feature

• **Weapon Style Passive:** While wielding your Pact Weapon, you benefit from that Weapon Style Passive.

Pocket Dimension: Using a Minor Action, you can dismiss the Weapon into a pocket dimension, summon it from that pocket dimension, or summon it from anywhere on the same plane of existence. If you don't have a free hand when you summon it, or you choose not to grab it, it appears at your feet in your Space.

New Pact Weapon: Over the course of a Quick Rest, you can touch a Weapon in your possession, bond with it, and make it your new Pact Weapon, ending your bond with your previous Pact Weapon.



BESEECH PATRON

Level 1 Feature (flavor)

During a Long Rest, while sleeping or meditating, you can access an Inner Sanctum within your mind. Its appearance is influenced by your psyche and is subject to change. While inside your Inner Sanctum, you can attempt to contact your Patron. If they choose to respond, they enter your mind and you might possibly be able to see or hear them. While connected to your Patron in this way, you're aware of your surroundings but you can't take actions or move. Your Patron chooses when to end the connection, or you can make a Mental Save against your own Save DC to force the connection to end.

BESEECH PATRON (CONT'D)

Level 1 Feature (flavor)

Your Inner Sanctum can look different depending on your Patron. It could be in a foggy blackness, wreathed in flames, or emitting a blinding light. Your Patron has full control over your dream state and can shape the environment, create landscapes, objects, creatures, and images.

LIFE TAP

Level 2 Feature

When you produce an MP Effect, you can spend HP in place of MP. The total amount of HP and MP spent can't exceed your Mana Spend Limit. You can use this Feature once per Long Rest, and regain the ability to use it again when you roll for Initiative.

OTHERWORLDLY GIFT

Level 3 Subclass Feature

Your patron grants you the following benefits:

Psychic Spellcasting: You learn 1 Spell of your choice with the Psychic Spell Tag. When you learn a new Spell, you can choose any Spell that has the Psychic Spell Tag.

Forbidden Knowledge: When you complete a Short or Long Rest, you temporarily learn any Spell of your choice. When you cast that Spell, its MP cost is reduced by 1 (minimum of 0). Its total MP cost before the reduction can't exceed your Mana Spend Limit. You forget the Spell immediately after you cast it or complete a Short or Long Rest.

OTHERWORLDLY GIFT (CONT'D)

Level 3 Subclass Feature

You gain the following **Warlock Contract** option:

- **Eldritch Bargain:** When you make an Attack against the PD or MD of a creature, you can spend **1 HP** to target its other Defense instead.

ALIEN COMPREHENSION

Level 3 Subclass Feature (flavor)

You become Fluent in Deep Speech, and you understand the writings and ramblings of lunatics.

FEY ASPECT

Level 3 Subclass Feature

Choose 1 of the following Conditions: **Charmed** or **Intimidated**. The chosen Condition becomes your Fey Aspect Condition. You gain the following Benefits:

Can't Trick a Trickster: You have ADV on Saves against your Fey Aspect Condition.

Fey Step: When you're Hit by an Attack, you can spend **1 AP** as a Reaction to teleport up to **3** Spaces to an unoccupied Space you can see. When you do so, you become **Invisible** until the start of your next turn. You can use this Feature once per Long Rest, and regain the ability to use it again when you roll for Initiative.

FEY ASPECT (CONT'D)

Level 3 Subclass Feature

You gain the following **Warlock Contract** option:

- **Beguiling Bargain:** Once on each of your turns when you cast a Spell or make an Attack that targets at least 1 creature, you can spend **1 HP** to force 1 target of your choice to make a Charisma Save against your Save DC.
- Failure:** You subject the target to your Fey Aspect Condition until the end of your next turn.



<div>DREAM WALKER</div> <div>Level 3 Subclass Feature (flavor)</div> <div>While sleeping, you are lucid and can manipulate what appears in your dreams. Additionally, while you're in contact with a sleeping creature you can make a Spell Check against the target's Intelligence Save. Success: You can witness their dream. You choose if the creature notices that you're watching their dream or not. Failure: You can't use this Feature again on that creature until it wakes up.</div>	<div>PACT BANE</div> <div>Level 3 Subclass Feature</div> <div><i>Requirements: Pact Boon, Level 3</i> You learn the <i>Bane</i> Spell or a different Spell of your choice from your Spell List if you already know it. Creatures that are subjected to <i>Bane</i> suffer the following effects based on your chosen Pact Boon. Pact Weapon & Cantrip: When you Hit the creature with your Pact Weapon or Pact Cantrip, it takes +1 True damage. Pact Armor: When the creature Misses you with an Attack, it becomes Stunned 1 until the end of its next turn, provided it's within 10 Spaces and you're wearing your Pact Armor. Pact Familiar: The creature is considered Flanked while within 1 Space of your Pact Familiar.</div>	<div>WARLOCK SUBCONTRACT</div> <div>Level 3 Subclass Feature (flavor)</div> <div><i>Requirements: Warlock Contract, Level 3</i> You can spend 1 minute to create a Warlock Subcontract with a willing creature within 1 Space, provided it doesn't share your HP (such as a Familiar). While within 20 Spaces of each other, you gain the following benefits: • Shared Telepathy: You can speak Telepathically with each other. • Extended Bargain: They can use Hasty Bargain. When they do, you gain 1 Temp HP. • Willing Sacrifice: You can spend their HP on your Warlock Features and Talents, provided they are willing. Void Contract: This benefit lasts until you end it for free or use this Feature again.</div>	

