

SPELLBLADE MARTIAL MASTERY

Class Function

Combat Training: Weapons, Light Armor, Light Shields

Maneuvers: You learn all Attack Maneuvers. You learn additional Maneuvers as shown in the Maneuvers Known column of the Spellblade Class Table.

Techniques: The number of Techniques you know increases as shown in the Techniques Known column of the Spellblade Class Table.

Stamina Points: Your maximum number of Stamina Points increases as shown in the Stamina Points column of the Spellblade Class Table.

SPELLBLADE SPELLCASTING MASTERY

Class Function

Spell List: When you learn a new Spell, you can only choose Spells from the following Schools of Magic: Destruction, Protection, and 1 other School of your choice.

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 Spellblade Class Table.

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

SPELLBLADE STAMINA

Level 1 Feature

You regain **1 SP** when you Hit with a Spell Attack or succeed on a Spell Check, provided you don't spend SP as part of that Action.

BOUND WEAPON

Level 1 Feature

During a Quick Rest, you can magically bond with 1 Weapon and choose an Elemental or Mystical damage type to become your Bound Damage type. This bond lasts until you end it for free or use this feature again.

Your Bound Weapon gains the following properties:

- **Smite:** When you make a Martial Attack with the Weapon, you can spend **1 or more SP** to deal **+2 Bound Damage** per SP spent. When you do, you also gain the benefits of 1 Attack Maneuver of your choice for free.

BOUND WEAPON (CONT'D)

Level 1 Feature

- **Illuminate:** You can cause the Weapon to emit a 5 Spaces of Dim or Bright Light (you choose the light's appearance). You can extinguish, produce, or adjust the level of this illumination at any time for free.

- **Recall:** While the Weapon is within 20 Spaces and isn't being held or secured, you can call your Weapon back to you for free, causing it to fly to you. If you don't have a free hand when you call it, or you choose not to grab it, it falls in your Space at your feet.

Ending Early: Your bond with the Weapon ends early if you use this Feature again, or you choose to end it for free.

SPELLBLADE DISCIPLINES

Level 1 Feature

You learn 2 Spellblade Disciplines from the list below.

Magus: You gain the following benefits:

- Your Maximum MP increases by **1**.
- You learn 1 additional Spell.

Warrior: You gain the following benefits:

- You gain Heavy Armor and Heavy Shield Training.
- You learn 2 Maneuvers.

SPELLBLADE DISCIPLINES (CONT'D)

Level 1 Feature

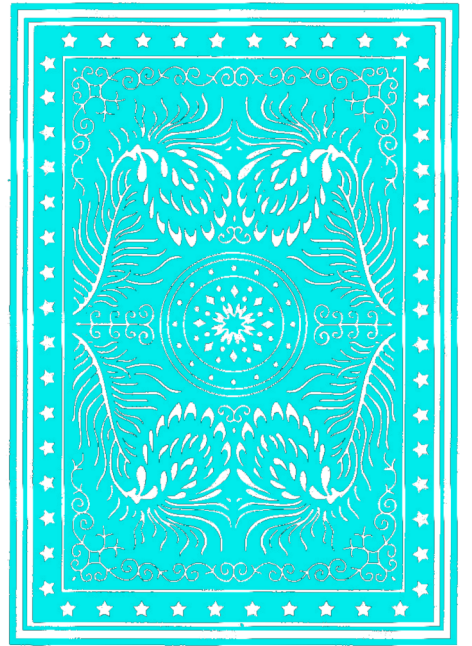
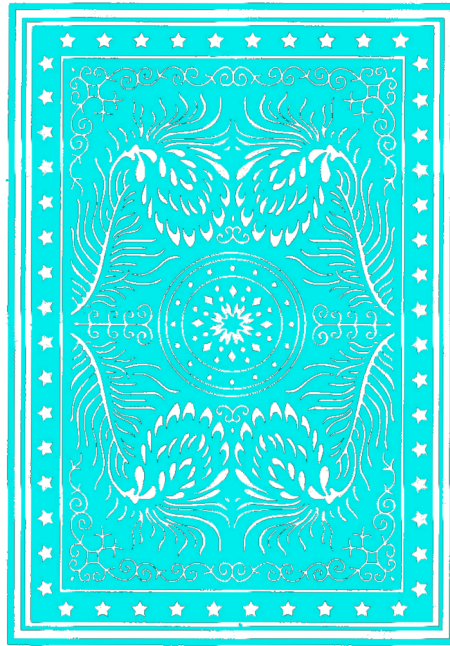
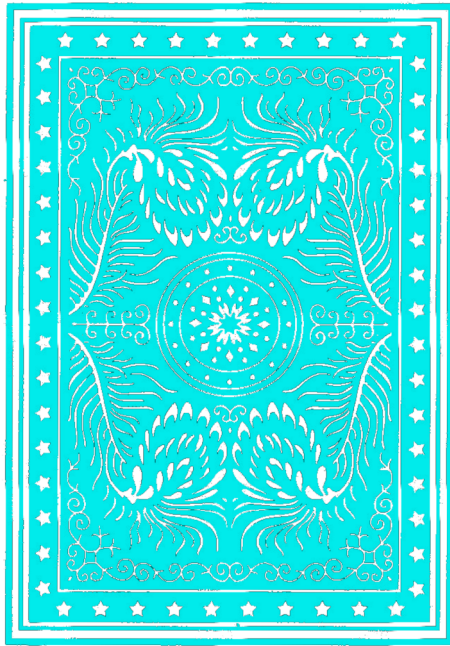
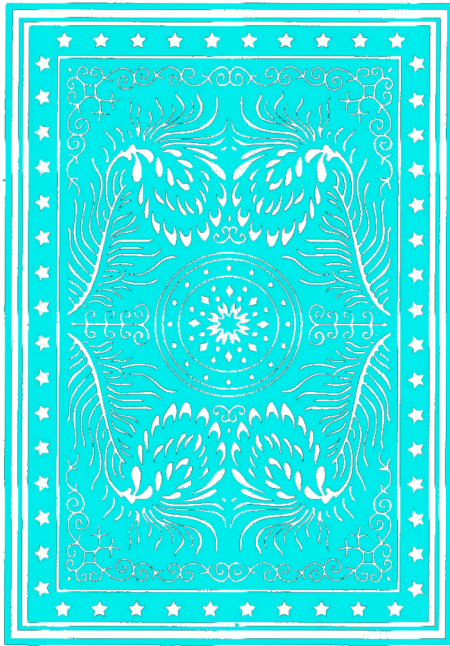
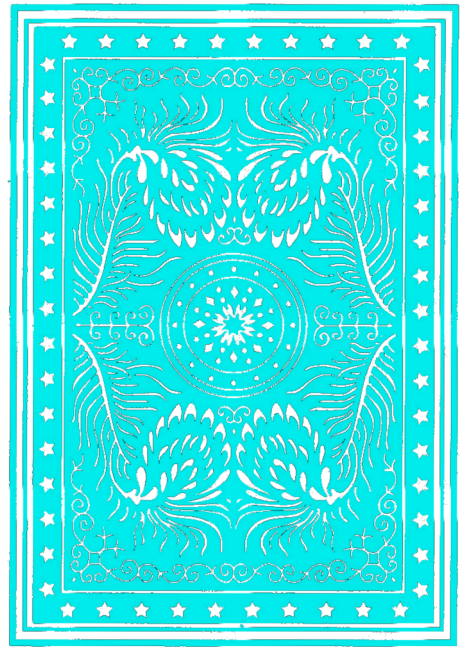
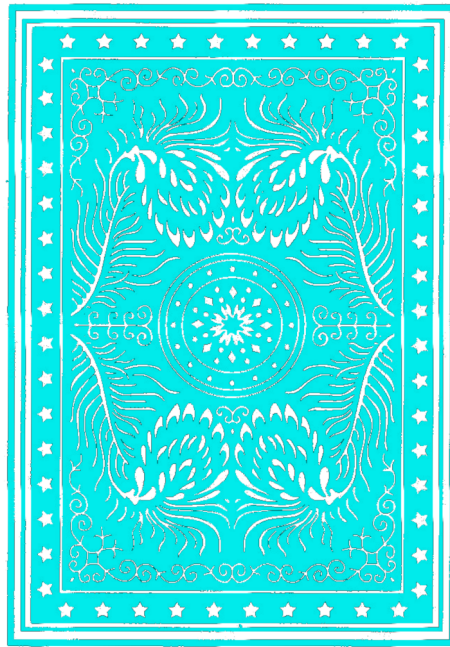
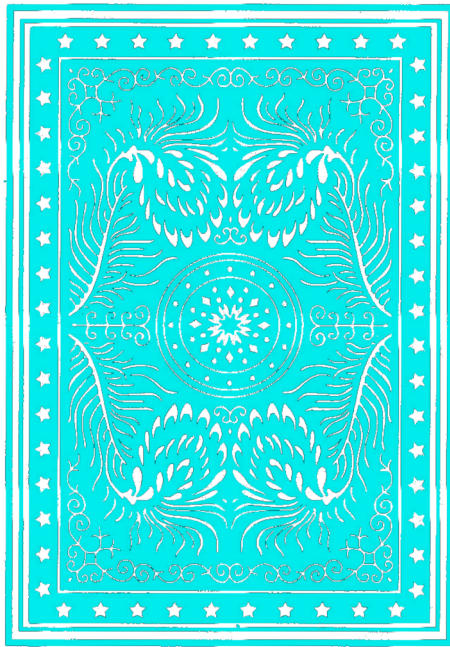
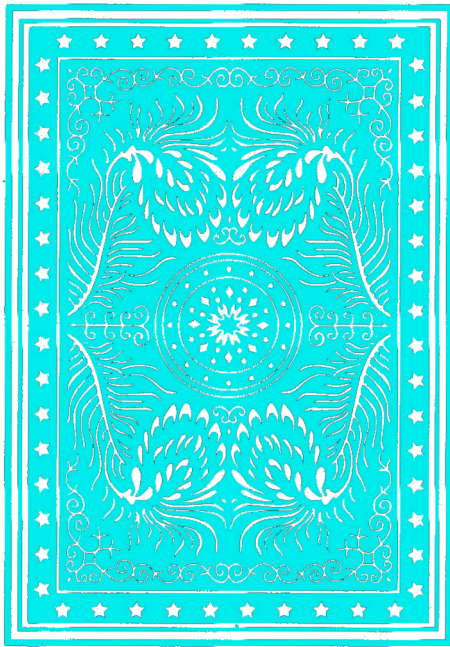
Acolyte: You can spend **1 AP** and **1 MP** to produce 1 of the following effects:

- **Heal:** You gain a pool of healing that you can use to restore HP to any number of creatures within 5 Spaces of you, distributing the HP among them (minimum of 1 HP each). Make a **DC 10** Spell Check. **Success:** You can restore up to **3 HP**. **Success (each 5): +1 HP**. **Failure:** You only restore up to **2 HP**.
- **Cure:** You can attempt to remove 1 Poison or Disease from a creature of your choice within 1 Space of you. Make a Spell Check against the DC of the Poison or Disease. **Success:** The chosen Poison or Disease ends on the target.

SPELLBLADE DISCIPLINES (CONT'D)

Level 1 Feature

Hex Warrior: You can spend **1 AP** and **1 MP** to Curse a creature within 10 Spaces for 1 minute. You make a Spell Check against the target's Repeated Physical Save. **Save Failure:** The target is **Dazed** or **Impaired** (your choice) and takes **1 Umbral damage** at the start of each of their turns. Additionally, they're prevented from regaining HP.



SPELLBLADE DISCIPLINES (CONT'D)

Level 1 Feature

Spell Breaker: You can spend **2 AP** to initiate a Spell Duel against a Spell Attack using a Weapon instead of casting a Spell, provided the Initiator or a target of the Spell is within the range of your Weapon. When you do, you make an Attack Check and you can spend **SP** and **MP** (for a total up to your Mana Spend Limit) to gain a bonus on your Check equal to the SP and MP spent. You have ADV on your Check if you are within 1 Space of the Initiator.

SPELLBLADE DISCIPLINES (CONT'D)

Level 1 Feature

Spell Warder: When you deal Elemental or Mystical damage with an Attack, you gain Resistance (1) to that damage type until the start of your next turn. If you deal Elemental or Mystical damage again while this is already active, you can choose to keep the current Resistance or switch it out for the new one instead.

Blink Blade: Once per turn, when you make an Attack, you can choose to teleport to a Space you can see within 1 Space immediately before or after making the Attack (your choice).

SENSE MAGIC

Level 1 Feature (flavor)

You can spend 1 minute focusing your mind to detect the following creatures within 20 Spaces: Aberration, Celestial, Elemental, Fey, Fiend, or Undead. Make a Spell Check against each creature's Mental Save. **Check Success:** You learn their creature type and know their location until the end of your next turn. **Check Failure:** You learn nothing and can't use this Feature against the target again until you complete a Long Rest.

SPELLSTRIKE

Level 2 Feature

Once on each of your turns when you make a Martial Attack, you can also cast a Spell as part of the same Action, spending **1 AP** less than normal.

Converged Action: When you do, the Spell can only target 1 creature who must be a target of the Attack, and the range of the Attack can't exceed the range of the Spell. The Spell uses the Attack Check as its Spell Check for any of its requirements, and any Saves you force the target to make are made against your Save DC.

Harmonic Strike: The Attack and Spell from a Spellstrike are treated as 1 Attack, and can benefit from Maneuvers and Spell Enhancements. The Spell doesn't require Somatic Components.

HOLY WARRIOR

Level 3 Subclass Feature

You gain the following benefits:

Aura of Protection: Creatures of your choice within 2 Spaces of you have ADV on Mental Saves.

Divine Strike: When you deal damage with **Spellstrike**, you can change the Spell's damage to Radiant or Umbral (choose when you gain this Feature).

Lay on Hands: You gain the Acolyte **Spellblade Discipline**. If you already know that Discipline, you gain another one of your choice. Once per Long Rest, you can use the Acolyte Discipline without spending MP and gain a **+5** bonus on your Spell Check.

OATHSWORN

Level 3 Subclass Feature (flavor)

You make an oath to uphold the tenets of your choice below (or create your own with GM approval). While you're following your oath, you have ADV on Checks made to convince non-hostile creatures to join you in doing so.

Tenets

Heart of Bravery: You must be courageous in all things and fight for what is right, whether on the battlefield or within oneself.

Light in the Darkness: You must be a beacon of hope for others and bring hope to the hopeless when all seems lost.

Instill Pain: Teach your enemies the meaning of pain so they may experience it for themselves and learn to never do it to others again.

OATHSWORN (CONT'D)

Level 3 Subclass Feature (flavor)

Peacekeeper: You must always seek peace with your enemies first.

Protect the Weak: You must protect those that cannot protect themselves.

Unrelenting Effort: You must try your best in all things, never carelessly doing anything.

Vengeance: You must seek revenge on those who have harmed you, your loved ones, or the innocent.

RUNE WEAPON

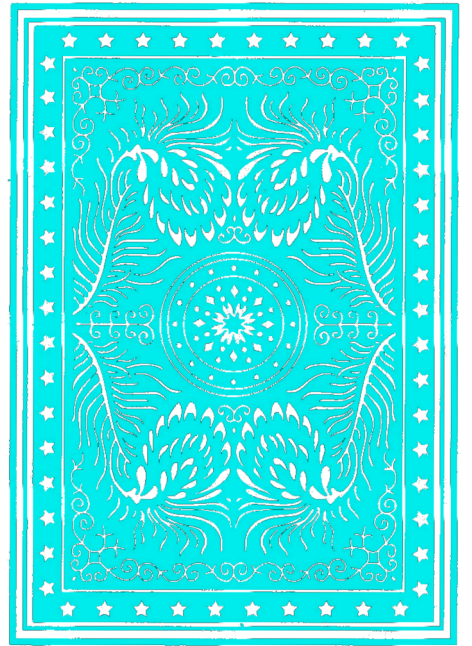
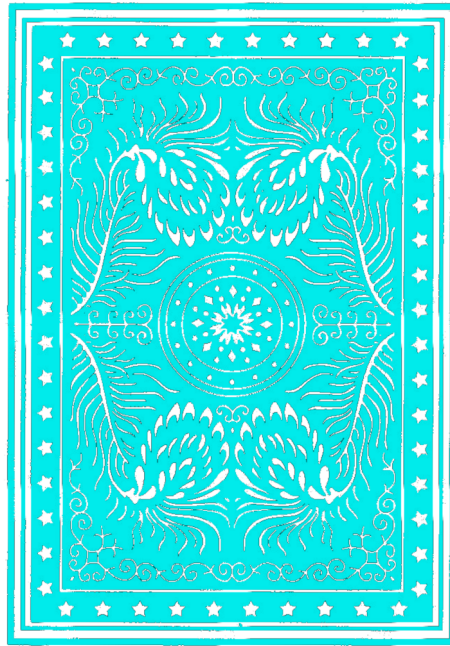
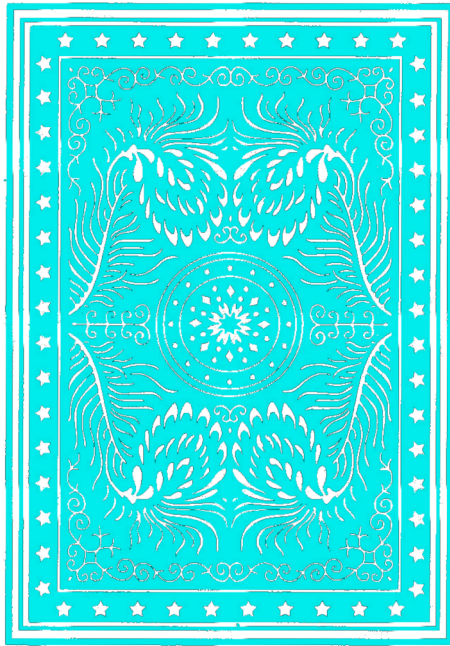
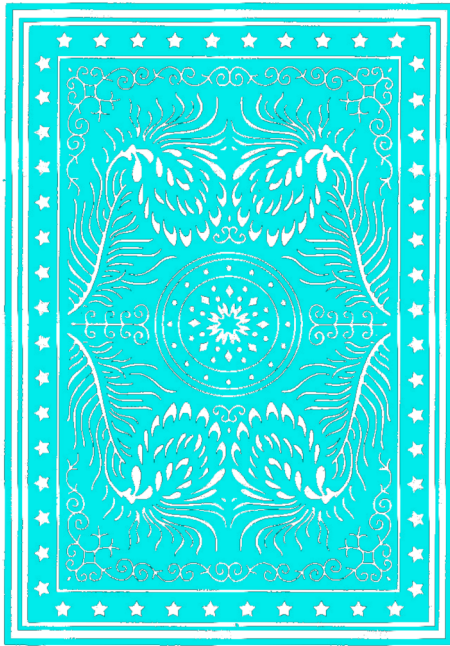
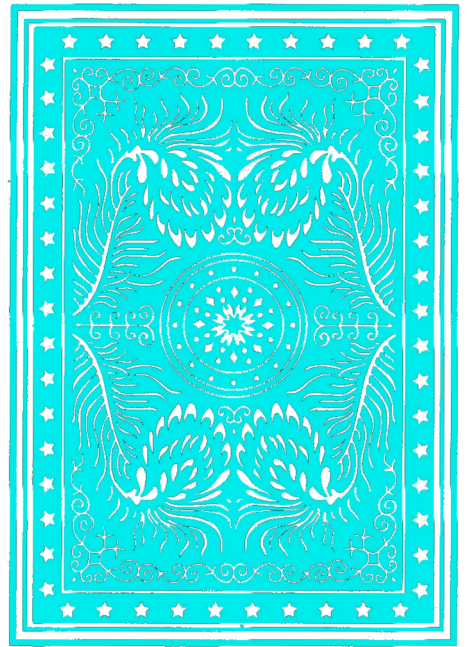
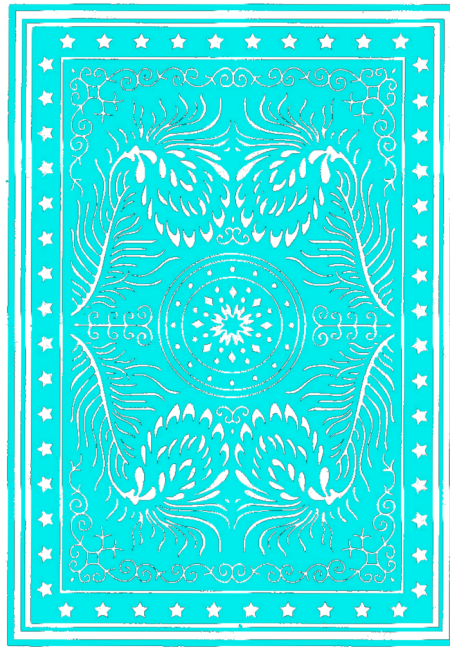
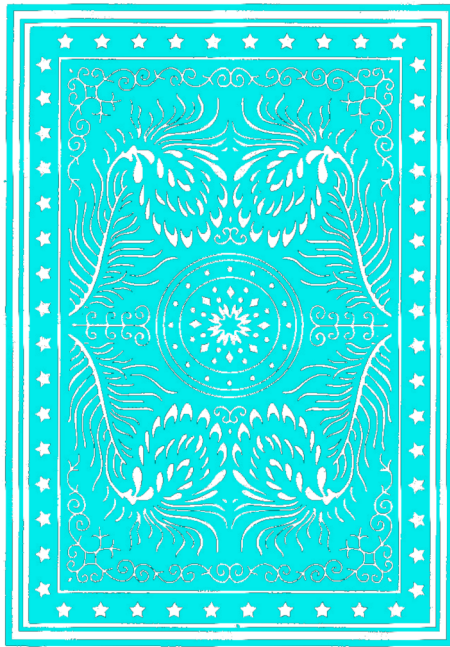
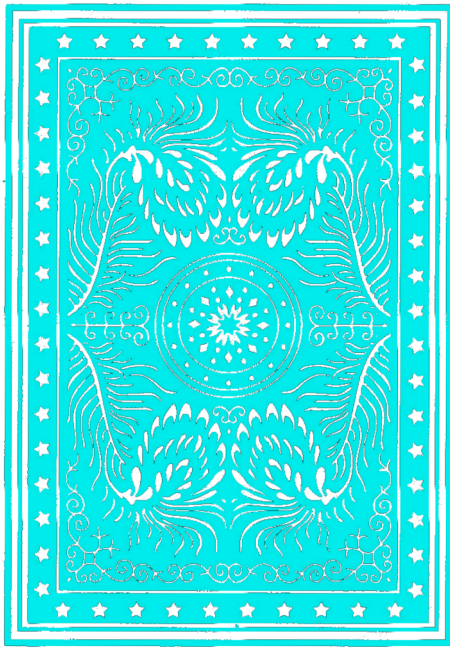
Level 3 Subclass Feature

You can inscribe a magical Rune as you bond with your Bound Weapon, which can only bear 1 Rune at a time and lasts until the bond ends. When you complete a Quick Rest, you can change the Rune to another Rune you know. You learn 2 Runes from the following list:

Earth Rune

Earthquake: When you **Smite** a target, you can create an area of Difficult Terrain on the ground in a 1 Space Radius Sphere centered on the target.

Unmovable: You have ADV on Checks and Saves against being knocked **Prone** or moved against your will.



<div>RUNE WEAPON (CONT'D)</div> <p>Level 3 Subclass Feature</p> <p>Flame Rune Scorching: When you Smite a creature with the Weapon, they must make a Physical Save. Save Failure: The target begins Burning. Hearth: You regain 1 Rest Point when you complete a Short Rest, provided you engaged in Combat since applying this Rune.</p>	<div>RUNE WEAPON (CONT'D)</div> <p>Level 3 Subclass Feature</p> <p>Frost Rune Frostbite: When you Smite a creature with the Weapon, they must make a Physical Save. Save Failure: The target is Grappled by ice until the end of your next turn. The creature can attempt to free itself by spend 1 AP to make an Athletics Check against your Save DC. Glacier: When you roll Initiative, you gain 2 Temp HP. Lightning Rune Charged: When you Smite a creature with the Weapon, they must make a Physical Save. Save Failure: The target is Stunned 1 until the end of your next turn. Quickness: You gain +1 Speed.</p>	<div>RUNE WEAPON (CONT'D)</div> <p>Level 3 Subclass Feature</p> <p>Water Rune Wave: When you Smite a creature with the Weapon, you can spend 1 AP to force the target to make a Physical Save. Save Failure: The target is knocked Prone. Healing Waters: When an MP Effect restores your HP, you regain 1 additional HP. Wind Rune Hurricane: When you Smite a creature with the Weapon, they must make a Physical Save. Save Failure: The target is pushed 1 Space horizontally in a direction of your choice. Wind Swept: You gain +3 Jump Distance and you no longer need to move 2 Spaces before performing a running Jump.</p>	<div>RUNE EXPERT</div> <p>Level 3 Subclass Feature (flavor)</p> <p>You have ADV on Checks made to understand the purpose and meaning of any magical rune you can see.</p>
<div>SLING-BLADE</div> <p>Level 3 Subclass Feature</p> <p><i>Requirements: Spellstrike, Level 3</i> You're able to sling magic off your blade to extend the range of your Spells and Attacks in the following ways: • Distant Strike: The range of your Attacks with Melee Weapons is increased by 2. • Extended Spellstrike: When you use Spellstrike, the range of the Spell changes to match your Weapon's range.</p>	<div>ADAPTIVE BOND</div> <p>Level 3 Subclass Feature</p> <p><i>Requirements: Bound Weapon, Level 3</i> You're able to adapt your Bound Weapon to match the situation. You gain the following benefits: • At the start of your turn, you can switch your Bound Damage type for free, or you can spend 1 AP do to so during your turn. • After you take Elemental or Mystical damage from an Attack, you can immediately change your Bound Damage type to a damage type dealt by the Attack for free. • You gain Resistance (1) to your Bound Damage.</p>		

