

Warrior Mage

“Standing at the gates of a great city she stood. Armor scratched, dented and broken. An army dead at her feet, another approaching with haste. Her eyes glowed like blue fire, her sword dripping with blood, she charged into her enemies. Not a single doubt in her mind, not one bit of fear in her veins. That day she fought until there wasn't a breathe left in her body. She was one of a few great soldiers that defend their home city until the day she died.” – Ifra Demigoddess of fire spreading the legend of the defender.

“A man dressed in black walked up to 2 royal guards raised his hands. The guards drew their swords. His hands changed from hands to claws and he darted towards the guards and shoved his claws through their armor before they could muster a word. He was a master of beasts and a master of all those who's wills were weak, souls were twisted and whose hearts were broken.” – Dago Demigod of lightning talking about Amor the vengeful.

As a Warrior Mage you gain the following class features.

Hit Points

Hit Dice: 1d8 per Warrior Mage level

Hit Points at 1st level: 8 + Constitution Modifier

Hit Points at Higher Levels: 1d8 (or 5) +

Constitution modifier per Warrior Mage level

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Unarmed strikes

Tools: None

Saving throws: Dexterity and Charisma

Skills: 4 of players choice

Equipment

As a Warrior Mage you start with the following equipment, in addition to anything provided by your background.

- (a) Leather armour and a shield or (b) Half-plate armour
- (a) A Scimitar or (b) A Hand axe
- (a) A Short sword or (b) A Hand axe
- (a) A Long sword, (b) A Great sword or (c) A Long bow and 20 arrows
- An Explorers pack and An Arcane Focus (wearable e.g. Bracelet, Ring, Necklace etc.)

level	Proficiency	
	Bonus	Features
1 st	+2	Weapon bond
2 nd	+2	Archetype ability
3 rd	+2	Extra attack

4 th	+2	Ability Score Improvement
5 th	+3	Archetype ability
6 th	+3	Enhance equipment
7 th	+3	Extra attack
8 th	+3	Ability Score Improvement
9 th	+4	Archetype ability
10 th	+4	Expertise
11 th	+4	Fighting style
12 th	+4	Ability Score Improvement
13 th	+5	Archetype ability
14 th	+5	Expertise
15 th	+5	Fighting style
16 th	+5	Ability Score Improvement
17 th	+6	Archetype ability
18 th	+6	Extra attack
19 th	+6	Ability Score Improvement
20 th	+6	Archetype ability

Weapon Bond

At 1st level your soul bonds itself with one of the weapons you own, when wielding this weapon you add your proficiency bonus to all attack and damage roll. If someone else wields this weapon they have to take away their proficiency bonus away. This is our favoured weapon.

Extra attack

At 3rd level you gain the ability to make an extra attack on your turns in combat.

You gain another at level 7 and again at 18.

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.

Enhance Equipment

At 6th level you can add 1d4 (or 2) to a single item to enhance it. For a weapon this could be bonus damage, armour would gain a AC and an Arcane focus would add to spell damage or attack rolls (not both).

Expertise

At level 10 and again at 14 you gain expertise in one of your chosen skills, whenever you make a check or roll that involves the chosen skill you add

half your proficiency bonus (rounded up). You cannot choose the same skill twice.

Fighting style

At level 11 you adopt a particular style of fighting as your specialty. Choose a fighting style from the list of optional features. You can't take the same Fighting Style option more than once. You get to pick an extra one at level 15.

Master of Blades

As a Master of Blades, you gain proficiency with all bladed weapons, you gain the ability to create swords made of magic and to boost the effectiveness of your blades as well as the blades of others.

Summon sword

At 2nd level you can summon a magical sword that levitates that you can control with your mind. The sword disappears after a single attack even if the attack misses. This sword has a range of 60ft and does 1d6 damage. The sword can be grabbed by you and used as a melee weapon rather than a ranged weapon. As a melee weapon it has the reach of a long sword and does 1d8 damage. You gain another of these magical swords at level 8 and again at level 11.

Enhance body

At 5th level you can push your body beyond the limits of a normal person, your speed is doubled and you gain an advantage on attack rolls for 2 turns. This cannot be used outside of combat. You can use this again after a long rest. This increases to 3 turns at level 14 and to 4 turns at level 20.

Enhance Blade

At 9th level you increase the damage of your favoured weapon by 3d6 for a single attack with this weapon, increase the damage of two people of your choice by 1d6 or raise the damage of 1 person by 2d6 (if using a bladed weapon. Choose one out of the 3 options available). You can do this once per long rest and twice and level 16.

Blinding blade

At 13th level you can create a 15ft cone of light that blinds everyone inside, you can make attacks that cannot be blocked or dodged against the blinded. Once attacked the enemy is no longer blinded and if not attacked then after one turn or 10 seconds outside of combat they are no longer blind. This can be used 3 times per long rest.

Parry

At 17th level you gain the ability to parry an attack. When an opponent makes an attack against you, you can parry it and make an attack. If you are using your favoured weapon then you have an advantage on attack and damage rolls when parrying. You can do this 3 times per long rest.

Master of Blades

At level 20 you can change the look of your favoured weapon to however you wish. You enter the sword state for 5 turns. When in your sword state you gain the following benefits:

- When using your favoured weapon you add double your proficiency bonus on damage rolls.
- You can run on walls
- You can have one attack that cannot miss
- You gain resistance to; piercing, slashing and bludgeoning damage.
- Dim light shines round you in a 5ft radius
- Gain a 3rd of your max hit points (rounded up)

Beast Master

You have a way with animal above the level of any normal person, you can talk to animals and eventually you will be able to bend the strongest of creatures to your will.

Talk to Animals

At 2nd level you can talk to animals and you know someone's feelings with a simple touch.

Dominate Animal

At 5th level you can control up to three animals at once. These animals can be no larger than a horse and cannot be magical in anyway.

Dominate Person

At 9th level you can control the mind of a person. The target in person has to roll a charisma saving throw or become completely under your control. The stats and traits of the person who you are trying to control are decided by the DM.

Animal Attributes

At level 13 you can choose one animal to take an attribute from for 1 minute (6 turns). You can gain the following benefits:

Bear – gain advantage on strength checks and saving throws

Rabbit – gain advantage on dexterity saving throws

Armadillo – gain advantage on constitution saving throws

Dolphin – Gain advantage on intelligence checks and saving throws

Owl – Gain advantage on wisdom checks and saving throws

Peacock – gain advantage on charisma checks and saving throws

Bestial forms

At 17th level you gain the ability to combine your physical form with that of an animal's. Your body morphs itself to become more like a creature of your choice. Creatures to choose from are:

Lion – You gain the claws of a lion (1d6)

Cheetah – Double your speed

Eagle – Giant wings with a flying speed of 60ft

Haddock – You can breathe under water

Duck – You gain webbed feet, you have a swimming speed of 30ft.

Ask your DM if you want to change into a different animal.

Dominate All

At level 20 you gain the ability to dominate any creature that is up to 20ft tall or 30ft long, magical or not. The creature has to roll a charisma saving throw or become completely under your control. If the creature has below 10 intelligence then they will automatically fail their throw.