

Curse User Class

Primary Ability	Dexterity and Wisdom
Hit Point Die	D8 per Level
Saving Throw Proficiencies	Dexterity and Wisdom
Weapon Proficiencies	Simple weapons and Martial weapons
Armor Proficiencies	Light Armor
Skill Proficiencies	Choose 3: Acrobatics, Athletics, Arcana, Insight, Nature, and/or Perception
Tool Proficiencies	Jeweler's Tools and Smith's Tools

Level	Proficiency Bonus	Class Features	Cursed Strike Dice
1	+2	Awakened Technique, Cursed Energy Pool, Cursed Strikes, Unarmored Defense	1d4
2	+2	CE Bolstering, Weapon Infusion, Quickened Strike	1d4
3	+2	Black Flash, Subclass Feature	1d6
4	+2	Ability Score Improvement, Flurry of Blows, Unarmored Movement, Reactive Fighting	1d6
5	+3	Proficient Technique, Improved Bolsterments, Extra Attack, Sense Aura	1d6

6	+3	Subclass Feature	1d8
7	+3	Improved Strikes, Evasion	1d8
8	+3	Ability Score Improvement, Subclass feature	1d8
9	+4	Proficient Technique	1d10
10	+4	Subclass Feature	1d10
11	+4	Incantations, Extra Attack x2	1d10
12	+4	Simple Domain, Ability Score Improvement, Proficient Technique	1d10
13	+5	Reverse Curse Technique	1d10
14	+5	Improved Incantations	1d10
15	+5	Domain Expansion	1d12
16	+5	Ability Score Improvement, Proficient Technique	1d12
17	+6	Improved Domain,	1d12
18	+6	Extra Attack x3	1d12
19	+6	Ability Score Improvement, Proficient Technique	1d20
20	+6	Monarch of Curses	1d20

Cursed Strikes

When you gain this feature at level 1, choose any damage type (acid, slashing, bludgeoning, etc.). Whenever you make an unarmed strike, your damage dice for an Unarmed Strike is equal

to your Cursed Strike Dice of the chosen damage type. You may use Wisdom instead of Strength or Dexterity for these attacks.

Awaken Technique

When you gain this feature at level 1, you awaken a Cursed Technique.

To craft a technique you get $1+(\text{number of levels in this Class})$ amount of Technique Points to use, you use these points to “buy” spells from the 5e spell list (no restriction on class/race specific spells, all are CE e allowed). You also gain an additional point every time you take a level in this class. To start, choose between the Shikigami, Damage, or Utility Subclasses.

Wisdom is your Ability Modifier for these spells. Spell Save DC is $8+PB+Wis$ Modifier and attack Bonus is $PB+Wis$ Modifier.

You may only cast your technique as a whole, not its individual spells separately.

Your Core Spells and Augment Spells can not be casted through spell slots from another class

The casting time and range for your technique is the same as the Core Spell's

Cursed Energy Pool

When you gain your first level in this class, you gain a Pool of Cursed Energy Points. At level one you gain $1d6+Wis$ Modifier of points. Everytime you take a level in this class you add points equal to the result of a roll of your current Cursed Strike dice size+your Wisdom Modifier halved.

Unarmored Defense

At 1st level, while not wearing armor, your AC is $10+PB$ bonus+Dex Modifier.

Level 2

Cursed Energy Bolstering

At 2nd level, you may use a bonus action to bolster your physical capabilities

- Bolster Defense: May spend 4 CE to gain a bonus to your AC equal to a roll of your Cursed Strike Dice until the end of your next turn.
- Bolster Strike: May spend 3 CE to add your gain a damage bonus to your next weapon attack damage, equal to your Wisdom Modifier.
- Bolster Mind: May Spend CE Equal to your Wisdom Modifier to add a bonus to your next skill check made within 1 Minute equal to your Wisdom Modifier.

Curse Infusion

At 2nd Level, when Wielding a weapon that you are proficient in, you may Infuse the weapon with Cursed Energy and use Wisdom instead of Strength or Dexterity for attack rolls and damage. Attacks Made this way are Magical.

Quickened Strike

At 2nd Level, when you take the attack action, you may make an unarmed strike as a bonus action.

Black Flash

At 3rd level you gain access to Black Flashes:

Whenever you make an attack roll that involves 3 or more damage dice, if the amount of damage dice that had its highest potential roll (i.e. 4 on d4, 6 on a d6, etc.) is more than or equal to half of the total dice rolled, then it is a black flash and you may continue on the chart below. If all of the dice had the highest output go two stages forward instead of one on the chart. If 24 seconds passed since your last black flash, then you lose your progress on the chart. If you make 7+ Black Flashes in a row, then for the 7th and each after you may roll 2 d6's and choose the result between the two.

Black Flash Counter	Effect
1st	Your next attack within the next 18 seconds, is made with advantage.
2nd	Same as the first, but gain +1 to AC for 12 seconds as well
3rd	Same as above, but now your threshold for hitting a black flash is reduced by 2 (minimum of 1).
4th	Regain a spell slot which level is equal to half of your proficiency bonus or lower, regain a roll of your

	Cursed Strike Dice of CE, or regain a per short rest ability.
5th	Your next attack within the next 18 seconds, is an automatic Critical Hit, and your BF threshold is reduced by 2 more (minimum of 1).
6th	Regain a spell slot which level is equal to half your level, regain 2 rolls of your Cursed Strike Dice of CE, or regain a per long rest ability.

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.

Flurry of Blows

At level 4, as a Bonus Action, you may expend 1 CE to Make 2 Unarmed Strikes targeted at one creature or Object.

Unarmored Movement

At level 4, while not wearing armor, you gain an additional 15 ft of Movement Speed.

Reactive Fighting

At level 4, gain an additional Reaction.

Improved Technique

At 5th, 12th, 16th, and 19th level, the Activation Cost of your Technique is reduced by half your Wisdom Modifier (rounded up). (Stacks each time)

Improved Bolsterments

At 5th level your Bolsterments Improve

- Bolster Defense: May spend 3 CE to gain a bonus to your AC equal to a roll of your Cursed Strike Dice until the end of your next turn.
- Bolster Strike: May spend 3 CE to add a damage bonus to your weapon attack damage until the beginning of your next turn, equal to your Wisdom Modifier.
- Bolster Mind: May Spend CE Equal to your Wisdom Modifier to add a bonus to your next skill check made within 1 Minute equal to your Spell Attack Bonus.

Extra Attack

At 5th level, when taking the attack action on your turn, you may make 2 attacks.

Detect Aura

At 5th level, you may cast Detect Magic, ignoring all components, a number of times equal to your PB bonus. Regain uses after a long rest.

Improved Strikes

At 7th level, when Making an Unarmed Strike or a Curse Infused strike, you may roll your damage dice twice and take the higher roll.

Incantations

At 11th Level, you may use your action and bonus action to hold Concentration on a string of incantations. If you hold Concentration with Verbal components until the start of your next turn you may activate your technique for either double its activation cost, but each spell included is Upcasted Once (Cantrips Excluded), or the activation cost is halved and it is casted at normal

levels. May use this feature a number of times per short rest equal to half your PB (Rounded down).

Extra Attack x2

At 11th level, when you take the attack action, you make three separate attacks.

Simple Domain

At 12th level, you may expend 15 CE Points to create an aura emanating 10ft from you. This aura lasts for 1 minute and requires Concentration. While this aura is active, you gain a bonus to your AC to Double your Wisdom Modifier, you gain a bonus to all saving throws equal to double your Wisdom Modifier, and you cannot move. This ability may be activated as an action or reaction to being targeted by a spell of ability.

Reverse Curse Technique

At 13th level, as a bonus action, you may spend up to 30 CE to Heal yourself the same amount of HP.

Improved Incantations

At 14th level, when holding Concentration on an Incantation, you may add Somatic Components (requires empty hands) to create a string of hand signs. If you successfully hold Concentration until the beginning of your next turn, you may Activate your technique with either all spells in your technique upcasted twice for triple the CE cost, or activated normally for $\frac{1}{3}$ the CE cost (rounded up).

Domain Expansion

At 15th level you gain a Domain Expansion based on your subclass that can be activated for an amount of CE points equal to 5 times your Technique's activation cost. The domain expands in a 25 ft radius centered on where you were when it was activated, it Lasts for 24 seconds, and you must hold concentration on it. Creatures outside of the Domain can not enter the area unless they pass an Athletics roll against your SPell Save DC, and all they can see is a solid black sphere that allows no sound through.. Creatures that were in the range of this emanation when it was activated cannot leave unless they use an action to make a Wisdom or Strength saving throw equal to your Spell Save DC. While the domain is Active, you gain a bonus to your Spell save DC and Spell Attack Roll equal to two rolls of your Cursed Strike Dice

Improved Domain

At 17th Level, when you activate your domain, you roll your Cursed Strike Dice an amount of times equal to your Wisdom Modifier to determine your Bonus to Spell Attack Rolls and Spell Save DC.

Monarch of Curses

At 20th level, you gain the following Legendary Actions (3/3):

- Make a Weapon Attack (1 Action)
- Bolster Self (1 Action)
- Flurry of Blows (2 Actions)
- Use Reverse Cursed Technique (2 Actions)
- Subclass Specific (2 Actions)