

A character with long brown hair, wearing a dark jacket with red and white accents, holding a large sword. A red dodecahedron is on their forehead. The background is a mix of purple and red.

FAIRY FENCER

フェアリーフェンサー
fairy fencer f

HOMEBREW

オリジナルサウンドトラック

A new class based on the Fairy Fencer series

FENCER

A fencer is a warrior who has found a fury, an ancient weapon inhabited by an entity known as a fairy. Specializing in a particular element fencers are known for their fluidity and flexibility in combat.

When you decide to create or class into a fencer you will gain both a fury and a fairy companion. Choose any appearance you like for the weapon and discuss with your DM if you control/roleplay the fairy or if they want to. When you make a fencer consider the following: How did you find your companion? How do your ideals and goals align or differ?



YOUR FURY

Your fury/fairy can transform themselves to regular and weapon form at will however when combat begins they are automatically turned into default weapon form and go into your hand as long as you have your hands free. If your fairy is ever attacked in your absence it has hitpoints equal to five times your fencer level and an ac of 15. If it is killed it reverts to its base weapon form and can be resurrected as any other creature. If you are ever separated from your fury/fairy you may use a bonus action to call them back to yourself as long as you are on the same plane of existence no matter their status. You always count as proficient when wielding your fury, no matter its form. Your Fury gains certain bonuses as you level as displayed on the next chart. Your fury also counts as a spell focus for any cantrips or spells you may acquire. If you turn your fury into gauntlets they do 1d8 damage.

FURY PROGRESSION

Special Effects	Level	Damage and hit bonus
Attacks count as magical	5	+1
	9	+2
You have advantage on death saves	11	+2
	15	+3
Fury's Resolve	17	+3
Fury's Finale	20	+4

FURY'S ATTACKS

Any attack you make using your fury may use your charisma modifier in place of its normal modifier.

FURY'S RESOLVE

When you reach 17th level your fury grants you the fury's resolve power. Once per long rest when you are reduced to 0 hit points you may instead use up to half your hit dice, regaining the hit points as if you used them during a short rest.

FURY'S FINALE

When you reach 20th level your fury grants you one finale ability (detailed in this document). You may use a finale ability once per long rest.

THE FENCER

Level	Proficiency Bonus	Features	Fencer Points	Fencer Techniques
1st	+2	Fencer Techniques, Fey Sense	1	1
2nd	+2	Mutable Fury, Fighting style	2	1
3rd	+2	Elemental Specialization	3	1
4th	+2	Ability Score improvement	4	2
5th	+3	Extra Attack	5	2
6th	+3	Fairize	6	2
7th	+3	Elemental Feature	7	3
8th	+3	Ability Score improvement	8	3
9th	+4		9	5
10th	+4	Unified Mind	10	3
11th	+4	Extra Attack (x2)	11	4
12th	+4	Ability Score improvement	12	4
13th	+5		13	4
14th	+5	Muscle Memory	14	5
15th	+5	Elemental Feature	15	5
16th	+5	Ability Score improvement	16	5
17th	+6	Resistance is Useless	17	6
18th	+6	Bonded for Life	18	6
19th	+6	Ability Score improvement	19	6
20th	+6	Elemental Feature	20	7

CLASS FEATURES

As a Fencer, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per fencer level

Hit Points at 1st Level: 10 + your Charisma modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Charisma modifier per fencer level after 1st

PROFICIENCIES

Armor: Light, Medium, Heavy, Shields

Weapons: Simple, two martial of your choice

Tools: None

Saving Throws: Wisdom, Dexterity

Skills: Choose any two

SPELLCASTING ABILITY

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a fury and a shield
- (a) Either leather armor, a chain shirt, or chain mail

FENCER TECHNIQUES

At first level you gain one ability known as a fencer technique. Detailed at the end of this class guide they are unique abilities or effects. Some of them require you to spend fencer points to use. If a technique requires a saving throw it uses your fencer save DC. Lastly you gain additional techniques when you reach higher levels in this class as indicated in the class chart.

FEY SENSE

Due to your connection with a fey-like entity you are adept at sensing such creatures. As an action you can detect the presence of any fey within 120 feet of you. You only determine that they are fey, not their identity. (for example if Titania the fairy queen was in front of you you could tell she is fey but not her name or powers.

MUTABLE FURY

Starting at second level you and your fairy are able to draw on the true powers of your fury. As a bonus action on your turn you may transform your fury from its base form into any of the following: a simple weapon, a martial weapon, or a firearm. You may also transform it into dual weapons if desired.

FIGHTING STYLE

At 2nd Level, you adopt a style of Fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness.

Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding your fury.

THROWN WEAPON FIGHTING

You can transform your fury into a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

CLOSE QUARTERS SHOOTER

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

ARCANE WARRIOR

You learn two cantrips of your choice from the any spell list. They count as fencer spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from any spell list.

ELEMENTAL SPECIALIZATION

At third level you choose one of the following elements to resonate with: Fire, Water, Cold, Lightning, Earth, Wind, Radiant, or Necrotic. You gain certain techniques or features from this element as detailed later in this document.

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.

EXTRA ATTACK

Beginning at 5th Level, you can Attack twice, instead of once, whenever you take the Attack Action on Your Turn. At 11th level this increases to three attacks.

FAIRIZE

Beginning at 6th level you and your fairy can resonate to transform. As a bonus action you combine with your fairy (usually this appears as you impaling yourself with the fury) and transform into your fairize form. This form can appear however you want but gives the following benefits for one minute or until you are incapacitated: +2 AC, damage reduction of 4, and once per turn you may add your proficiency bonus to a damage roll you make. You may use this transformation a number of times equal to your charisma modifier and regain all uses on a short or long rest.

UNIFIED MIND

Beginning at 10th level you and your fairies minds begin to resonate. You have advantage on any saving throws using wisdom, intelligence, or charisma.

MUSCLE MEMORY

Beginning at 14th level you have trained enough to become more formidable with multiple weapon types. Choose an additional fighting style.

RESISTANCE IS USELESS

Beginning at 17th level any damage you deal with your fury or fencer abilities ignores resistance and treats immunity as resistance.

BONDED FOR LIFE

Beginning at 18th level if either you or your fairy have been killed and the other is within 30 feet of them then any resurrection spell cast on them ignores the need for material components. When you die either of old age or other causes you may choose a successor to inherit your fury assuming the fairy has not died. The new user starts as a first level fencer.

ELEMENTAL SPECIALIZATION: FIRE

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Flame Assault, Giga blow

FLAME RESISTANCE

Beginning at 7th level you have resistance to fire damage while fairized

BRUISER

Beginning at 15th level you gain access the the eruption edge technique and while fairized you can add your proficiency bonus to all attacks you make

FLAMING FINALE

At 20th level you gain access to the burning strike finale

ELEMENTAL SPECIALIZATION: WATER

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Flowing slash, Arrow rain

ENHANCED HEALING

Beginning at 7th level you can breathe underwater and as an action may expend hit dice up to your proficiency bonus to heal yourself or an ally.

FLOWING TECHNIQUE

Beginning at 15th level you gain access the splash saucer and shell storm techniques.

FLUID FINALE

At 20th level you gain access to the tempest waltz finale

ELEMENTAL SPECIALIZATION: EARTH

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Guns Akimbo, Spiral Shot

EARTHEN RESILIENCE

Beginning at 7th level you gain resistance to bludgeoning damage while fairized

ROCK SOLID

Beginning at 15th level you gain access the gaia spear technique and cannot be knocked prone while concious.

FLUID FINALE

At 20th level you gain access to the bullet storm finale

ELEMENTAL SPECIALIZATION: WIND

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Soul hunter, Soul reaper

SPEED OF THE WIND

Beginning at 7th level your speed is doubled while fairized

FREE BIRD

Beginning at 15th level you cannot be restrained while concious and while fairized you gain a flying speed equal to your walking speed.

FLUSTERING FINALE

At 20th level you gain access to the heaven and earth finale

ELEMENTAL SPECIALIZATION: RADIANT

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Sky slash, Holy Pierce

LIGHT GUIDE ME

Beginning at 7th level you have resistance to radiant damage while fairized

DEFY THE DARK

Beginning at 15th level you have devil's sight. In addition when you attack while fairized you deal an additional 1d6 radiant damage.

RADIANT FINALE

At 20th level you gain access to the skyfall finale

ELEMENTAL SPECIALIZATION: COLD

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Shooting star, Waxing crescent

STAY WARM

Beginning at 7th level you have resistance to cold damage while fairized

FROZEN IN PLACE

Beginning at 15th level you gain access to the freezing meteor technique. In addition while fairized you cannot be moved against your will.

FREEZING FINALE

At 20th level you gain access to the supernova finale

ELEMENTAL SPECIALIZATION: NECROTIC

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Scatter, Tyranny

BORN IN THE DARKNESS

Beginning at 7th level you have resistance to necrotic damage while fairized

EMBRACE THE DARK

Beginning at 15th level you gain access to the dark maw technique. In addition while fairized you have +3 AC.

DARK FINALE

At 20th level you gain access to the penitence finale

ELEMENTAL SPECIALIZATION: LIGHTNING

ADDITIONAL TECHNIQUES

Beginning at third level you gain access to the following techniques: Monkey king combo, Ukko's hammer

INSULATION

Beginning at 7th level you have resistance to lightning damage while fairized

HIGH VOLTAGE

Beginning at 15th level you gain access to the heaven's cloud technique. In addition while fairized you deal an additional 1d6 lightning damage with your weapon attacks.

SHOCKING FINALE

At 20th level you gain access to the excalibur finale

FENCER TECHNIQUES

Anything listed here can be taken by any fencer

You may choose to attack with reckless abandon. You gain advantage on all attacks made this turn but until you next turn all attacks against you have advantage

EVASIVE ACTION

Fencer Point Cost to use: 1

You cast Zephyr Strike as a fencer spell

MEND WOUNDS

Fencer Point Cost to use: 2

You cast cure wounds as a fencer spell

QUICK THINKING

Fencer Point Cost to use: 0

You gain a bonus to initiative rolls equal to your charisma modifier

ELEMENTAL BALL

Fencer Point Cost to use: 4

You cast fire ball as a fencer spell at third level. The damage type changes to match your elemental type

ELEMENTAL LINE

Fencer Point Cost to use: 4

You cast lightning bolt as a fencer spell at third level. The damage type changes to match your elemental type

ESUNA

Fencer Point Cost to use: 2

You cast lesser restoration as a fencer spell

ESUNA II

Fencer Point Cost to use: 5

You greater restoration as a fencer spell

SHIELD

Fencer Point Cost to use: 2

You cast shield as a fencer spell

EMERGENCY WARP

Fencer Point Cost to use: 3

You cast misty step as a fencer spell

UNARMED FURY

Fencer Point Cost to use: 0

Your unarmed struck count as using your fury to attack, the damage die is 1d8 and the type is the same as your elemental type

GUIDANCE

Fencer Point Cost to use: 1

You gain advantage on the next attack you make

LUNATIC DANCE

Fencer Point Cost to use: 0

SPECIAL TECHNIQUES

These are the techniques granted by elemental specialization, unless otherwise stated they require an action to perform

FLAME ASSAULT

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a longsword, and you make a melee spell attack. On a hit the target takes 3d10 fire damage and it sent 20 feet into the air.

GIGA BLOW

Fencer Point Cost to use: 2

Your fury transforms into dual gauntlets and project a line of fire. Every creature in a 60ft line must make a dexterity saving throw or take 4d6 fire damage and be knocked back 10ft.

ERUPTION EDGE

Fencer Point Cost to use: 4

Your fury transforms into a greatsword. You then make a melee spell attack against one enemy within range. On a hit they take 8d6 fire damage and cannot make reactions until the start of your next turn.

FLOWING SLASH

Fencer Point Cost to use: 2

Your fury transforms into a spear. You then choose up to five targets within 60 feet of you and make one attack against them. You then are placed up to 10 feet behind the last person hit.

ARROW RAIN

Fencer Point Cost to use: 2

Your fury transforms into a bow. Choose a point within 100ft of you. Every creature in a 10ft radius of that point must make a dexterity saving throw or take 4d8 piercing damage, taking half on a success.

SPLASH SAUCER

Fencer Point Cost to use: 4

You unleash two discs of water at a target within 80ft. They must succeed on a dexterity saving throw or take 5d10 slashing damage, taking half on a success.

SHELL STORM

Fencer Point Cost to use: 5

Your fury transforms into a pistol/handgun. Every creature in a 60ft cone must succeed on a dexterity saving throw or take 6d10 piercing damage.

GUNS AKIMBO

Fencer Point Cost to use: 0

When your fury is transformed into dual firearms you can add your modifier to your offhand attack even if you do not have the dual wielding fighting style.

SPIRAL SHOT

Fencer Point Cost to use: 2

Your fury transforms into a spear. Make a ranged spell attack against an enemy within 80ft of you. If you hit they and anyone within 5ft of them takes 4d6 bludgeoning damage.

GAIA SPEAR

Fencer Point Cost to use: 4

Choose a target within 80 feet of you. Your fury transforms into a spear. Make a ranged spell attack and on hit the enemy and any enemies between you take 6d8 bludgeoning damage and are knocked prone.

SOUL REAPER

Fencer Point Cost to use: 2

Choose a point within 80ft. Every creature inside a 10ft sphere centered on that point must make a strength saving throw or take 4d6 slashing damage.

SOUL HUNTER

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a scythe, and you make a melee spell attack. On a hit the target takes 3d10 slashing damage and its movement is reduced by half until the start of your next turn.

SKY SLASH

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a longsword, and you make a melee spell attack. On a hit the target takes 3d10 slashing damage and it has disadvantage on attacks against you until the start of your next turn.

HOLY PIERCE

Fencer Point Cost to use: 2

Your fury transforms into a spear. You then make four ranged spell attacks, splitting them as you choose between targets within 60ft of you. On a hit they take 2d6 radiant damage.

SHOOTING STAR

Fencer Point Cost to use: 2

Choose a target within 120 feet of you. Your fury transforms into a bow and every target within 10 feet of that point must make a constitution saving throw or take 5d6 cold damage, taking half on a success.

WAXING CRESCENT

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a scythe, and you make a melee spell attack. On a hit the target takes 3d10 cold damage and its movement is reduced by half.

FREEZING METEOR

Fencer Point Cost to use: 4

Choose a point within 100 feet of you. Your fury transforms into a bow. Everyone within 20 feet of that point must succeed on a constitution saving throw or take 8d6 cold damage and are restrained. On a successful save a target takes half damage and is not restrained. A restrained target may repeat the save at the end of its turn to break free.

SOUL REAPER

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a scythe, and you make a melee spell attack. On a hit the target takes 3d10 slashing damage and its movement is reduced by half.

SCATTER

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into dual gauntlets, and you make a melee spell attack. On a hit the target takes 3d10 necrotic damage and is launched 20 feet into the air.

TYRANNY

Fencer Point Cost to use: 2

Choose a target point within 60 feet of you. Every target within 10 feet of that point must succeed on a constitution saving throw or take 4d6 necrotic damage and be blinded until your next turn. On a successful save a target takes half damage and is not blinded.

DARK MAW

Fencer Point Cost to use: 4

Choose a point within 80ft of you. Every creature within 10ft of that point must succeed on a strength saving throw or take 4d10 necrotic damage and be restrained.

A creature that succeeds the save takes no damage and is not restrained. A creature can repeat the save to break free at the end of its turn.

MONKEY KING COMBO

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into dual gauntlets, and you make a melee spell attack. On a hit the target takes 3d10 bludgeoning damage and it cannot take reactions until the start of your next turn.

UKKO'S HAMMER

Fencer Point Cost to use: 2

Choose a target within 60 feet of you. Your fury transforms into a throwing axe and you make four ranged spell attacks against the target, dealing 1d6 slashing damage on a hit. If all four attacks hit then you deal an additional 2d8 lightning damage.

HEAVEN'S CLOUD

Fencer Point Cost to use: 4

Choose a target within 60 feet of you. You immediately move next to them without provoking attacks of opportunity, your fury transforms into a greatsword, and you make a melee spell attack. On a hit the target takes 8d6 lightning damage and are paralyzed until the start of your next turn.

FINALES

These are the penultimate techniques of a fencer. At 20th level every fencer gains access to the force impact finale. Other finale abilities are granted by your elemental specialization. A fencer is immune to the damage of their own finale

FORCE IMPACT

Every target in a 150ft line must succeed on a dexterity saving throw or take 12d10 force damage, taking half on a success. After using this ability you regain 3 fencer points

BURNING STRIKE

Choose a target within 100ft of you. You immediately move next to them and they make a strength saving throw. On a failure they take 12d12 fire damage and are launched 80ft into the air.

TEMPEST WALTZ

Choose a point within 100ft of you. Every creature in a 20ft radius must make a strength saving throw or take 12d10 slashing damage. You then may move to a point up to 50ft behind the sphere.

BULLET STORM

Choose a point within 100ft of you. Every creature within 20ft of the point must succeed on a dexterity save or take 12d10 piercing damage, taking half on a successful save. A creature in the center of the sphere takes double damage.

HEAVEN AND EARTH

Choose a point within 100ft of you. Every creature within 20ft of the point must succeed on a dexterity save or take 12d10 slashing damage, taking half on a successful save. An attack against a creature that took damage from this has advantage until the start of your next turn.

SKY FALL

Choose a point within 100ft of you. Every creature within 20ft of the point must succeed on a constitution save or take 12d10 radiant damage and be blinded, taking half on a successful save. A creature may repeat the save at the end of its turn.

SUPERNOVA

Choose a point within 100ft of you. Every creature within 20ft of the point must succeed on a constitution save or take 12d10 force damage, taking half on a successful save. You may then move up to double your movement speed without provoking opportunity attacks.

PENITENCE

Choose a point within 100ft of you. You place an area of immeasurable darkness. You may specify creatures to be immune to this finale. Any other creature is blinded

within the sphere and takes an additional 2d8 necrotic damage when hit by any weapon attack.

EXCALIBUR

Choose a point within 150ft of you. You move to the chosen point and any creature in your path must make a dexterity save taking 12d10 force damage on a failure and being knocked back 10ft and prone. A creature takes half damage on a success.