

The Symbiote 5e class Beta 1.0

Level	Proficiency bonus	Claws	Tendrils	Adrenal points	Features
1	+2	1d4	1hp	-	Unarmored Defense, Claw and Tendril, Fire and sonic weakness, Symbiosis
2	+2	1d4	1hp	2	Adrenal points , Web Secretion
3	+2	1d4	1hp	3	Storage portal, Spider Crawl
4	+2	1d4	1hp	4	Ability score improvement, Symbiote Awareness
5	+3	1d6	1d4	5	Extra Attack, Adrenal abilities increase
6	+3	1d6	1d4	6	Mental Touch, sharpened strikes
7	+3	1d6	1d4	7	Venomous bite, Unnatural reflexes
8	+3	1d6	1d4	8	Ability score improvement
9	+4	1d6	1d4	9	Mental touch improvement
10	+4	1d6	1d4	10	Fire and sonic weakness improvement, Adrenal abilities increase
11	+4	1d8	1d6	11	Mass increase
12	+4	1d8	1d6	12	Ability score improvement
13	+5	1d8	1d6	13	Symbiote polymorph
14	+5	1d8	1d6	14	Adrenal abilities increase
15	+5	1d8	1d6	15	Toxin purge
16	+5	1d8	1d6	16	Ability score improvement
17	+6	1d10	1d8	17	Adrenal abilities increase
18	+6	1d10	1d8	18	Adrenal surge

19	+6	1d10	1d8	19	Ability score improvement
20	+6	1d10	1d8	20	Adrenal surge (2), unlock all adrenal abilities

Hit points

- Hit dice: 1d8 per symbiote level
- Hit points at first level: 8 + constitution modifier
- Hit points at higher level: 1d8 (or 5) + your constitution modifier per symbiote level after 1st

Proficiencies

- **Armor:** None
- **Weapons:** Simple weapons
- **Tools:** None
- **Saving Throws:** Strength, Constitution
- **Skills:** Choose two from Acrobatics, Athletics, Survival, Intimidation and Stealth
- Languages: common and one other of choice

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

- (a) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) commoners clothing

Claw and Tendril:

- You can roll a d4 in place of the normal damage of your unarmed strike or claw attacks. You can also do 1 point of damage with a tendril attack. These die change as you gain symbiote levels, as shown in the Claw and tendril column of the Symbiote table.
- When you use the Attack action with an unarmed strike, claw attack, or a tendril attack on your turn, you can make one unarmed strike, claw attack, or tendril attack as a bonus action. For example, if you take the Attack action and attack with a normal unarmed strike you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.
- Tendrils
 - 10 feet range
 - Piercing damage
 - lvl 1-4 (1HP), lvl 5-10 (1d4), lvl 11-16 (1d6), lvl 17-20 (1d8)

- Claws
 - 5feet range
 - Slashing damage
 - Lvl 1-4 (1d4), Lvl 5-10 (1d6), Lvl 11-16 (1d8), Lvl 17-20 (1d10)

Unarmored Defense

- 10+Dex mod+Con mod

Web secretion

- Launch webbing that acts as rope and grapple and can attach to any surface
 - Level 1-4 20ft, level 5-10 35ft, level 11-16 50ft, 17-20 70ft
 - If used on a creature they can remove the webbing with a strength save. If they try to move while still attached they must do strength save against The Symbiote/Host 8+prof+con of host
 - Considered dexterity ranged attack
 - Does no damage
 - As if rope has been attached to them
 - Can use webbing to swing 30 feet

Storage portal

- Acts as a bag of holding with 30 cubic feet

Spider climb:

- ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving its hands free. The target also gains a climbing speed equal to its walking speed.

Fire and sonic weakness

- X2 damage from fire and sonic
- Lvl 10 1.5 damage from fire and sonic

Mental touch

- Lvl 6th Your connection with the symbiote has increased to the point that you can communicate psychically with it
 - or Any individual that the symbiote touches it can communicate psychically as well as the host. You also can sense other individuals emotions when in contact with them.
- Lvl 9th The symbiote has learned more about communicating with other organisms through its host. Any individual that the symbiote touches it can communicate psychically as well as the host
 - Or any individual the Symbiote touches the Symbiote and host can read their mind and their emotions

Sharpened strikes

- Starting at 6th level, your claw and tendril attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Venomous bite

- You can replace a tendril/claw Attack with a bite attack full of venom which uses the same damage die as the attack it is replacing 3x per long rest. If the attack hits a creature then they must succeed your 8+con+prof if they fail they take poisoned condition for 24 hours

Adrenal abilities increase

- When your first unlock adrenal points and every time you gain the adrenal abilities increase feature pick two abilities from this list to use.
 - Multiple tendrils and claws (Cost 1)
 - Use a bonus action to do 2 claw attacks or 2 tendril attacks
 - Jump; (Cost 1)
 - Bonus action
 - jump height increased X3 lvl 10 X6 for number of min x con mod
 - Speed: (Cost 1)
 - Bonus action
 - +10 for 1 hour
 - or
 - Take dash action as a bonus action
 - Camouflage (Cost 1)
 - Advantage on stealth checks
 - Hardened defense (costs 2)
 - +1 to Ac
 - can only use once
 - Inhuman resistance (costs 5)
 - Stone skin spell
 - Arm Transformation (costs 2)
 - Bonus action only once per turn
 - Transform an arm or tendril into a weapon type of shape or just increase the length of the claws
 - Increase one claw/tendrils arm damage die by one die above example: 1d4=1d6 for 1min

- Webbing blast (costs 1 per attack)
 - Decreases speed by 5
 - Uses Dex considered ranged attack 30/60
 - enemy can do strength save to remove webbing save 8+prof+con of host
 - If enemy's speed is reduced to 0 by webbing they are considered grappled
 - If enemy's speed reduced to -15 they are considered restrained
- Tendril Vortex: (Cost 2)
 - 10 feet radius dealing 2d4+2
 - for each additional adrenal point spent increase
 - damage by 1d4+1 Radius +5 to a total of 30 no more
- Large tendril (Cost 2)
 - 30 feet straight line
 - 2d6+2 damage piercing to anything within line
 - increase damage by 1d6+1 for additional adrenaline points spent
- Eviscerating bite (cost 3)
 - 5ft
 - 2d8+10
 - Increase damage by 1d8+2 per additional adrenaline points spent
- Massive Web (cost 3)
 - Cast the Web spell
 - Does not need concentration once casted
 - Range is 10 feet instead of 60
- Accelerated healing factor (cost 1)
 - Spend 1 adrenaline point to heal by 1d8+ con mod
 - Can spend more to heal more

Unnatural reflexes

- lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Symbiote awareness

- Prof in perception checks
- Can see all around you when the Symbiote is around you since symbiote can see from any part of your body
- Symbiote can also sense other symbiote's or any prior hosts within 120 feet

Or

- you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Mass increase:

- Takes 1 action to consume mass
- Needs some large source of organic mass equaling at least x2 of the hosts weight
- Effects
 - advantage on strength checks and saving throws and add 1d4 to attacks concentration, 1 minute,
 - Add temporary hp in level x2
 - Can do twice per long rest
 - Advantage on intimidation
 - Increase size by one category for example medium to large

Symbiote disguise

- Symbiote can polymorph into any humanoid figure

Toxin Purge

- Use an action to cleanse any disease or poison from your body

Adrenal surge (really not sure how to do this)

- You flood your adrenal reserves into your symbiote making it have an explosion of tendrils and, teeth
- At level 17 Use 3 of any of your adrenal abilities at the same time
- At level 20 this increases to 6 adrenal abilities at once
- Only one use per day needs at least 8 adrenal points and uses any remaining adrenal points

Symbiosis

- As they have grown together the host has gained some abilities even when separate from the symbiote.
 - The Symbiote can also hide within the host and then surround the hosts body at will
 - If the host and symbiote are separate from one another then they take levels of exhaustion per day separate until death.
 - When they reach the death level of exhaustion they both roll death saving throws like a normal player character if they survive their bond with one another is broken and they can live separate from one another
 - The Symbiote and Host sometimes have to combat one another for control over the body if one wants to take complete control for a period of time (not sure how to do this)
 - The Host or Symbiote have to make a wisdom saving throw against each other whoever wins 2 in a row gets control for 1 hour
 - If the action is extremely against the Symbiote or Hosts Alignment or what the player deems to be directly against the host or symbiote ideals then the two make another 2 wisdom saving throws but only to stop whoever is in control from doing said action nothing more
 - Host by their self
 - Maintains half of Hp from before separation from symbiote
 - Maintains ability score from before separation
 - AC = 10+ dex
 - Speed: 30
 - Symbiote by itself
 - Alignment
 - Chaotic Neutral
 - Personality traits
 - ???
 - Ideals
 - Power hungry
 - Bonds
 - My survival is the bottom line
 - Maintains half of Hp from before separation from symbiote

- Stats (each time the host gains an ability score improvement so does the Symbiote)
 - Str 14 (+2)
 - Dex 10 (0)
 - Con 14 (+2)
 - Int 12 (+1)
 - Wis 10 (0)
 - Cha 8 (-1)
- AC = 10+ dex
- Speed 30
- Ooz body
 - Can fit through any space that water can fit within