



FREMEN

Desert power. That is what it means to be Fremen. You played in the sand as a child, making friends of the wind and field mice. Upon entering adulthood you mastered the sandworm. *Melange* is ingrained in your heritage, and through it you have learned to tap into the secrets of the universe.

AT HOME IN THE DESERT

The fight for survival has long dominated the Fremen cultural identity. The hostile environment of Arrakis requires the frugal use of energy and resources, especially water.

Additionally, their history with cultural persecution mandates the need for combat knowledge. These two aspects have formed them into efficient and hardy warriors, who use their skills and the environment of Arrakis to defend against off-world opponents.

A HISTORY OF SPICE

Religiously, the Fremen are deeply spiritual, to the point of being superstitious. Over the centuries they have adopted the sandworm of Arrakis (or Shai-Hulud as they call it) as a physical manifestation of God. This, combined with the sparse natural resources on Arrakis led to the spice (formally known as *melange*) becoming an integral part of their diet and culture.

As with many traditionalist and mystic religions, the faith of the Fremen relies heavily on prophecies. These beliefs have been used by some, including the Bene Gesserit to further their own ends.

CLASS FEATURES

HIT POINTS

Hit Dice: d10 per Fremen level

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

Hit Points at Higher Levels: 1d10 + your Constitution modifier per Fremen level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Thumpers

Saving Throws: Dexterity, Wisdom

Skills: Choose three from Acrobatics, Insight, Intimidation, Nature, Perception, Religion, Stealth, and Survival

EQUIPMENT

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

- (a) stillsuit or (b) leather armor
- (a) crysknife and shortsword or (b) two simple melee weapons
- explorer's pack
- crossbow and a set of 20 bolts
- thumper

MASTER OF THE SANDWORM (SERVANT OF SHAI-HULUD)

Beginning at 1st level, you have significant experience studying, tracking, hunting, and riding sandworms.

You have advantage on Wisdom (Survival) checks to track and call sandworms, as well as on Dexterity (Acrobatics) checks to ride them.

DESERT DWELLER

You are particularly familiar with desert environments and are adept at traveling and surviving in such regions. When you make an Intelligence or Wisdom check related to desert terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in the desert, you gain the following benefits:

- Difficult terrain doesn't slow your group's travels.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- While tracking other creatures, you also learn their exact numbers, their sizes, and how long ago they passed through the area.

FIGHTING STYLE

At 2nd level, you adopt a particular 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.

OPEN HAND

You gain a +2 bonus to attack rolls you make with your fists.

DEFENSE

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

DUELING

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

TWO-WEAPON FIGHTING

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

ACTION SURGE

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again.

FREMEN ARCHETYPE

At 3rd level, you choose an archetype that you strive to emulate: Feydakin or Sayyadina, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of the your choice by, 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. The number of attacks increases to three when you reach 14th level in this class and to four when you reach 20th level in this class.

HIDE IN PLAIN SIGHT

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh sand, dirt, plants, soot, and other naturally occurring materials with which you create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface such as a rock or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or you take an action or a reaction, you must camouflage yourself again to gain this benefit.

FREMEN ARCHETYPES

FEDAYKIN

Fedaykin is a word used to describe the Fremen's guerrilla fighters. By choosing this archetype, you must devote yourself to becoming a stealthy, deadly fighter.

IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

EVASION

Starting at 7th level, when you are subjected to an effect, such as a sandworm's fiery breath or a lightning bolt spell, 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.

WHIRLWIND ATTACK

Starting at 11th level, you can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

UNCANNY DODGE

Beginning at 15th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left.

You don't gain this benefit if you have 0 hit points.

SAYYADINA

The term *Sayyadina* (meaning "friend of God") is used by the Fremen to describe priestesses who have not yet changed the Water of Life and become Reverend Mothers.

SPELLCASTING

Beginning when you choose this archetype at 3rd level, you augment your martial prowess and natural instincts with the ability to cast spells.

SIETCH SPELLS

You gain Fremen sietch spells at the Fremen levels listed.

SIETCH SPELLS

Fremen Level	Spells
3rd	<i>blade ward, true strike</i>
5th	<i>hunter's mark, pass without a trace</i>
9th	<i>greater restoration, sand walk</i>
13th	<i>locate creature, staggering smite</i>
17th	<i>banishing smite, destructive wave</i>

SPELL SLOTS

The Sayyadina table shows how many spell slots you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your sietch spells, since your magic draws on your attunement to nature and intake of melange. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a sietch spell you cast and when making an attack roll with one.

Spell Save DC = 8 + prof bonus + Wisdom mod.
Spell Attack Modifier = prof bonus + Wisdom mod.

SAYYADINA SPELL SLOTS

Fremen Level	1st	2nd	3rd	4th	5th
1st	2	--	--	--	--
2nd	3	--	--	--	--
3rd	3	--	--	--	--
4th	3	--	--	--	--
5th	4	2	--	--	--
6th	4	2	--	--	--
7th	4	3	--	--	--
8th	4	3	--	--	--
9th	4	3	2	--	--
10th	4	3	2	--	--
11th	4	3	3	--	--
12th	4	3	3	--	--
13th	4	3	3	1	--
14th	4	3	3	1	--
15th	4	3	3	2	--
16th	4	3	3	2	--
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

WHOLENESS OF BODY

At 4th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your Fremen level. You must finish a long rest before you can use this feature again.

SUPERNATURAL ATTACK

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

VISIONS OF THE PAST

Starting at 11th level, you can call up visions of the past that relate to a person you can see, an object you hold, or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

Once you use this feature, you can't use it again until you finish a short or long rest.

Person Reading. Observing a person while in a trance-like state, you can see visions of the person's memories. After watching the person for 1 minute, you learn what their actions and movement have been, going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant memory. Significant memories typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent.

FORESIGHT

Beginning at 15th level, your spice intake grants you proficiency in all saving throws.

INDOMITABLE

Beginning at 18th level, when you make a saving throw and fail, you can reroll it and take the second result. You can use this feature three times between long rests.

