

# The Anti-Mage Class

-Spell Slots per Spell Level-

Level	Proficiency Bonus	Counterspell (Uses/Level)	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	1/3	Counterspell, Spellcasting,	2	2	2								
2	+2	1/3	Fighting Style	2	3	2								
3	+2	1/3	Slippery	2	4	2	1							
4	+2	1/3	Ability Score Improvement	3	5	3	1							
5	+3	2/3	-	3	6	3	2	1						
6	1/3	2/3	Agile	3	7	4	2	2						
7	1/3	2/3	Presence of Mind	3	8	4	3	2	1					
8	+3	2/3	Ability Score Improvement	3	9	4	3	2	2					
9	+4	3/4	Evasion	3	10	4	3	3	2	1				
10	+4	3/4	Extra attack	4	11	4	3	3	3	2				
11	+4	3/4	Arcane Prediction	4	12	4	3	3	3	2	1			
12	+4	3/4	Ability Score Improvement	4	12	4	3	3	3	2	1			
13	+5	4/5	Arcane Study	4	13	4	3	3	3	2	1	1		
14	+5	4/5	-	4	13	4	3	3	3	2	1	1		
15	+5	4/5	-	4	14	4	3	3	3	2	1	1	1	
16	+5	4/5	Ability Score Improvement	4	14	4	3	3	3	2	1	1	1	
17	+6	5/5	Resilient	4	15	4	3	3	3	2	1	1	1	1
18	+6	5/5	-	4	15	4	3	3	3	3	1	1	1	1
19	+6	5/6	Ability Score Improvement	4	15	4	3	3	3	3	2	1	1	1
20	+6	5/6	Anti-Magic Body	4	15	4	3	3	3	3	2	2	1	1

## Hit points

**Hit Dice:** 1d8 per Anti-Mage level

**Hit Points at 1<sup>st</sup> level:** 8 + your Constitution Modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per Anti-Mage level after 1<sup>st</sup>.

## Starting Proficiencies

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

**Armor:** Light

**Weapons:** Simple Weapons, Short Swords, Rapiers, Short bows

**Tools:** None

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose two from Acrobatics, Athletics, Arcana, History, Investigation, Perception, Religion, Stealth

## Starting Equipment

- (a) a shortsword or (b) two daggers
- (a) a shortbow and quiver or 20 arrows or (b) a shortsword
- (a) a Scholar's Pack or (b) an explorer's pack
- Leather armor and (a) arcane focus or (b) component pouch

Alternatively, you can ignore the quipment from your class and background and start with 4d4 x 10 gp.

## Quick build

You can make an Anti-Mage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by dexterity. Second, choose the Sage background.

## **Counterspell**

When choosing the Anti-Mage as your class at first level you gain the following ability:

Your understanding of how spellcasters use their magic makes your reliable talent of disruption indisputable.

As a reaction you can cast the spell Counterspell without spending any spellslots (see the Anti-Mage table for uses and the level casted). To use this ability you need to be in melee range with the target you are trying to counterspell. This Counterspell does not count as you have the spell on your spell list.

The uses resets after finishing a long rest.

## **Spellcasting**

You have an undisputable talent for bending magic in ways not thought possible. However you obtained this gift or talent you know the secrets about preventing magic to ever be created. See chapter 10 for the general rules of Spellcasting.

### **Cantrips**

At 1st level, you know two Cantrips of your choice from the Anti-Mage spell list. You learn an additional Anti-Mage cantrip of your choice at 4th level and another at 10th level.

### **Spell Slots**

The Anti-Mage table shows how many Spell Slots you have to cast your Spells of 1st level and higher. To cast one of these Anti-Mage 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.

For example, if you know the 1st-level spell Bane and have a 1st-level and a 2nd-level spell slot available, you can cast Bane using either slot.

### **Spells Known of 1st Level and Higher**

You know two 1st-level Spells of your choice from the Anti-Mage spell list.

You learn an additional Anti-Mage spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these Spells must be of a

level for which you have Spell Slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Anti-Mage Spells you know and replace it with another spell from the Anti-Mage spell list, which also must be of a level for which you have Spell Slots.

### **Spellcasting Ability**

Intelligence is your Spellcasting ability for your Anti-Mage Spells, since the power of your magic relies on your ability to project your will into the world. You use your Intelligence whenever a spell refers to your Spellcasting ability. In addition, you use your Intelligence modifier when setting the **saving throw DC** for an Anti-Mage spell you cast and when making an Attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell Attack modifier** = your proficiency bonus + your Intelligence modifier

### **Spellcasting Focus**

You can use an arcane focus as a Spellcasting focus for your Anti-Mage Spells.

## **Fighting Style**

At 2<sup>nd</sup> level 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, even if you get to choose again.

### **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.

### **Intuitive**

You gain a +2 to initiative.

### **Magic Protection**

When a creature you can see attacks a target (with a ranged spell attack) other than you that is within 15 feet of you, you can use your reaction to impose disadvantage on the spell attack roll.

### **Two-Weapon Fighting**

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

### **Slippery**

Beginning at 3<sup>rd</sup> level, you are getting slippery in melee combat and can use the Disengage action as a bonus action.

### **Ability Score Improvement**

When you reach 4<sup>th</sup> level, and again at 8<sup>th</sup>, 10<sup>th</sup>, 12<sup>th</sup>, 16<sup>th</sup> and 19<sup>th</sup> 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.

### **Agile**

Beginning at 6<sup>th</sup> level, your body becomes even swifter and you gain a +15 to movement speed.

### **Presence of Mind**

At 7<sup>th</sup> level you extend your knowledge against the arts of magic. You can add half of your proficiency bonus (rounded down) to all Wisdom and Charisma Saving Throws against magic.

### **Evasion**

Beginning at 9<sup>th</sup> level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm 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..

### **Extra Attack**

Beginning at 10<sup>th</sup> level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

### **Arcane Prediction**

At 11<sup>th</sup> level, you gain the foresight needed to prevent magic from ever being casted.

As part of your attack action you can try to silence the arcane floods from a creature. The creature must make a Charisma Saving Throw against your Spell Save DC.

On a failure, the target is silenced and cannot cast spells until the end of your next turn. On a success nothing happens.

This Feature can be used as many times as your Anti-Mage level divided by 4, Rounded down. Uses resets after finishing a long rest.

### **Arcane Study**

At 13<sup>th</sup> level you have gained knowledge in how magic is used and by whom it is used. You can make a DC10+CR **Arcana check** to determine if you know of the magic the creature is using.

On a success you gain the knowledge of all spells currently known by the creature.

On a failed check you gain no information and this ability cannot be used until after finishing a long rest.

### **Resilient**

At 17<sup>th</sup> level, you can gain resistance to one of the following types of magic damage: Fire, Cold, Lightning, Acid or Force.

## **Anti-Magic Body**

When you reach 20<sup>th</sup> level your resistant against magic becomes extreme.

When you take magic damage that would put you below 0 you instantly evade all that damage and instead take none. Once this feature is used you must finish a long rest until it can be used again.

## **Anti-Mage spell list**

### **Cantrips**

Blade Ward  
Booming Blade  
Lightning Lure  
Message  
Sword Burst  
True Strike

### **Level 1**

Absorb Elements  
Bane  
Detect Magic  
Faerie Fire  
False Life  
Hunter's Mark  
Longstrider  
Jump

### **Level 2**

Blindness/Deafness  
Hold Person  
Misty Step  
Invisibility  
See Invisibility  
Shadow Blade  
Spider Climb  
Zone of Truth

### **Level 3**

Blink  
Counterspell  
Dispel Magic  
Haste  
Nondetection  
Protection from Energy

### **Level 4**

Banishment  
Dimension Door  
Elemental Bane  
Freedom of Movement  
Greater Invisibility  
Stoneskin

### **Level 5**

Contact Other Plane  
Hold Monster  
Legend Lore  
Negative Energy Flood  
Skill Empowerment  
Synaptic Static

### **Level 6**

Globe of Invulnerability  
Guards and Wards  
True Seeing

### **Level 7**

Etherealness  
Reverse Gravity  
Symbol

### **Level 8**

Antimagic Field

### **Level 9**

Foresight  
Invulnerability  
Time Stop