

SHADE

In sheer darkness, deep in the depths of a musty dungeon, a human wanders with no light. His elf companions need not worry about his movement, for he's more confident in his step than they are. He can feel where sections of the wall divide, and that blades hide within. He gently lifts into the air, slowly gliding over the trap to the safety of the other side. Out of the way of this danger, he focuses, and lifts his friends one by one slowly over.

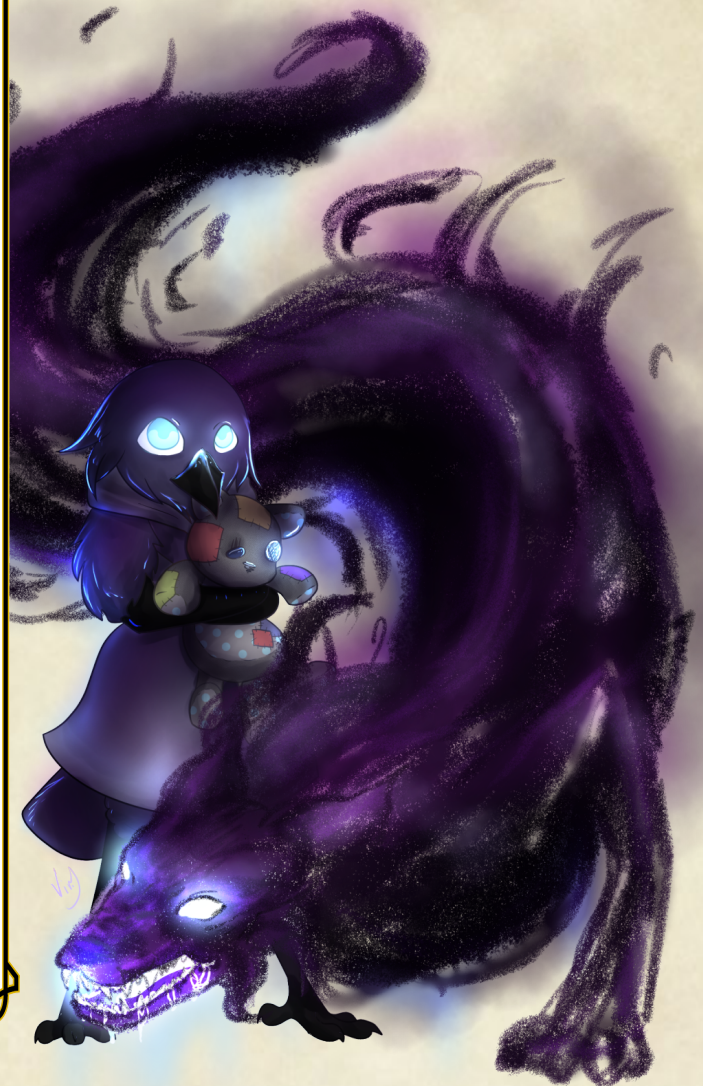
With the knights' boots clanking behind him, a tiefling flees justice, heartbeat ever calm as he does. He turns a corner, and shadows are suddenly pulled from his surroundings, obscuring him behind a column. The knights run into the alley, and he silently ducks out, unseen.

Leaning against the wall of her room in an inn, a halfling can feel the room beside hers. She knows that inside there is a drunk man in his bed, and the key to his room sits on the table next to him. Without a word or a gesture to indicate a spell, the key inside the man's room gently lifts off the table, glides to the lock, and opens the door.

THE SHADE

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Minor Sneak Attack, Shadow Skill
2nd	+2	1d6	Umbral Sense
3rd	+2	1d6	Shade Archetype
4th	+2	1d6	Ability Score Improvement
5th	+3	1d6	Shadowskill Upgrade (5 lbs)
6th	+3	1d6	Corrupting and Purifying Veil
7th	+3	2d6	Shadowskill Upgrade (25 lbs)
8th	+3	2d6	Ability Score Improvement
9th	+4	2d6	Shade Archetype Feature
10th	+4	2d6	Blessing of the Night
11th	+4	3d6	Shadowskill Upgrade (100 lbs)
12th	+4	3d6	Ability Score Improvement
13th	+5	3d6	Shade Archetype Feature
14th	+5	3d6	Shadowskill Upgrade (500 lbs)
15th	+5	4d6	Corporeal Force
16th	+5	4d6	Ability Score Improvement
17th	+6	4d6	Shade Archetype Feature
18th	+6	4d6	Shadowskill Upgrade (2000 lbs)
19th	+6	5d6	Ability Score Improvement
20th	+6	5d6	Untapped Darkness

Shades live for the night. They're comfortable and safe there. They attack foes with their own shadows, manipulate their surroundings with greater ease than most mages, and call upon the gifts they're given by creatures of the shadowfell. A rare gift, pulled from blood, the power of the shade is a controversial one. Some consider this to be dark magic, and many seek out the destruction of shades. Luckily for shades, they're excellent at hiding their powers, as well as themselves. However, when caught in a direct confrontation, shades will find it better to rely on deceit, cunning and speed. Fleeing and surviving is much better than fighting and dying.



SHADES AND FEAR

Shades kinship with their shadow creatures allows for their apparent lack of fear, since their passengers consume it when it grows. This doesn't mean it is impossible for them to feel fear. Fellecaller shades are able to send their shadow creatures out of their body. There are various reasons to do so, however this leaves shades in a vulnerable state. Shades that have been deprived of fear are left stricken when it suddenly rises. Shades that have cast their shadow creatures out of them temporarily might find themselves suffering panic attacks, or having heightened reactions to smaller scares.

CLASS FEATURES

As a Shade, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Shade level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Shade level after 1st

PROFICIENCIES

Armor: Light Armour

Weapons: Simple Weapons, hand crossbows, longswords, rapiers, shortswords

Tools: None

Saving Throws: Dexterity, Wisdom

Skills: Choose four from athletics, acrobatics, sleight of hand, stealth, arcana, religion, insight, medicine, perception, survival, deception, intimidation, and persuasion.

EQUIPMENT

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

- (a) a Rapier or (b) a Shortsword
- (a) a Shortbow and Quiver of 20 Arrows or (b) a Shortsword
- (a) a Dungeoneer's Pack, or (b) an Explorer's Pack
- Leather Armor, two daggers

MINOR SNEAK ATTACK

Beginning at 1st Level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon.

You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Shade table.

SHADOWSKILL

Starting at 1st level, you can make minor manipulations of the shadows to help you in various ways. You can now manipulate up to 1 pound with shadow. The range of this skill is 120 feet. Unless otherwise stated, standard rules for what would constitute requiring an action or bonus action apply to this skill.

UMBRAL SENSE

Starting at 2nd level, you can sense anything out to a range of 10 feet, as per blindsight, as long as it is in dim light or darkness.

SHADE ARCHETYPE

At 3rd Level, you choose an archetype that you emulate in the exercise of your shade Abilities, such as Fellecaller. Your archetype choice grants you features at 3rd Level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th Level, and again at 8th, 10th, 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.

SHADOWSKILL UPGRADE

Starting at 5th level, you can accomplish more strenuous or complicated tasks with your ShadowSkill. You can now manipulate up to 5 pounds with shadow.

Also, as a bonus action, you can now wrap yourself in your own shadows, which gives you +5 stealth, but -5 perception. This is a bonus action to undo.

CORRUPTING AND PURIFYING VEIL

Starting at 6th level, you can use your action to cast either darkvision targeting only yourself, or blindness/deafness using only the blindness portion of the spell.

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

SHADOWSKILL UPGRADE

Starting at 7th level, you control the darkness with more ease now. You can now manipulate up to 25 pounds with shadow. You can now deal your wisdom modifier in damage when using this skill as an attack. Attacks with this skill have a range of 120 feet. Sneak attack can be used on top of the damage of this skill.

Skill checks and attacks with this ability use your Wisdom modifier plus your proficiency, and require an action. Attacks with this skill are considered magical for overcoming resistance.

Also, you can now shroud a room or area in darkness. This gives you advantage on intimidation when used.

BLESSING OF THE NIGHT

Starting at 10th level, as an action, you can add your wisdom modifier to your AC for one hour while wearing light or no armour. You can do this a number of times per long rest equal to your wisdom modifier.

SHADOWSKILL UPGRADE

Starting at 11th level, you consistently perform difficult manipulations of shadow with ease. You can now manipulate up to 100 pounds with shadow. Damage now equals 1d10 plus your wisdom modifier.

SHADOWSPEECH

Starting at 12th level, the darkness whispers to you. Spending one minute listening to the darkness can tell you what it's seen in the past week, or any spectacular events of the past century (can change under special circumstances, up to the DM's discretion).

SHADOWSKILL UPGRADE

Starting at 14th level, your control of darkness becomes masterful. You perform near impossible feats. You can now

manipulate up to 500 pounds with your shadow. Damage now equals 3d10 plus your Wisdom modifier.

CORPOREAL FORCE

Starting at 15th level, blows from your shadows can now land with fully corporeal force. You gain an additional 1d6 necrotic damage to all attacks that you use with your shadows.

Also, you now have advantage when grappling enemies with this skill, and you can do so as a bonus action.

Attempting to grapple more than one target removes this advantage.

SHADOWSKILL UPGRADE

Starting at 18th level, your control of darkness becomes legendary. You perform impossible feats with ease. You can now manipulate up to 2000 pounds with your shadow. Damage now equals 3d10 plus your Wisdom modifier.

Also, you can now have advantage grappling a number of creatures equal to your wisdom modifier.



UNTAPPED DARKNESS

Starting at 20th level, you can now call upon the shadows within your own body, utilizing shadow that has never been touched by light. This can be used a number of times per long rest equal to your wisdom modifier (minimum of 1) and can have various bonuses depending on the situation (+2d6 necrotic damage, advantage on stealth, etc. The DM can decide what sorts of bonuses this allows, though it should not be much stronger than the examples given).

SHADE ARCHETYPES

THE FELLCALLER

When you choose this archetype, you choose one of the following four companions. This is shadowy specter that lives inside of you, that you can call out at will. In further levels, you can choose new animals, or continue to gather more of the same type of animal.

All these creatures share the features and ability scores of their non-shade counterparts, except their strength is 0, their intelligence is 10 and they have the false appearance ability. While fully in dim light or darkness, shade creatures can choose to be indistinguishable from a regular shadow. Shade creatures are incapable of physically interacting with their environment, and can't be physically interacted with (with the exception of the Pack mentality ability). However, spells like banishment and dominate monster are still possible on them, but only while they are not within your body. Your shade creatures know Abyssal, as well as one language you know.

LVL. 3

All these creatures absorb your fear. You are immune to intimidation and all forms of fear while a creature is inside you. Your shadow gains an extra depth. A shadow dark enough for two, which you can draw more energy from. Choose one of the following creatures. You receive a shade form of that creature. While your shadow creature is within your body, you gain the following benefits based on its type. Effects are increased at further levels and are broken up between each shade creature. If you have multiple shade creatures, but one is not inside you, you lose the effect of that creature, but maintain the effects of the creatures still inside.

- Cat. +2 stealth. +1 perception. Can grab onto people's feet and hold them in place (Opponent's Str roll needs to be 12). All Sneak attacks get +1 necrotic damage.
- Wolf. +3 Intimidation. +2 perception. +1 stealth. Running Speed +10. +1 necrotic damage to melee attacks.
- Raven. +3 perception. +1 acrobatics. +1 arcana. +10 Flying Speed. +1 necrotic damage to ranged attacks.
- Spider. +3 intimidation. +2 deception. +1 stealth. +10 climbing speed. +1d6 necrotic damage to bite attacks.
- Turtle. +1 AC while underwater or in darkness. +10 swim speed. You can breathe water.

LVL. 9

- Cat. +2 Stealth. +1 perception. Can grab onto people's feet and hold them in place (Opponent's Str roll needs to be 12 (+2 if you have to cats). Sneak attacks get +1 necrotic damage.
- Wolf. +3 intimidation. +2 perception. +1 stealth. Running Speed +10. +1 necrotic damage to melee attacks.
- Raven. +3 perception. +1 acrobatics. +1 arcana. +10 Flying Speed. +1 necrotic damage to ranged attacks.
- Spider. +3 intimidation. +2 deception. +1 stealth. +10 climbing speed. +1d6 necrotic damage to bite attacks.
- Turtle. You gain access to the shield spell, which you can cast a number of times equal to your wisdom modifier per long rest. You gain resistance to necrotic damage. +10 swim speed.

LVL. 13

- Cat. +2 Stealth. +1 perception. Can grab onto people's feet and hold them in place (Opponent's Str roll needs to be 12(+4 if you have 3 cats). Sneak attacks get +1 necrotic damage.
- Wolf. +3 intimidation. +2 perception. +1 stealth. Running Speed +10. +1 necrotic damage to melee attacks.
- Raven. +3 perception. +1 acrobatics. +1 arcana. +10 Flying Speed. +1 necrotic damage to ranged attacks.
- Spider. +3 intimidation. +2 deception. +1 stealth. +10 climbing speed. +1d6 necrotic damage to bite attacks.
- Turtle. +1 AC while underwater or in darkness. Water becomes easier for you to control. Water is now considered to be half its weight for the purposes of how much you can move it with your ShadowSkill ability. +10 swim speed.

LVL. 17

- Cat. +2 Stealth. +1 perception. Can grab onto people's feet and hold them in place (Opponent's Str roll needs to be 12 (+6 if this is the fourth cat). Sneak attacks get +1 necrotic damage. Fearball: If this is the fourth cat, as a bonus action you can now flow any fear that your cats have absorbed into a nearby creature. There is no saving throw for this. The target is frightened for 1 minute for every cat that flows its fear into the creature.
- Wolf. +3 intimidation. +2 perception. +1 stealth. Running Speed +10. +1 necrotic damage to melee attacks. Pack mentality: If this is the fourth wolf, you can send them out to attack. They have the same stats as a dire wolf and retreat into your shadow when they run out of health. If you send out all four, they get a +4 bonus to attack rolls and an additional 20 HP, if you send out 3 they get +3 to attack rolls and 15 extra HP, etc...

- Raven. +3 perception. +1 acrobatics. +1 arcana. +10 Flying Speed. +1 necrotic damage to ranged attacks. Scavenger: If this is the fourth Raven, you can absorb the energy from fallen foes. If you are within five feet of a recently killed creature, you can absorb its energy for health. The amount of health gained is equal to one of the creatures hit dies (For example, killing a wolf gives you 1d8 health back).
- Spider. +3 intimidation. +2 deception. +1 stealth. +10 climbing speed. +1d6 necrotic damage to bite attacks. Paralyzing Strike: If this is the fourth Spider, you can cause deadly damage through your bites. When you hit with a bite attack, the target must make a Constitution saving throw equal to your DC. On a failure they take an additional 3d10 poison damage and become paralyzed. On a success, they take half damage and are not paralyzed. The target must repeat the save every turn, taking additional poison damage equal to your wisdom modifier on a failure, or ending the effects on a success.
- Turtle. You learn Aquan. You learn the Expeditious Retreat spell, which you can cast once per short rest. +10 swim speed. Ocean Master: If this is your fourth turtle, you can summon forth a massive, shadowy tidal wave, as well as control water with even more ease. You gain access to the tidal wave spell, which you can cast a number of times equal to your wisdom modifier. Also, water is now considered to be a tenth of its weight for the purposes of how much you can move it with your ShadowSkill ability.

THE BADGER

THE CLAIM

At third level, a shadow badger finds you and forcefully melds with your soul. You are immune to intimidation and fear effects.

For each archetype upgrade, you can choose one of the abilities that you are granted by the melding of your soul with the badger.

GIFT OF THE SILVER STRIPES

At level 3, you can choose one of the following traits:

- Three sorcerer cantrips.
- The Darkness and Shadow blade spells, each of which can be cast once per short rest
- 1 Luck point, which you gain back once per long rest

GIFT OF THE HIDE

At level 9, you can choose one of the following traits:

- Resistance to all bludgeoning, piercing and slashing damage from non-silvered weapons
- Immunity to poison and acid damage
- Proficiency with and advantage in Constitution saving throws.

GIFT OF WILL

At 13th level, you can choose one of the following traits:

- You gain advantage in death saving throws, and must fail four saves before dying.
- You gain advantage on Wisdom Saving Throws, and have advantage against being charmed.
- When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

GIFT OF ACCEPTANCE

At 18th level, you can choose one of the following traits:

- When you are damaged by a melee attack, the attacker takes 1d10 plus your wisdom mod in psychic damage. You can use this feature a number of times per long rest equal to your wisdom modifier.
- You gain telepathy out to a range of 120 feet. As long as a creature understands one language, they understand you when you communicate with them in this way, and if they allow you to, they can communicate back, and you can understand regardless of language.
- When you are in darkness, you gain +2 AC

