

Rats in the Rain presents:

Heroes of the Dawn

Blade Shaper

Wilderness Runner

War Chanter

Rat Catcher

**A handbook of class options for the 5th edition of the
world's greatest role playing game.**

By G Christopher Dyson & K S Dyson



Heroes of the Dawn

A character options handbook for 5E Role Playing

Written by G Christopher Dyson & K S Dyson

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Introduction

Welcome to the second volume in this series of class option manuals.

In each of these, we present:

- a new class
- a new path for an existing class
- a new race specific path
- a new background

All of which are completely unrelated and not necessarily printed in that order. In my experience when new character options are grouped by theme it produces a volume that benefits one player at the table but fails to inspire others. The unrelated nature of these options allows the whole table to be inspired as the options are as different as the players.

Blade Shaper

Backed into a corner, the Halfling smiles. Then, before her attackers can strike, she growls and lets her body change into a black furred wild beast. She lunges forward and her attackers flee.

A panther sits in a tree as the kobold band marches by. They pay no attention to the cat. Once they are gone, she resumes her human form having hidden from her pursuers.

A Cunning Hunter

The blade shaper is more than just a rogue, he is in tune with nature and able to become a part of it. Taking on animal form allows the rogue to look inconspicuous in the wilderness, but also to present a fearsome role in combat.

Creating a Blade Shaper

A Blade shaper is an archetype for a Rogue, chosen at third level as described in the Core Rules.

Nature's blades

Starting at 3rd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your rogue level determines the beasts you can transform into, as shown in the Beast Shapes table. You can only take forms whose dexterity modifier is equal or higher than its strength modifier. For example, a panther. The Blade Shaper may use their natural attacks as finesse weapons and do sneak attack damage if appropriate.

Level	Max CR	Limitations
3rd	1/4	No fly / swim speed
9th	1/2	No flying speed
13th	1	

In all other ways this functions the same as the wildshape ability described on pages 66 and 67 of the Core Rules.

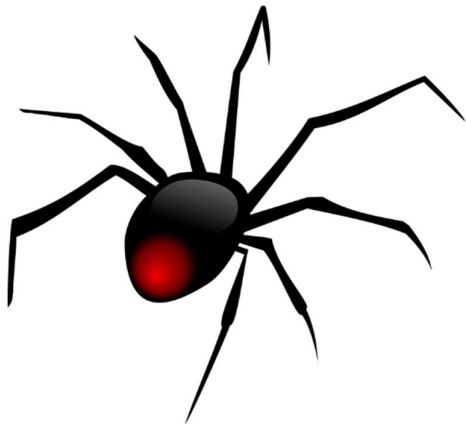
Primal Strike

At 9th level, your natural attacks count as magical weapons for the purposes of overcoming damage resistance.



Extract Poison

At 13th Level, a blade shaper gains the ability to extract poison from a form they can take on and use it in their humanoid form. By expending one use of wildshape, poison can leave your pores like sweat. This will produce enough poison to coat two blades. The effect of the poison is that of the creature being emulated, but the save DC is equal to 8 plus your proficiency bonus plus your CON bonus. The poison stays on the blade for one minute.



Hybrid Form

At 17th Level, you gain a hybrid form. Select a beast you are able to wildshape into, but instead shape only half way.

For your physical ability scores, use whichever is highest out of the beast or your own scores. You gain immunity to bludgeoning, slashing and piercing weapons that are not magical or silvered. You also gain the movement abilities and senses of the creature you are emulating.

This costs one use of wildshape and the hybrid form lasts for one minute per rogue level.

Multi Classing

A multi-classed Blade shaper's wildshape uses do not stack with the wildshape uses of other classes and is still limited to 2 uses of wildshape or the other classes uses, whichever is higher.

Such a character would be able to expend wildshape uses to use abilities from either class.



Wilderness Runner

An unarmoured dwarf arrives at the gates of the stone hold; his run has taken him eighteen miles along the underground highway to bring word of the coming trolls.

Deep in the forest, an orc warband hears one of their own fall as an elf dashes from the between trees, strikes hard and keeps running.

The green scaled dragonborn watches the bandits attack the wagon, but with little more than a moment's thought. He barrels down the hill and slams into the leader like a juggernaut.

On Swift feet

The wilderness runner is a specialist at moving on their own feet, striking hard and fast and then moving on. They often focus on stealth through the wilderness, but sometimes are willing to abandoned all pretences of stealth to be seen as fearsome chargers. Their main weapon is speed.

A chariot of fire

Not every character that runs is a wilderness runner. This is a special role for the elite message carrier or wilderness ambusher. Within their roles, a wilderness runner can be relied on to operate alone and to get from start to finish quickly. Within a party the wilderness runner may serve as a backup travelling near, but not within the group ready to charge in at a moment's notice. Others may travel with company ready to charge out and distract the enemy.

Their stock in trade is light armour, fast movement, heavy weapons.

Creating a wilderness runner

As you create a runner, consider what makes this character different to a ranger or barbarian.

Quick Build

To quickly build an effective runner, dexterity should be the highest ability score followed by Constitution. Wisdom is the next most important ability. Choose the outlander background

Class features

As a Wilderness Runner, you have the following class features.

Hit Points

Hit Dice: 1d10 per wilderness runner level

Hit Points at 1st level: 10 plus your constitution modifier

Hit Points at higher levels: 1d10 (or 6) plus your constitution modifier per wilderness runner level after 1st

Proficiencies

Armour: light

Weapons: Simple, Martial

Saving Throws: Strength, Dexterity

Skills: choose three from acrobatics, athletics, insight, intimidation, perception, stealth, nature, survival.

Equipment

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

- any versatile melee weapon
- two handaxes or any simple weapon
- An explorer's pack and four javelins
- Leather Armour

Level	Proficiency	Blitz damage	Features
1 st	+2	1d6	Blitz Attack, Natural Explorer
2 nd	+2	1d6	Fighting Style
3 rd	+2	2d6	Archetype
4 th	+2	2d6	Ability Score Improvement
5 th	+3	3d6	Fast Movement
6 th	+3	3d6	Natural Explorer Improvement
7 th	+3	4d6	Feral Instinct
8 th	+3	4d6	Land's Stride, Ability Score Improvement
9 th	+4	5d6	Archetype Feature
10 th	+4	5d6	Hide in Plain Sight
11 th	+4	6d6	Uncanny Dodge
12 th	+4	6d6	Ability Score Improvement
13 th	+5	7d6	Archetype Feature
14 th	+5	7d6	Vanish
15 th	+5	8d6	Evasion
16 th	+5	8d6	Ability Score Improvement
17 th	+6	9d6	Blindsense
18 th	+6	9d6	Feral Senses
19 th	+6	10d6	Ability Score Improvement
20 th	+6	10d6	Elusive

Blitz

Beginning at 1st level, you know how to strike powerfully with speed. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have moved your full base movement rate and are using a melee weapon with two hands. This does not apply if you have disadvantage.

The amount of the extra damage increases as you gain levels in this class, as shown in the Blitz column of the Wilderness Runner table.

Natural Explorer

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favoured terrain: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favoured

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 your favoured terrain, you gain the benefits described for the Ranger on page 91 of the Core Rules.



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.

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

Evasive Dash: When you use a dash action, you gain +2 to your armour class for that turn.

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.

Archetype

At third level, you may choose an archetype, either the heavy charger or the spell wright runner. Both are detailed at the end of this section.

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.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armour.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you move your full movement before doing anything else on that turn.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Hide in Plain Sight

Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to 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 tree 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 take an action or a reaction, you must camouflage yourself again to gain this benefit.

Uncanny Dodge

Starting at 11th 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.



Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Evasion

Beginning at 15th 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.

Blindsense

Starting at 17th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Elusive

Beginning at 20th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Archetypes

Heavy Charger

The heavy charger is a specialist runner adept at wearing heavier armour and skilled at physically running into enemies.

Medium Armour

At third level you gain proficiency with medium armour.

Stay Hyped

At third level, you also gain advantage on constitution saves during any round in which you have moved your full base move due to your powerful metabolism.

Cunning Action

Starting at 9th level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Shoulder Charge

At 13th level, you gain the ability to perform an armoured shoulder tackle.

This is a special attack that can only be done if you are wearing medium armour and have moved your full base movement. After making a weapon attack, you may use a bonus action to perform a shoulder charge. Whether you hit, or miss, you become prone. Your attack does 1d6 damage.

You then push and trip your opponent. They must make two strength saving throws. The

first to avoid being pushed back 15' and the second to avoid being tripped. The save for each is 8 plus your proficiency bonus plus your strength bonus.

Mage-wright Runner

The mage-wright runner is a wilderness runner focused in the use of magic.

Spells

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 of the Core Rules for the general rules of spellcasting and chapter 11 for the druid and ranger spell lists.

Cantrips

You learn two cantrips of your choice from the druids' spell list.

Spell Slots

The Mage wright runner's Spellcasting table shows how many spell slots you have to cast your spells of 1st level and 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.

Spells Known of 1st-Level and Higher

You know three 1st-level ranger spells of your choice.

The Spells Known column of the Mage-wright Runner Spellcasting table shows when you learn more ranger spells of 1st level or higher.

Spellcasting Ability

Wisdom is your spellcasting ability for your Druid and Ranger spells, since you learn your magic by drawing on your attunement to nature. 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 spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier.

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

Multiclassing

A Wilderness Runner must have Strength 13 and Dexterity 13.

If multiclassing to Wilderness Runner, you gain proficiency in simple and marshal weapons

Blitz damage cannot apply in the same attack as sneak attack damage. For determining caster level, a Spell Wright Runner counts as one third of their class level.



Fleet footed caster

At 9th level, you gain the ability to cast a spell while moving. You may combine casting a single action spell with a dash action.

Eldritch Strike

At 13th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells.

When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

War Chanter

Drums belt out a loud cadence as the dragonborn march into battle. They fight in unison, every step and strike together in what makes a fearsome army.

The half orc war band join in a song as one of their number inspires them in their rage. The combination of anger and inspiration drives them to become a wild force that knows no fear.

The music of war

Though dragonborn and orcs are far removed in culture, both groups revel in the sound of music during battle with both races revering their war chanters.

The dragonborn, music brings order to their battles helping them to work in unison. By designating one of their number to beat drums and chant it allows the army to gain a strength greater than the sum of the parts.

In contrast the orcish and half orcish warriors sing mighty war hymns to inspire fearlessness and recklessness in battle.

Racial Restrictions

Only a half orc or Dragonborn can be a war chanter

Creating a War Chanter

At third level, a fighter may select War Chanter as a martial archetype. The war chanter focuses not only on their own martial abilities, but also on inspiring others.

Chanting Inspiration

At 3rd level, you gain proficiency with a musical instrument of your choice.

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Chanter's Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Chanter's Inspiration die, but must decide before you are told whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Commander's Strike.

At 7th level, when you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one inspiration die.

That creature can immediately use its reaction to make one weapon attack, adding the inspiration die to the attack's damage roll.

Self Confidence

At 10th level, you become so self confident, you may give inspiration to yourself.

Inspire warband

At 15th level, the chanter can grant inspiration to an entire warband and whip the entire group into a frenzy.

This can affect a number of allies equal to your save DC (8 plus your proficiency plus your charisma mod)

All of your allies receive one inspiration dice, but it only lasts for one round. This counts as one use of your inspiration ability and can only be used once per day.

Font of Inspiration

Beginning when you reach 18th level, you regain all of your expended uses of Inspiration when you finish a short or long rest.

Multiclassing

Chanter's Inspiration is equivalent to Bardic music and a character may benefit from only one at a time.

If a war chanter has levels in bard, the total number of inspiration dice you can have is your charisma bonus, though these can be used either as bardic inspiration or as chanter's inspiration.



Rat Catcher

You come from one of the most noble of all backgrounds of any adventuring group.

Some people start rich and some start poor, but the Rat Catcher is more than just poor, they are hardworking and willing to do whatever it takes to better themselves. They accept a hard job because they are responsible and there are bills to pay. They accept an impossible job because they know that someone must control the pests.

The life lessons learned by a rat catcher will lend themselves to an adventurer's more than any other role.



Skill Proficiencies: Animal Handling, Stealth

Tool Proficiencies: Poisoner's kit

Equipment: A set of common clothes, a hunting trap and a belt pouch containing 10gp

Feature: Ways of the under-city.

The know the ways of tunnels and sewers and can tell from signs of rats where these can be found. Rat Catchers can find an entrance to a city sewer or underground tunnels and navigate them as if he had local knowledge.



Suggested Characteristics

Rat Catchers have humble beginnings, but you need to ask yourself why they became a rat catchers and why are they now moving on to another career. Have they earned enough to get out of the sewers? Have they found a more noble goal?

D8	Personality Trait
1	I like to squeeze into small places where no one else can get to me.
2	I have a crude sense of humour
3	My friends know they can rely on me, no matter what.
4	I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
5	I eat like a pig and have bad manners.
6	I think anyone who's nice to me is hiding evil intent.
7	I don't like to bathe.
8	I bluntly say what other people are hinting at or hiding.

D6	Ideal
1	Respect. All people, rich or poor, deserve respect. (Good)
2	Community. We have to take care of each other, because no one else is going to do it. (Lawful)
3	Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic)
4	Retribution. The rich need to be shown what life and death are like in the gutters. (Evil)
5	People. I help the people who help me—that's what keeps us alive. (Neutral)
6	Aspiration. I'm going to prove that I'm worthy of a better life.

D6	Bond
1	My town or city is my home, and I'll fight to defend it.
2	I sponsor an orphanage to keep others from enduring what I was forced to endure.
3	I owe my survival to another rat catcher who got me off the streets.
4	I owe a debt I can never repay to the person who took pity on me.
5	I escaped my life of poverty by robbing an important person, and I'm wanted for it.
6	No one else should have to endure the hardships I've been through.

D6	Flaw
1	If I'm outnumbered, I will run away from a fight.
2	Gold seems like a lot of money to me, and I'll do just about anything for more of it.
3	I will never fully trust anyone other than myself.
4	I'd rather kill someone in their sleep than fight fair.
5	It's not stealing if I need it more than someone else.
6	People who can't take care of themselves get what they deserve.



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R502: Warriors of Destiny

Book 2 in a series of character options for 5th Edition of the world's greatest role playing game.

In this volume:

- **Wilderness Runner**
- **Blade Shaper**
- **War Chanter**
- **Rat Catcher**

There's something for everyone!

