

Rats in the Rain presents:

Warriors of Destiny

Druidic Lyrist

Ninja

Eldritch Archer

Tavern Owner

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

By G Christopher Dyson & K S Dyson



Warriors of Destiny

A character options handbook for 5E Role Playing

Written by G Christopher Dyson & K S Dyson

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Contents

Introduction	4
Druidic Lyrist	4
Agent of a good cause.....	4
Creating a Druidic Lyrist	4
Ninja	5
Master of stealth.....	5
At peace in the storm.....	5
Creating a ninja	5
Quick Build	6
Class features	6
Eldritch Archer	9
An elite archer.....	9
A Hero to the people.....	9
Creating an Eldritch Archer	9
Tavern Manager	10
Acknowledgements.....	12
OPEN GAME LICENSE	12

Introduction

Welcome to the first 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.

Druidic Lyrist

The elven bard finished her tale; a subtle warning of the coming troubles. She knew she was being watched and so slipped into the forest to avoid trouble.

A Halfling stood watch over the druid's grove. He saw the dark wolves stalk into the area and with a simple whistle he gives the signal for the squad of rangers to attack.

With the inn at the edge of the forest, an elderly wizard sits peacefully. He is awaiting word from a contact when a young bar maid brushes past him. He never gets a look at her face, but he feels the message that has been placed in his sleeve. He subtly pulls it out and reads it, knowing his contact had gotten word to him, though now he can't see her.

Agent of a good cause

The druidic lyrist is often an agent for an underground faction working for the good of the people. Drawn from the common folk, but trained by the masters of the wilderness to act as spies, assistants, warriors or contacts in the unending battle against tyranny.

Creating a Druidic Lyrist

The Druidic Lyrist is a college for the existing Bard class described in the Core Rules. It can be selected at level 3 in place of the existing colleges.

Extra Cantrip

A Druidic Lyrist gains one extra cantrip taken from the druid spell list.

Extra Spells

A Druidic Lyrist gains additional spells. Once gained, these are always prepared and do not count against your prepared spells.

Bard Level / Spell

3rd / Barkskin, Spike Growth

5th / Wind wall, Daylight

7th / Dominate beast, Grasping vine

9th / Commune with Nature, Conjure Elemental

Fortify Magic

Also at 3rd level, you learn to inspire the magic of others. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a spell damage roll it just made. This can only be used for spells that require an attack roll. This must be done before the result of the damage is known.

Alternatively, when casting a spell with a save DC, the recipient can add their inspiration die to the save DC of their spell. This must be done before a saving throw is rolled.



Primeval Awareness

Beginning at 6th level, you can use your action and expend one bard spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.



Land's Stride

Starting at 10th level, moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical 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.

Ninja

With not a sound, the shadows seemed to move, though nothing but the wind seemed to be there. All that remained was a merchant's body, a pool of blood and no sign of the killer.

An elf clad in black clothes leaps from rooftop to rooftop, his feet sure of every step, his ears focused on the voices in the street below. He watches silently waiting for a change to strike.

High on the clifftop a tiefling watches the sunrise, her shortsword has tasted blood and now she meditates and focuses her soul ready for the next mission. She is at peace.

Master of stealth

The ninja is a specialist at stealth and deception; both tools used to get close to an enemy, strike fast and escape. They work best alone, but can be a valuable addition to a party.

Their tools are not just weapons, but the state of mind that allows them to achieve almost super human abilities. By concentrating on their spirit, their physical abilities are enhanced.

At peace in the storm

Not every eastern assassin can call himself ninja, the title is reserved for those special ones who can extend their abilities as needed and who are willing to do whatever it takes to succeed.

Not every ninja is a cold blooded killer. Many use their abilities to pursue good. Not all dress in black. In fact, the wisest ones will dress to blend in, but the one thing they all have in common is the spiritual centring derived from years of training.

Most will be found in service to their clan or warlord, but it is not uncommon for a ninja to travel alone in search of enlightenment.

Creating a ninja

The ninja is a new character class. As you create a ninja, consider what makes this

character different to a rogue. Why did they pursue a life of discipline and the specific training of a ninja?

How did they find a mentor, or how did the mentor find them?



Quick Build

To quickly build an effective ninja, dexterity should be the highest ability score followed by wisdom. Constitution is the next most important ability. Choose the acolyte background

Class features

As a ninja, you have the following class features.

Hit Points

Hit Dice: 1d8 per ninja level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per ninja level after 1st

Proficiencies

Armour: none

Weapons: Simple, shortsword, whip, blowgun, hand-crossbow, net

Saving Throws: Dexterity, Wisdom

Skills: choose four from acrobatics, athletics, deception, insight, intimidation, investigation, perception, persuasion, sleight of hand, stealth

Tools: poisoners kit, disguise kit

Equipment

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

- (a) a shortsword or (b) a club
- (a) a shortbow and quiver or 20 arrows or (b) a simple weapon of your choice
- (a) a burglar's pack or (b) a dungeoneer's pack
- Two daggers and dark clothing

Level	Sneak attack	Ki Points	Features
1 st	1d6	-	Unarmoured Defence, Sneak Attack
2 nd	1d6	2	Ki, Cunning Action
3 rd	1d6	3	Monastic Tradition
4 th	2d6	4	Ability Score Improvement
5 th	2d6	5	Extra Attack
6 th	2d6	6	monastic tradition
7 th	3d6	7	Uncanny Dodge, Slow Fall
8 th	3d6	8	Ability Score improvement
9 th	3d6	9	Deflect Missiles
10 th	4d6	10	Evasion
11 th	4d6	11	Monastic Tradition
12 th	4d6	12	Ability Score Improvement
13 th	5d6	13	
14 th	5d6	14	Blindsense
15 th	5d6	15	
16 th	6d6	16	Ability Score Improvement
17 th	6d6	17	Stillness of Mind
18 th	6d6	18	Elusive
19 th	7d6	19	Ability Score Improvement
20 th	7d6	20	

Unarmoured Defence

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. This functions exactly as described for a Rogue on page 96 of the Core Rules. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Ninja table.



Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your ninja level determines the number of points you have, as shown in the Ki Points column of the Ninja Monk table. These can be used in the same way as described for a monk on page 78 of the Core Rules except that flurry of blows can be used for offhand weapon attacks, and the character gains the following additional use for ki points.

Strategic movement – you can spend one ki point to, as a bonus action, apply poison to a weapon, drink a potion, throw a vial of acid or alchemists fire or, in certain campaign settings throw an explosive.

Cunning Action

Starting at 2nd 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.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: The Way of Shadow or the Way of the Four Elements, all detailed in the monk's description on pages 80 and 81 of the Core Rules. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th 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 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.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Uncanny Dodge

Starting at 7th 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.

Slowfall

Beginning at 7th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your ninja level.

Deflect Missiles

Starting at 9th level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack.

Evasion

At 10th level, your instinctive agility 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.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Stillness of mind

Starting at 17th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Elusive

Beginning at 18th 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.

Multi-classing

To multiclass, a ninja must have a dexterity of 13 and wisdom of 13.

Multiclassing to ninja, gains proficiency in simple weapons, shortsword, whip, blowgun, hand-crossbow and net.

If multi-classed with rogue, use the higher number of sneak attack dice of the two.

If multi-classed with monk, use the highest number of ki of the two. These class features do not stack.

Ninja weapons

While it is well documented that the preferred weapon of the ninja be the ninja-to, these rules list them as using a shortsword.

If you wish to add an extra layer of authenticity, you could add the ninja-to to the equipment list with the same stats as a shortsword and then give the ninja proficiency in it.

As far as 5e rules go, a ninja-to is simply a shortsword by another name. Similarly, longsword stats could be used for a katana (which this ninja does not have proficiency with)

A ninja's Famed throwing stars could reasonably have the same stats as a thrown dagger.



While it is plausible that an eastern warrior has travelled a great distance to join an adventuring party in the west, it is not plausible that any nearby store will stock traditional ninja weapons.

Eldritch Archer

The elf held his bow ready, watching as the goblin's marched by. His focus was on the back of the line and the troll that followed them. Once it is in view, his arrow flies with magical energies imbued in it. The arrow slams hard into the troll and eldritch energy erupts in its skull keeping it down. His allies make short work of the goblins.

An elite archer

The Eldritch archer is a specialist who uses her own magical abilities to imbue her arrows with additional power. Already skilled with the bow, some elves also gain skills with magic and with years of study they learn to combine the two.

A Hero to the people

Not every spell casting archer can call himself an eldritch archer. There are only a few of them. Originally specialists within the elven army who would target the most dangerous of enemies, there are some who have taken their skills to the world.

Some join adventuring parties as part of a mission for the elven court, others as a training opportunity. Very rarely when a half elf learns the skill they may simply turn away from a society that does not quite accept them.

Racial Restriction

Only an elf or half-elf can take the Eldritch Archer path.

Creating an Eldritch Archer

The Eldritch Archer is an archetype for the existing Ranger class described in the Core Rules. It can be selected at level 3 in place of the existing archetypes.

Additional Spells

An Eldritch Archer gains the following spells which are always prepared and do not count against their prepared ranger spells.

Ranger Level / Spell
3rd / Witch Bolt
5th / Misty Step
9th / Vampiric Touch
13th / Elemental Bane
17th / Hold Monster



Eldritch Arrow

Starting at 2nd level, as a bonus action when you hit a creature with an arrow, you can expend one spell slot to empower your arrow. An empowered arrow deals force damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8.

Tavern Manager

You were a business manager, but one that worked with the most interesting of clientele. You managed a tavern. Along the way you have met all sorts of people: soldiers, spies, rogues, bards and adventurers.

Your stock in trade is handling unruly patrons and getting information out of drunks

Skill Proficiency: Intimidation, Investigation

Tool Proficiency: Artisan's Tools (Brewing)

Equipment: A flask of quality spirits, a set of common clothes and a belt pouch containing 15gp



Feature: A friend at every bar. At any public bar of any city, you are able to find a friend. It may be an old customer of yours or simply someone who thinks you are an old friend. In either case they could be a valuable source of information or a potential ally.

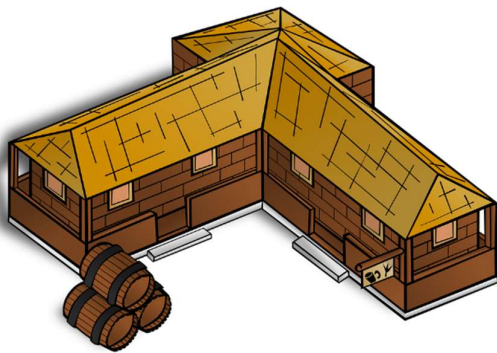
Suggested Characteristics: Tavern managers are shaped by the customers and the stories they tell. They witness more exciting lives so they may be driven by the desire to escape the drudgery of their life. They have many friends and could be motivated to aid them in a time of need. They hear every story told by passing bards and perhaps could put pieces together that could lead to their own quest. Maybe they can no longer afford the taxes being levied by the tyrannical despot. There are many reasons why a tavern manager could become an adventurer.

D8	Personality Trait
1	I'm always polite and respectful
2	I have a crude sense of humour
3	My friends know they can rely on me, no matter what.
4	I work hard so that I can play hard when the work is done.
5	I never pass up a friendly wager.
6	I take great pains to always look my best and follow the latest fashions.
7	I don't part with my money easily and will haggle tirelessly to get the best deal possible.
8	I'm full of witty aphorisms and have a proverb for every occasion.

D6	Ideal
1	Friendship. Material goods come and go. Bonds of friendship last forever. (Good)
2	Aspiration. I'm determined to make something of myself. (Any)
3	Greed. I will do whatever it takes to become wealthy. (Evil)
4	Creativity. The world is in need of new ideas and bold action. (Chaotic)
5	Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)
6	Aspiration. I work hard to be the best there is at my craft.

D6	Bond
1	I will get revenge on the evil forces that destroyed my place of business and ruined my livelihood.
2	The tavern where I learned my trade is the most important place in the world to me.
3	The common folk must see me as a hero of the people.
4	I am proud of my family produced wine.
5	The right to trade must be protected.
6	Nobody hurts one of my customers if I can help it.

D6	Flaw
1	I obey the law, even if the law causes misery.
2	My pride will probably lead to my destruction.
3	I don't back down once I have made a threat.
4	Once I start drinking, it's hard for me to stop.
5	I can't keep a secret to save my life, or anyone else's.
6	In fact, the world does revolve around me.



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R501: Warriors of Destiny

Book 1 in a series of character options for the 5th Edition of the world's greatest role playing game

In this volume:

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There's something for everyone!

