

THE GEMINI

BASIC CHARACTER CLASS INFORMATION

THE ASSASSIN CACKLES AS HIS TARGET suddenly multiplies, now two women instead of one—a cheap illusionist's trick—but his laugh changes into a cry of pain as suddenly both of them strike with their rapiers, each one drawing blood!

Conflict is a part of life for all adventurers, but the way of the gemini means confronting the deepest contrasts of one's very soul.

These capricious and contradictory warriors are nimble, incredibly adaptive, and a source of frustration for opponents as they make use of the most effective techniques arrayed against them.



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More context for the gemini appears in EN5IDER: “The Gemini: Advanced Class Information.”

CREATING A GEMINI

The first thing to decide when making a gemini is the type of conflict that consumes them—one of time (the Atavist), perfection (Equalist), or bravery (Reluctant Hero). With this knowledge in hand, what about your background foreshadowed the realization of your divergent soul’s unique power? What triggered their discovery? How did their friends and family react, and how do those interactions to your revelation inform the secrecy or openness of your rare talents?

You may have come to the attention of a gemini that has achieved some level of peace and retired, a misanthrope from your community that offers a means to understand your curious nature. Perhaps the voices in your head do more than squabble, instead providing detailed advice on how to perfectly mimic what others are doing as well as their contrary opinions.

Regardless of how your powers are developed, you have a desire for balance but of what kind? Are you compelled to walk between the paths of darkness and light, chaos and law, sanity and madness? Where do you hope to find it—within the wisdom of the past in scrolls waiting in ancient libraries, a vast horde of wealth to drown your troubles in hedonism, among meditating monks achieving spiritual enlightenment, or through powerful magic unlocked from relics hidden away in dangerous crypts?

Open Game Content | The game rule information

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CLASS FEATURES

Hit Points

- **Hit Dice:** 1d10 per gemini level
- **Hit Points at 1st Level:** 10 + your Constitution Modifier
- **Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per gemini level after 1st

Proficiencies

- **Armor:** Light armor, shields
- **Weapons:** Simple weapons, weapons with the finesse property
- **Tools:** Choose one type of artisan’s tools or one musical instrument
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Choose three from Acrobatics, Deception, Insight, Investigation, Perception, Persuasion, Sleight of Hand, or Stealth.

Equipment

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

- (a) studded leather armor or (b) leather armor
- (a) two shortswords or (b) a rapier and a dagger
- (a) a dungeoneer’s pack or (b) an explorer’s pack
- (a) a shortbow and a quiver of 20 arrows or (b) a light crossbow and a quiver of 20 bolts

Multiclassing

- **Prerequisite:** Dexterity 13, Charisma 13
- **Proficiencies Gained:** Light armor, weapons with the finesse quality

Copypcat

At 1st level, you learn to mimic others with uncanny accuracy. As an action you can observe another creature for 1 minute and mimic it, utilizing talents that normally require dedication and work to attain. You gain proficiency in a skill, tool, or weapon. You are only able to mimic one proficiency at a time.

For example, you might use this feature to mimic a driver’s vehicles (land) proficiency to take the

Proficiency

Level	Bonus	Features
1st	+2	Copycat, Gemini Balance
2nd	+2	Doublestones, Fighting Style
3rd	+2	Action Surge, First Impression
4th	+2	Ability Score Improvement
5th	+3	Multiply, Gemini Balance
6th	+3	Marked Impression
7th	+3	Greater Copycat, Opportunist
8th	+3	Ability Score Improvement
9th	+4	Master Face
10th	+4	Gemini Balance
11th	+4	Counterattack, Multiply (3)
12th	+4	Ability Score Improvement
13th	+5	Metallic Storm
14th	+5	Evasion
15th	+5	Gemini Balance
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Clone
18th	+6	Incredible Multiplication, Magical Mimicry,
19th	+6	Ability Score Improvement
20th	+6	Gemini Balance, Multiply (4)

wheel of an automobile on the highway, help sift through a library after watching a companion use Investigation to work the cataloging system, or take up a strange weapon unknown to you after someone has displayed how to use it.

Gemini Balance

Also at 1st level, you discover what type of gemini you are and the duality of your own soul. When you finish a long rest, roll 1d20. On an odd result your personality and perception of the world is informed more by one side of your Gemini Balance, on an even result the other (Atavist—young/old, Equalist—mental/physical, Reluctant Hero—coward/hero).

Doublestones

At 2nd level, you learn to make doublestones, rounded oval rocks able to sense each other. You can make a maximum number of doublestones

equal to your proficiency bonus. When in a pair or more, doublestones are magnetically attracted to each other and can be used for trail markers, tracking purposes, or to prevent yourself from becoming lost. Your doublestones function within a range equal to 1 mile per gemini level. You can use an action to speak its command word, making the doublestone sense and be drawn toward your nearest doublestone within range. Any creature can speak another command word to talk into the doublestone, causing all your doublestones within that area to emit the same words in your voice 1 round later.

Fighting Style

Also 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.

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.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Scrapping. You can roll 1d4 in place of the normal damage of your unarmed strike. In addition, you can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you reach 11th level in this class, you deal an additional 1d4 damage with your unarmed strike.

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 3rd 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. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

First Impression

Also at 3rd level, when you first meet a creature you can choose to activate this feature. If you do, roll 1d20.

On an odd result, you have advantage on Charisma (Persuasion) checks against the creature and disadvantage on Wisdom (Insight) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks against the creature but disadvantage on Charisma (Persuasion) checks against the creature.

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.

Multiply

At 5th level, your true power as a gemini emerges. You can use an action to multiply yourself, creating 1 semi-real duplicate that appears in your space for 1 minute. The number of duplicates increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

For the duration, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which is really you. You can use your action to dismiss the duplicates. Each time a creature targets you with an attack during the duration, roll 1d20 to determine whether the attack instead targets one of your duplicates.

If you have one duplicate, you must roll 10 or higher to change the attack's target to a duplicate. With two duplicates, you must roll 7 or higher. With three duplicates, you must roll 5 or higher.

A duplicate has the same AC as you. If an attack

hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The duration ends when all the duplicates are destroyed.

All creatures (even those benefiting from true-sight) are affected by this feature.

When you take the Attack action, each of your duplicates can make an attack. A duplicate has the same weapons and armor as you do when it is created, but if you have other weapons on your person you may choose for a duplicate to generate a copy of that weapon to wield instead.

In addition, if you have duplicates, you and your duplicates do not have disadvantage on ranged weapon attacks when within 5 feet of a hostile creature who can see you and who isn't incapacitated. Creatures other than you cannot move through your square while you have duplicates.

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 short or long rest.

Marked Impression

At 6th level, your ability to make an impression becomes more pronounced. When you activate First Impression, you can choose to make a Marked Impression. Roll 1d20.

On an odd result, you have advantage on Charisma (Persuasion and Deception) checks against the creature, and disadvantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature.

On an even result, you have advantage on Wisdom (Insight) checks and Charisma (Intimidation) checks against the creature, but disadvantage on Charisma (Deception and Persuasion) checks against the creature.

Greater Copycat

At 7th level, you learn to mimic more advanced techniques. You can use a bonus action to use Copycat, you only need 1 round of observation, and you are able to mimic feats. You are able to mimic one proficiency and one feat at the same time. At the

GM's discretion, you may be able to mimic an NPC feature (like a **gladiator's** Parry reaction) instead of a feat.

Opportunist

Also at 7th level, your reflexes are as taut as a jungle cat's. After you have used your reaction to make an opportunity attack, before the beginning of your next turn you may make one free opportunity attack against a provoking creature. Your second opportunity attack cannot target the same creature as your first.

In addition, if you begin your turn without having used your reaction, you can use a bonus action to take the Dash action.

Master Face

At 9th level, whenever you make a Charisma (Deception, Intimidation, or Persuasion) check or Wisdom (Insight) check, you can treat a 1d20 roll of 9 or lower as a 10.

Counterattack

At 11th level, when a creature misses you with a melee weapon attack either by failing to hit your AC or by hitting one of your duplicates, if you are wielding a melee weapon you can use your reaction to make an opportunity attack against that creature.

Metallic Storm

At 13th level, while you have at least one duplicate and 8 darts or 8 daggers, you are able to create a deadly hail of metal. As an action, you and your duplicates throw a storm of weaponry in either a 20-foot cone or 30-foot line that is 10-feet wide. Creatures in the area make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failed save, a creature takes 8d4 piercing damage plus 8d4 magical piercing damage for each duplicate, or half as much damage on a successful one.

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.

Evasion

At 14th 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.

Clone

At 17th level, you can create a permanent duplicate of yourself (a clone) by undergoing a ritual that takes 1 hour and costs 100 gp in materials. This clone forms inside a sealed gemstone, growing to full size and maturity after 1 day. The sealed gemstone has an AC equal to your gemini level and hit points equal to triple your gemini level. The clone remains inert and endures indefinitely, as long as the sealed gemstone remains undisturbed.

At any time after the clone matures, if you die, your soul transfers to the clone, provided that your soul is free and willing to return.

The clone is physically identical to you and has the same personality, memories, and abilities, but none of your equipment. Your physical remains, if they still exist, become inert and can't thereafter be restored to life, since your soul is elsewhere. You are only able to have a single clone at a time.

Incredible Multiplication

At 18th level, you are able to create up to 9 semi-duplicates. It takes 1 hour of concentration and costs you 500 gp in magical components to create a semi-duplicate. Unlike a regular duplicate, a semi-duplicate has the complete statistics of a humanoid with a Challenge rating of 1 or less that is unable to cast spells (for example, a **bandit, guard, noble, scout, spy, thug, or tribal warrior**). In addition, semi-duplicates are able to move to their own spaces.

When a semi-duplicate is within range nearby (10 miles + 1 mile for each day since its creation) at noon or midnight, it dissipates and absorbs back into you. You immediately add an absorbed semi-duplicate's experiences and memories to your own,

learning everything and sensing everything that it did while apart from you. If an absorbed duplicate had one of your doublestones, the doublestone materializes on your person. Everything else worn or carried by the semi-duplicate falls to the ground wherever it disappears.

Only 3 semi-duplicates can remain within range of each other, and any others that come into range are absorbed into the oldest semi-duplicate as though it were you. You are able to absorb a duplicate that dies outside of range, but you must be touching its remains to do so.

Magical Mimicry

Also at 18th level, when you can hear and see a creature within 30 feet cast a spell with a casting time of 1 action or less, you can use your reaction to mimic it. If you do, on your next turn you can use your action to cast the same spell, using Charisma as your spellcasting ability.

Once you have used this feature to cast a spell, you must finish a short or long rest before you can use it again.

GEMINI BALANCES

Every gemini is different but there are three main courses that their divergent souls tend to follow. The gemini balance that you choose affects the way you perceive the world, what conflicts consume you, and how your powers express themselves. The Atavist and Equalist archetypes will appear in “The Gemini: Advanced Class Information.”

RELUCTANT HERO

Reluctant Heroes are hesitant to accept who they truly are, torn between the desire to be better and the need to realistically assess their own courage—or more accurately, the lack thereof. As a Reluctant Hero, when you wake up each morning you either have a sense of paranoia and impending dread, or you feel bold and intrepid. Your duplicates are all

either a touch sallow and gaunt, or vivid and flush with life.

Mighty or Meek

At 1st level, each time you finish a long rest, roll 1d20.

On an odd result you have advantage on saving throws against fear.

On an even result you have advantage on saving throws against the charmed condition.

Gemini Aura

At 5th level, friendly creatures within 15 feet of you benefit from your Mighty or Meek feature (using your current benefit) while you are conscious.

At 15th level, the range of this feature increases to 30 feet.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Precarious Balance

At 15th level, your Mighty or Meek and Gemini Aura features grant immunity to the charmed or frightened condition instead of advantage..

Zealous Courage

Also at 15th level, your Mighty or Meek feature improves.

If you rolled an odd result, when creatures attempt to charm you, their spell or effect appears to function normally (making it seem as though you have been successfully charmed).

If you rolled an even result, when you are frightened of a creature, you do not have disadvantage on attack rolls against it, and when you hit a creature you are frightened of with a weapon attack you deal 1d12 additional damage.

Jittery

At 20th level, you can take up to two reactions each round. 