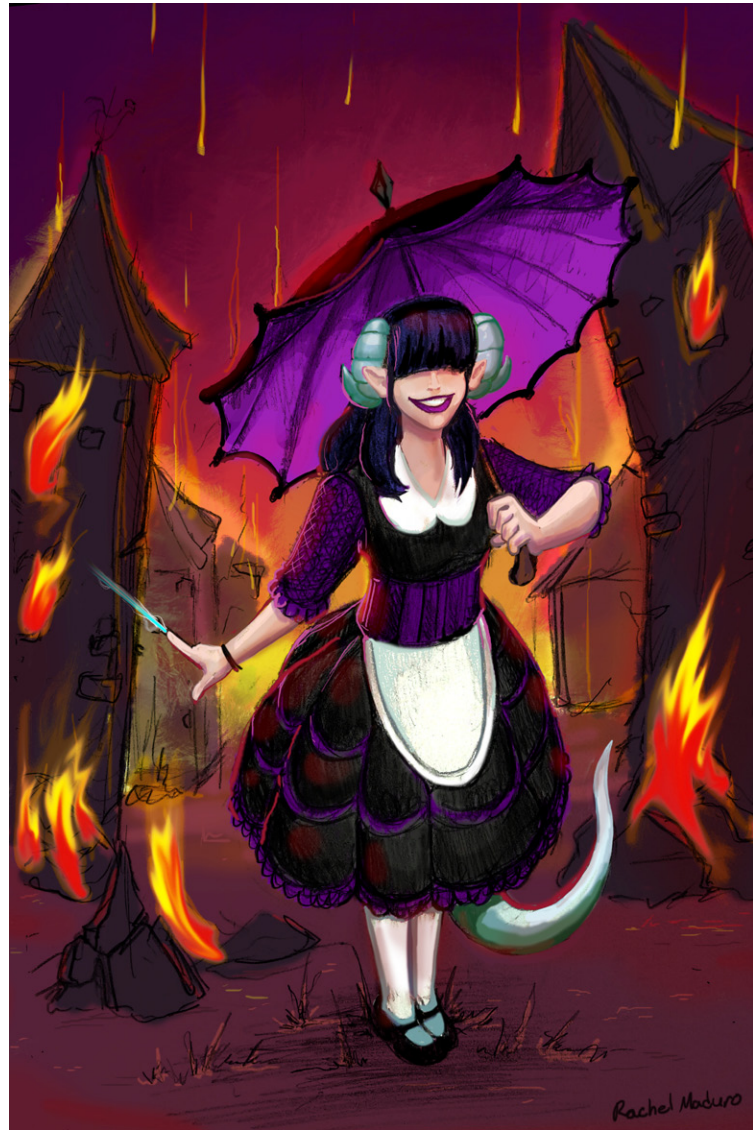


THE FATEBENDER

ADVANCED CLASS INFORMATION

THE VENERABLE DWARF FOLLOWED an invisible thread into the marketplace, his bangles and charms jingling as he walked. People think it's kings and wars that shape the world, but he knows better. He tugged one thread and the baker's daughter tripped over a delivery boy, really seeing him for the first time. He tugged another and the guards' attention was briefly turned, giving a young thief behind the apple cart his chance to get away. The tapestry of fate is rife with frayed ends—with a confident grin the dwarf continues about his work mending and shaping the future.



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The essential rules of the fatebender class, Mascot archetype, and more information appear in EN5IDER “The Fatebender: Basic.”

DESTINY’S CHOSEN

Fatebenders find themselves on the edges of fate, dancing along the far extremes of probability and causality. Luck warps around a fatebender, distorting like a weight pressing down upon a tapestry. Many people blessed or cursed in this way fail to understand the meaning of it all, believing themselves to just be unnaturally lucky or that those around them are horribly misfortunate. Becoming a fatebender means perceiving the enwrapping threads of fate as they fray and twist, discovering that luck is what one makes of it.

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WEAVERS OF FATE

Destiny and fate are a force in the universe—whether to work for or against that force is a decision every fatebender must make. Once they have come to understand the course of destiny they can often see the complex patterns the threads weave between people throughout their lives, how tugging upon a seemingly infinitesimal thread and causing the smallest change can have drastic effects in the future. Fatebenders must choose to work for themselves or be destiny’s hands, bringing the will of fate to fruition or working against the weave.

QUICK BUILD

You can make a fatebender quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity and then Constitution. Second, choose the entertainer or folk hero background.

JINX

Misfortune follows the jinx—they are always at the center of chaos but never beholden to it, and whatever can go wrong will go wrong in their presence as the threads of fate unravel around them. Often ostracized from their homes once they are correlated with the disasters around them, jinxes are perpetual wanderers, the few places they become accepted destined not to be standing for long.

Nourishing Misfortune

Starting at 2nd level when you select this prospect, you discover that you feel uplifted and more connected to the tapestry of fate when others around you suffer from the terrible luck that follows you everywhere. Whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in a 1, you regain 1 fate point.

Superstitious Nonsense

At 6th level, you emit an aura of horrible luck that causes the most unlikely of failures and fumbles to

befall your enemies. As an action, you may spend 1 fate point to cause bad luck to seep from you like ink on parchment. For the next minute, creatures within 10 feet of you (including yourself) have disadvantage on attack rolls. As a bonus action on your turn, you can suppress this feature's effects for a creature of your choice until the beginning of your next turn.

Jinxed

At 10th level, you've learned to bind your enemies with the strands of fate, cursing them to the worst luck that fate can offer. As an action you may spend 3 fate points to force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save the creature becomes jinxed for the next minute. A jinxed creature has disadvantage on attack rolls, ability checks, and saving throws, and any d20 rolls they make that result in a 2 or 3 result in a 1 instead. At the end of each of its turns, the creature makes a Charisma saving throw, ending the effect on a successful save.

Murphy's Law

At 14th level, you've become so adept at making sure that what can go wrong will go wrong that it takes barely a nod or a thought to cause chaos and mayhem. As a bonus action, you may force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save you may select one of the following misfortunes to befall the creature:

Arrow Magnet. During the next minute, whenever a creature within 50 feet of the target creature makes a ranged weapon attack and its attack roll results in a 1, the missile hits the target creature.

Black Cat. You cause even normally tame and docile creatures to treat the target as a horrid threat. For the next minute, any creatures with the beast type within 50 feet of the target become hostile to it and try to attack the target if able.

Hag's Punishment. You cause the target creature to grow a slight disfiguration of your choice that fully grows within the next 24 hours. This can be a boil, skin growth, sore or cyst, bald spot, or any other blemish or mark. This disfiguration can be vague

and natural in appearance, or it can seem bizarre or even form in the shape of a symbol or word. This mark is permanent until you use a bonus action to alleviate it or another creature treats the blemish with a Wisdom (Medicine) check against your Fate DC.

Step on a Crack. You cause the target creature sudden and horrible back pain. The target's speed is reduced by 15 feet and it has a -5 penalty on Strength (Athletics) and Dexterity (Acrobatics) checks. The target can end these effects by using an action to stretch its back out. Creatures without spines are unaffected.

Tongue Tie. You cause the target to mumble and stutter its way through a conversation. For the next minute the target has a -5 penalty on Charisma (Intimidation) and Charisma (Persuasion) checks.

Trip Up. You cause the target to stumble, knocking it prone.

Under a Ladder. You cause a small piece of masonry, a pot, or literally any other small object that could be above the target (branch in the forest, rock in the mountains, a large piece of hail from the clouds above, and the like) to fall on its head (or equivalent). The target takes 1d8 bludgeoning damage and is stunned until the end of its next turn. If there is nothing that could reasonably strike the target from above you must spend 1 fate point to activate this feature. If you do so, it deals extra damage equal to your Charisma modifier.

Wardrobe Malfunction. If the target is wearing armor, you cause a buckle, strap, or other part of its armor to fall apart or detach. The target's AC is reduced by an amount equal to half your proficiency bonus until it spends an action to properly reattach the armor.

Weapon Failure. You cause a ranged weapon the target is wielding to suddenly malfunction, requiring an action to repair.

Weapon Fumble. You cause a melee weapon the target is wielding to fly from its hands with an ill-timed flourish. You may choose any unoccupied space within 10 feet of the target for the weapon to fly, though it may go further if you select a space above a pit or other drop.

WEAVER

Agents of fate, writers of prophecies, and architects of destiny, weavers see not only the fortunes around them shift but also how those minute changes ripple throughout the tapestry. The future has its path and weavers work to ensure that destiny is not diverted—for good or ill prophecy must be fulfilled and fate must be allowed to run its course.

Agent of Fate

Starting at 2nd level when you select this prospect, you feel the subtle tug of the universe's will, seeking to keep destiny on course. Whenever you finish a long rest, roll a d20 and mark the result. Until the end of your next long rest, whenever a creature within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw that results in your marked result (before modifiers), you regain 1 fate point.

Reweave

At 6th level, you begin to take a more active role in ensuring that the predestined comes to pass. Whenever a creature you can see within 50 feet of you rolls a d20 for an attack roll, ability check, or saving throw, you may spend 1 fate point to change the result. You may either add or subtract up to 2 from the result. The newly changed result is considered the natural result.

Master of Destiny

At 10th level, your attunement to the whims of fate allow you to clearly see the paths that should be followed and how to gently tug the strings surrounding others, leading them spontaneously to places they had not considered. As an action you may spend 4 fate points to force a creature you can see within 50 feet to make a Charisma saving throw. On a failed save you subtly implant a compulsion to carry out some service or refrain from some action or course of activity as you decide. These compulsions cannot include any actions that would obviously include self harm, but may include harming allies. At the end of any turn in which a compelled creature takes damage or harms an ally, it may make another Charisma saving throw, ending the effect on a successful save. The compulsion effect ends after 10 minutes and the creature believes that its actions were voluntary, though depending on the outcome may claim the actions as its own or be bewildered by how the thought appeared in its head.

The Grand Design

At 14th level, you've aligned your actions with the whims of fate and have seen the rewards of the grand design in your life. Whenever you or an ally within 50 feet rolls a d20 for an attack roll that results in the same result marked with your Agent of Fate feature, that attack roll is treated as though it were a natural 20. 