

THE LODESTAR

BASIC CLASS INFORMATION

THREE SHIMMERING QUICKSILVER
orbs circle the dragonborn's head like planets orbiting a star. He strides forward confidently as the tiny spheres ricochet across the room, every warrior standing in his path left battered and bloody in a matter of moments—all without raising a single scaled finger.

Whatever form their training takes, all lodestars possess a fractured soul. To keep themselves from unraveling into madness they must train and hone their skills, becoming masters of both body and mind.



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FRACTURED SOUL

Just as the body and mind can be broken so too can the soul be fractured. Some individuals are born with their soul in pieces or wounded by great trauma, an internal conflict that can lead towards insanity. To save themselves the desperate perform the ritual of the lodestones, containing spiritual fragments coalesced into physical form and psychically tethered to the soul's core. What follows is a life of constant training for lodestars, an unending struggle to keep their tenuous grasp on the pieces of their soul and maintain a unified identity.

QUICK BUILD

Rapidly building a lodestar can be done simply using these suggestions: First, your highest ability scores should be Wisdom and Dexterity. Your next highest ability score should be Constitution. When selecting your equipment, choose leather armor, a dagger, a puzzle, and the explorer's pack. For skills, decide if you want observant (Investigation, Perception), performative (Performance, Sleight of Hand), or supernatural challenges (Acrobatics, Arcana).

CLASS FEATURES

Hit Points

- **Hit Dice:** 1d8 per lodestar level
- **Hit Points at 1st Level:** 8 + your Constitution bonus
- **Hit Points at Higher Levels:** 1d8 (or 5 + your Constitution modifier per lodestar level after 1st

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Proficiencies

- **Armor:** Light armor
- **Weapons:** Simple weapons, lodestones
- **Tools:** none
- **Saving Throws:** Intelligence, Wisdom
- **Skills:** Insight and choose two from Acrobatics, Arcana, Investigation, Perception, Performance, and Sleight of Hand

Equipment

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

- (a) padded armor or (b) leather armor
- any simple weapon
- token of emotional significance
- small booklet of personal mantras
- (a) a puzzle worth up to 15 gp or (b) a personal creative work worth up to 15 gp
- (a) an explorer's pack or (b) a scholar's pack

THE LODESTAR

Proficiency

Level	Bonus	Features
1	+2	Lodestones, Orbital Slingshot, Harrier's Orbit
2	+2	Calm and Centered, Lodestone Shielding
3	+2	Training Method
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Training Method
7	+3	Lodestone Ricochet
8	+3	Ability Score Improvement
9	+4	Training Method
10	+4	Mental Redundancy
11	+4	Wide Orbits
12	+4	Ability Score Improvement
13	+5	Training Method
14	+5	Vortex Shroud
15	+5	Training Method
16	+5	Ability Score Improvement
17	+6	Incarnate Soul
18	+6	Transposal
19	+6	Ability Score Improvement
20	+6	Fractal Soul

Multiclassing

- **Multiclassing Prerequisite:** Wisdom 13
- **Proficiencies Gained:** Light armor, lodestones, simple weapons, Insight

Lodestones

At 1st level you gain 3 lodestones, magical spheres that are physical manifestations of your fractured soul. A lodestone is always either orbiting you or away. An orbiting lodestone slowly circles around your head at a distance of 1d3 feet. A lodestone that is away is either at another location or its return is delayed by a class feature.

If for any reason a creature attempts to destroy one of your lodestones, its AC is equal to 10 + your proficiency bonus + your Wisdom modifier. The magical nature of lodestones make them immune to damage from area effects, but when a lodestone takes damage it temporarily loses physical form and disintegrates. As a bonus action, you can reform a number of disintegrated lodestones equal to half your proficiency bonus.

Your lodestones are considered magical weapons. Whenever you use a lodestone to make an attack, you use your Wisdom modifier for the attack roll.

Some of your lodestone features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

- **Lodestone save DC** = 8 + your proficiency bonus + your Wisdom modifier

Orbital Slingshot

At 1st level you learn how to sling your lodestones with lethal force. As a ranged attack, you may slingshot one of your lodestones at a target within 60 feet, dealing 1d4 bludgeoning damage plus your Wisdom modifier on a successful hit. The lodestone remains in motion around the target until it returns to orbit at the beginning of your next turn. Your Orbital Slingshot's damage increases when you reach certain levels in this class. The damage becomes 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

Harrier's Orbit

At 1st level you learn to maintain your lodestone's assault after its been launched. As a reaction when a lodestone launched using the Orbital Slingshot feature would return to your orbit, you may choose to allow the lodestone to remain and distract the target instead. The distracting lodestone occupies the same space as the target, and moves with the target when the target moves. Creatures distracted by one or more lodestones have disadvantage on attack rolls. Distracted creatures can use a bonus action to swat at distracting lodestones, taking a -2 penalty to attack rolls that turn instead of disadvantage. A lodestone used in this way remains distracting the target until you use a bonus action to return it to orbit or it disintegrates.

Calm and Centered

At 2nd level, your training to center your fractured soul has instilled you with a calmness and openness to the feelings of others. Your proficiency bonus is doubled when making Wisdom (Insight) checks.

Lodestone Shielding

At 2nd level, just as you would instinctively raise your hand to defend yourself, so too do you instinctively shield yourself using your lodestones. As a reaction when you are hit by an attack, you can cause a lodestone in orbit to deflect the attack. You gain a +5 bonus to AC for the triggering attack and the deflecting lodestone disintegrates. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Training Method

At 3rd level, choose a training method: Control, Imaginative, or Instinctual. Your choice grants you features at 3rd level and again at 6th, 9th, 13th, and 15th 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.

Lodestone Ricochet

At 7th level, as a reaction whenever a lodestone would return to orbit, you may instead launch it at another target within 60 feet using Orbital Slingshot.

Mental Redundancy

At 10th level, enough of your consciousness and spirit is divided between yourself and your lodestones that you can continue to function when your body is impaired. You gain immunity to the stunned condition, and while incapacitated you can use any features that only require your lodestones.

Wide Orbits

At 11th level, your lodestones can maintain wide orbits, avoiding or impacting obstacles as you choose. You may use your Orbital Slingshot feature to make attacks of opportunity as if it were a melee attack with a reach of 15 feet.

Vortex Shroud

At 14th level, your technique and mental prowess allow you to whirl your lodestones around yourself at extreme speeds. As an action, you can accelerate your lodestones; each creature within 15 feet must make a Dexterity saving throw, taking 3d8 bludgeoning damage per lodestone you have in orbit on a failed save or half as much on a successful one. Lodestones used in this way are away and return to orbit at the end of your next turn.

Incarnate Soul

At 17th level, the line between you and your lodestones blurs and disappears. As a reaction whenever you would take damage from an attack or spell, you can shift the damage to one of your lodestones in orbit. You take no damage from the attack or spell and do not suffer any of its effects. The lodestone is entirely absorbed and does not reform until after you complete a long rest.

Transposal

At 18th level, you are in so many places that shifting your core between them is just a matter of perspective. As a bonus action, you may cause yourself to trade places with one of your lodestones, appearing within the space the lodestone occupied and returning that lodestone to orbit. If you transpose with a lodestone in orbit, you may appear anywhere within 60 feet. If you would arrive in a space already occupied by an object or creature, you instead arrive in the nearest unoccupied space.

Fractal Soul

At 20th level, the power and presence of your fractured soul can no longer be contained within just 3 lodestones. You gain 3 additional lodestones, for a total of 6.

TRAINING METHODS

Each lodestar must keep themselves centered, training to retain control of their lodestones and their mind. These regimens must be strictly followed, the psychological benefits of consistent spiritual discipline far outweighing the tangible combat prowess that results. Every lodestar is unique and one's techniques can be vastly different from others but three training philosophies have proven to be universally effective.

Control espouses mind over matter, conditioning one's soul through strenuous mental exercises. The Imaginative and Instinct training methods appear in *The Lodestar: Advanced Class Information*.

CONTROL

This training brings every fragment of the lodestar's soul under the mind's complete, unwavering control, using calming mantras and logical exercises to subtly manipulate their emotions and impulses. Every action must be rational, every thought the logical conclusion of those before it. Control training is far and away the strictest regimen, keeping the lodestar's soul in check through sheer will, intelligent forethought, and steadfast dedication.

Precision Handling

When you select this training method at 3rd level, you learn to maneuver your lodestones together for complex and delicate movements. While you have at least 3 lodestones in orbit, as an action you can send all 3 of your lodestones away to a point within 30 feet and use them to perform a task (manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, use a tool kit, or pour the contents out of a vial, or any other task the GM approves). While performing these tasks your lodestones can't attack, activate magic items, or carry more than 10 pounds, and they automatically return to orbit if you move further than 60 feet away from them.

Calculated Trajectory

At 6th level, your training and studies allow you to precisely determine the trajectory of your lodestones, easily accounting for obstacles or obstructions. Whenever you make a ranged attack using a lodestone, ignore half cover, three-quarters cover, and shield bonuses to AC.

Split Orbital Concentration

At 9th level, you have learned to compartmentalize your focus, allowing your lodestones to orbit separately from you. As an action you can send a lodestone away to orbit a point or object within 60

feet. Your lodestone orbits that point or object at a distance of 10 feet. Whenever a creature ends its turn within that radius it must make a Dexterity saving throw, taking damage equal to the damage dealt by your Orbital Slingshot feature on a failed save. Your lodestone orbits around that point or object for a number of rounds equal to your Intelligence modifier then returns to orbit around you. You may also use a bonus action to return the lodestone to your orbit.

Lodestone Disk

Starting at 13th level, you learn to flatten one of your lodestones, creating a disk that can carry you to new heights. As an action, you transform one of your lodestones in orbit into a circular, horizontal plane 3 feet in diameter and 1-inch thick. It floats 3 feet above the ground in an unoccupied space that you can see within 60 feet. The disk remains for a number of minutes equal to your Intelligence modifier, or until you use a bonus action to return it to its normal shape. The disk can hold up to 500 pounds and disintegrates if more weight is placed on it. As a bonus action, you can move the disk and anything it is holding up to 30 feet in any direction. If for any reason the disk is more than 60 feet away from you it immediately disintegrates. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Vital Impact

At 15th level, your mastery over your lodestone's movements allows you to strike with surgical precision even at far ranges. When you make attacks using Orbital Slingshot feature, the maximum range of the attack is increased to 60 feet times your Intelligence modifier (minimum 60 feet).

In addition, attacks you make using Orbital Slingshot score a critical hit on a roll of 19–20. 🎲