

Path of the faded

Great power hides within the Mists of Akuma
and you are not afraid of calling on it to lay
waste to your foes.

Faded

Starting when you choose this path at 3rd level,
a dark mist weeps off your body when you
rage, sapping the strength of your enemies. For
the duration of your rage, whenever you take
damage from a creature that is within 5 feet of
you, that creature takes an amount of necrotic
damage equal to your proficiency bonus. When
your rage ends, you suffer a level of the misted
condition.

These levels of the misted condition dissipate
at a rate of one level per long rest and
they cannot trigger your death and transformation
into adeddo-oni; instead, any misted levels
beyond the 7th count as levels of exhaustion
that are removed when you take a long rest.

Fearless

Beginning at 6th level,
you cannot be frightened.

Master of the Mists

Beginning at 10th
level, whenever you
rage you may

choose an attribute other than Dignity. For the duration of your rage, this attribute uses your Haitoku score instead of its normal score.

You cannot be transformed into adeddo-oni by accumulating levels of the misted condition.

Striker of the Mists

Starting at 14th level, while you are raging the damage of your melee weapon attacks increases by your proficiency bonus. You cannot withhold any damage when damaging a creature below 0 hit points.

Revision #1

Created 29 November 2021 21:47:43 by Andrej

Updated 29 November 2021 21:48:05 by Andrej