Tsukumogami hunter

Once rare, the number of spirit-animated objects have been growing throughout Soburin with each passing year—as have the ranks of the tsukumogami hunters who protect people from them. These brave warriors specialize in tracking and fighting living items, using their abilities to appease the creatures or wrathfully strike them down. The ways of these mystical stalkers are not inborn talents but techniques honed and refined over the course of centuries, taught from sensei to apprentice (though their relationship is unique indeed, both supernatural and synchronized).

Object Sensei

Upon reaching 3rd level, your sensei reveals itself as the spirit of a former tsukumogami hunter manifested in a personal object you own. Your sensei has the statistics of a Homunculus though its type is monstrosity (tsukumogami) and it has a number of hit points equal to 1/4 your maximum hit points. It can disguise itself as the regular, mundane item it grew from as a bonus action; a Wisdom (Perception) or Intelligence (Investigation) check against DC (16 + your proficiency bonus + your Wisdom modifier) reveals its true nature while it is disguised this way. Your sensei has an alignment that matches yours, determining some of the abilities you are taught. A good-aligned sensei passes on the teachings of enlightenment, while an evil-aligned sensei passes on the teachings of suppression. A neutral sensei might teach either but once the path is chosen it cannot be changed.

Tsukumogami Sense. As an action, you may search for tsukumogami nearby. You know if there is a tsukumogami within 30 feet of you, as well as where it is located. This sense can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Enlighten: Restoring Command. Your sensei’s Wisdom and Charisma scores increase by 4, and it gains a bonus to AC equal to its Wisdom modifier. As an action, your sensei can restore the hit points of a creature that it can see that is within 60 feet. It regains a number of hit points equal to

1d8 + your sensei's Wisdom modifier. At 7th level this healing increases to 3d8, at 11th level it increases to 5d8, and at 15th level it increases to 7d8. Your sensei can use this feature a number of times equal to your proficiency bonus. It regains expended uses after it completes a long rest.

Suppress: Wrathful Energies. Your sensei's Strength and Dexterity scores increase by 4. By spending a bonus action, your sensei can coat your weapon in fel supernatural energies, causing the next creature that you deal damage to with a weapon attack to make a Constitution saving throw against your spell save DC or gain the poisoned condition for a number of rounds equal to your Wisdom modifier. At the end of each of its turns, a poisoned creature can make a saving throw to remove the condition. Tsukumogami that are immune to the poisoned condition may still be affected by this feature. Your sensei can use this feature a number of times equal to your proficiency bonus. It regains expended uses when it finishes a long rest.

Additionally, your sensei's bite attack increases in damage to 1d6 plus its Dexterity modifier. At 7th level this damage increases to 3d6, and at 15th level it increases to 5d6.

Tsukumoknow

At 7th level, as a bonus action you can learn the abilities and statistics of any tsukumogami of a CR less than your level. You must be able to see or hear the tsukumogami to use this feature.

Enlighten: Mystical Shield. Your sensei's Constitution and Wisdom scores increase by 4 (this increase to Constitution does not grant it more hit points). As an action, your sensei can grant a number of temporary hit points equal to your level to a creature that it can see that is within 60 feet. Your sensei can use this feature a number of times equal to your Wisdom modifier. It regains expended uses when it finishes a long rest.

Suppress: Vengeful Energies. Your sensei's Dexterity and Intelligence scores increase by 4. When using its wrathful energies feature, the weapon attack also deals 3 (1d6) poison damage per point of proficiency bonus you possess.

Tsukumoglare

At 11th level, you can spend a bonus action to force a number of tsukumogami equal to your Wisdom modifier that you can see to suffer disadvantage on attack rolls against you. You can benefit from this feature a number of rounds equal to your proficiency bonus. You regain expended rounds after you complete a short or long rest.

Enlighten: Blessing of Good Fortune. As an action, your sensei may bless a creature it can see within 60 feet with supernatural luck. The creature gains 1d8 that it can add to one ability check or saving throw, chosen by your sensei when the blessing is granted. Your sensei can only grant one

of these blessings at a time. Your sensei can grant a number of blessings equal to its Wisdom modifier. It regains expended uses when it finishes a long rest.

Suppress: Terrifying Stare. As an action your sensei can force a creature it can see to make a Wisdom saving throw against your spell save DC or gain the frightened condition (both toward you and your sensei). Every turn the sensei can spends its action to continue staring at the frightened creature to extend the duration of the condition. A creature frightened by your sensei may make a new saving throw to resist the effect as a bonus action.

Tsukumogami Slayer

At 15th level, you gain advantage on attack rolls made against tsukumogami.

Enlighten: Hikari Sensei. Your sensei’s Wisdom and Charisma scores increase by 4. As an action, your sensei can cause a creature it can see to treat a death save as a natural roll of 20. You may choose to use this feature after the results of a death save roll are revealed. Your sensei can’t use this feature again until it completes a long rest.

Suppress: Dāku Sensei. Your sensei’s Strength and Dexterity scores increase by 4. When using the Attack action, it may make two bite attacks.

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