

Vagabond

Peals of thunder and sheets of rainfall batter a lone traveler on a forest road. In a flash of lightning, a half-dozen hooded bandits emerge from the treeline, brandishing crossbows and shouting demands. Weary but unfazed, the traveler draws a longsword and plunges into an exotic stance, sweeping through the brigands with terrible speed.

On another road, caustic bile drips from a behir's teeth as it surveys its latest victim—its next meal. The elf adorned in patchwork armor, beaten and bruised, snaps awake and seizes a cracked floor tile with both hands. Wild desperation in her eyes, the elf drives the tile into the behir's skull over and over, carving a path toward salvation. No matter where they're going or what they're running from, a vagabond's only home is the open road. The peril of their journey would leave most dead on the roadside, but the vagabond endures, driven by a desperate will to survive and a mastery of fierce combat maneuvers.

Endless Wanderers

Vagabonds are constantly on the road, drifting between taverns and backwoods villages on an endless, wandering journey. Some choose the unrooted lifestyle, but many more were driven from their homes, never to return.

Whether a particular vagabond is a dangerous fugitive, penniless vagrant, or devout pilgrim is a secret known only to them. After all, anonymity is a precious boon for

the road-weary.

Many vagabonds prefer to travel alone, but just as many find themselves in the company of adventurers.

There is safety in numbers, after all, and a lifestyle of questing and dungeon-delving rarely lets one settle in one place for long.

Desperate Maneuvers

The long miles of their journeys instill a feeling of desperation in vagabonds. They're desperate to continue, to reach their destinations. But most of all, they're desperate to survive. When a vagabond is backed into a corner, they fight like a crazed animal, slashing wildly, biting and scratching if necessary.

But they also learn more practical tools for survival.

Vagabonds are experts at performing maneuvers picked up from traveling companions and warriors they encounter on their globe-spanning travels. Those that fail to master these exotic fighting styles end their wanderings early, dead on the roadside.

When other means fail, vagabonds can always find short-term employment as sellswords or bodyguards, for few can match their experience in perilous combat with equal vigor.

Creating a Vagabond

As you create your vagabond, consider why your character has taken to the road. Do you one day wish to return home? Consult the options in the Wander's Secret feature for ideas. Also consider how your journey has shaped your character so far. Do you take joy in finding companionship wherever you travel, or do you prefer anonymity underneath a drawn hood? Are you roadweary from your travels or does seeing a new horizon invigorate you each day?

Who taught you how to wield a weapon, and who trained you in the deeper arts of battle tactics? You might

be self-trained, learning through near-death experiences and careful observation of others. Or you might have had a tutor, even several of them, whose teachings have resulted in your unique fighting style. Were you a dangerous combatant before you left home, or are your fearsome maneuvers a survival mechanism learned on the road?

Vagabond

Complete Vagabond

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Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling,

Athletics, Deception, Insight, Intimidation,

Perception, Stealth, and Survival

Equipment

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

- (a) chain mail or (b) leather armor and two daggers
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) two handaxes or (b) a shortbow and 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack
- A trinket from your home

Alternatively, you may start with 4d4 × 10 gp to buy your own equipment.

Quick Build

You can make a vagabond quickly by following these suggestions. First, make Strength or Dexterity your highest ability score, depending on whether you want to focus on melee weapons or on a combination of archery and finesse weapons. Your next-highest score should be Constitution, or Charisma if you plan to take a subclass,

such as Mage Brand, that employs spellcasting or other magical abilities. Finally, choose any background, preferably one that ties into your choice for your Wanderer's Secret feature.

Class Features

As a vagabond, you have the following class features.

Hit Points

Hit Dice: 1d10 per vagabond level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per vagabond level after 1st Level

Proficiency

Bonus Features

Maneuvers

Known

Battle

Dice

1st +2 Wanderer's Secret, Battle Tactics 2 2d8

2nd +2 Desperate Attack, Breather 3 2d8

3rd +2 Wanderer's Road, Battle Edge 4 3d8

4th +2 Ability Score Improvement 4 3d8

5th +3 Extra Attack 5 3d10

6th +3 Wanderer's Road feature 5 3d10

7th +3 Mettle 6 4d10

8th +3 Ability Score Improvement 6 4d10

9th +4 Ambush Reflexes 7 4d12

10th +4 Wanderer's Road feature 7 4d12

11th +4 Battle Edge improvement 8 5d12

12th +4 Ability Score Improvement 8 5d12

13th +5 — 9 6d12

14th +5 Wanderer's Road feature 9 6d12

15th +5 Desperate Survival 10 7d12

16th +5 Ability Score Improvement 10 7d12

17th +6 — 11 8d12

18th +6 Martial Recovery 11 8d12

19th +6 Ability Score Improvement 12 8d12

20th +6 Wayworn 12 8d12

The Vagabond

Mage Hand Press

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Battle Tactics

In your endless wandering, you have adopted a handful of maneuvers from traveling companions and foes that are fueled by special dice called battle dice.

Battle Dice

You have two battle dice, which are d8s. A battle die is expended when you use it. Your battle die changes and more battle dice become available when you reach certain levels in this class, as shown on the Vagabond table.

You regain all of your expended battle dice when you finish a short or long rest, or when you roll initiative.

Once per turn, you can use a maneuver of your choice. Maneuvers typically expend a battle die, but you don't add this battle die to the maneuver's attack or damage roll unless otherwise noted.

Maneuvers

You learn two maneuvers of your choice, which are detailed at the end of the class description. You gain additional maneuvers as you gain levels in this class, as shown in the Maneuvers Known column of the Vagabond table. When you gain a level in this class, you can choose one of the maneuvers you know and replace it with another maneuver that you could learn at that level.

Overexertion

If you have no battle dice remaining, you can still expend a battle die once per turn to fuel a maneuver or feature. When you do so, you roll the battle die and lose hit points equal to the number rolled.

Saving Throws

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

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Desperate Attack

By 2nd level, you are most dangerous when backed into a corner. If you have no more than half your hit points left, you have advantage on weapon attack rolls.

Breather

Also at 2nd level, you can take a breather, 1 minute of downtime during which you compose yourself and mend your wounds. When you do so, you can expend one Hit Die to regain hit points as if you finished a short rest.

Wanderer's Road

By 3rd level, you adopt the mannerisms, style, and skills of an archetypal wanderer, embodied by a wanderer's road. These subclasses are detailed at the end of the class description. The road you choose grants you features at 3rd level and again at 6th, 10th, and 14th level.

Wanderer's Secret

By choice or necessity, you have left your home and committed to a life of aimless travel. Your reasons for drifting through the world are deeply personal, either a closely-guarded secret or a painful aspect of your life. Choose your reason for traveling from the options below:

Avenger. You have set out on a mission to exact vengeance. You gain proficiency in the Intimidation skill. Choose up to five specific creatures that have wronged you that you wish to seek revenge against.

You must know these creatures' names or must otherwise have enough information to identify them.

Your weapon attack rolls against these creatures have a +5 bonus to hit and deal an extra 5 damage on a hit.

Bohemian. Wanderlust is in your bones; you

couldn't stay in one place for too long if you tried. You ignore nonmagical difficult terrain. Additionally, you can communicate simple ideas to any creature that understands at least one language using universal gestures and some creativity.

Explorer. Consulting vague maps and ancient texts, you have embarked upon an expedition to find a mythical location or chart a distant corner of the world. You gain proficiency in the Survival skill and with cartographer's tools and navigator's tools. Additionally, you learn one language of your choice.

Ghost. You are dead, as far as anyone knows. If you can keep moving and remain anonymous, no one will be the wiser. You gain proficiency in the Deception skill. Additionally, when you gain this feature, choose one falsehood about yourself that you practice until you can recite it perfectly. This falsehood can be a single lie or an entire false history. You never need to make a Deception check for this falsehood.

Hunted. You are pursued by those who would kill you on sight or drag you to an ill-fated end. You might be on the run from the law, a wayward assassin, or a supernatural force. This constant threat grants you a +5 bonus to your passive Wisdom (Perception) score and allows you to instantly awaken whenever a creature moves within 30 feet of you.

Pilgrim. Your journey is to a remote holy site, both as a test of faith and in search of enlightenment. You gain proficiency in the Religion skill. Additionally, you learn the light and spare the dying cantrips. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this feature (choose when you select this motive).

Seeker. You are searching for something or someone that is precious to you, such as a loved one or a powerful

magic item. You have advantage on ability checks you make to gather information about the object of your search. Additionally, you can take the Search action as a bonus action.

Vagrant. You are penniless and just trying to get by.

Because you are beneath the notice of most people, you never need to make a Stealth check to move unnoticed while traveling alone in public spaces. This anonymity fails if your conduct draws undue attention to yourself.

Additionally, you can perfectly conceal one-handed weapons on your person.

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Maneuvers

The vagabond can spend battle dice to utilize special maneuvers listed in this section. They are presented in order of prerequisite level. If a maneuver has prerequisites, you must meet them to learn it. You can learn the maneuver at the same time that you meet its prerequisites.

A level prerequisite refers to your level in this class.

Bear Hug

Immediately after you hit a creature with a melee attack on your turn, you can expend one battle die as a bonus action to attempt to grapple the target. Add the battle die to the Strength (Athletics) check. If you successfully grapple the target, it takes bludgeoning damage equal to the battle die's roll + your Strength modifier.

Bull Rush

When you move at least 10 feet in a straight line and immediately make a melee weapon attack against a creature, you can use a bonus action and expend one battle die to shove the target after the attack. Add the battle die to the Strength (Athletics) check you make to shove the target. On a success, you can choose to either knock the target prone or push it up to 10 feet away from you.

Cleave

Once on each of your turns, when you reduce a hostile creature to 0 hit points or score a critical hit with a melee weapon attack, you can expend a battle die to move up to 15 feet and make another melee weapon attack as part of the same action. On a hit, you add the battle die to the attack's damage roll.

Dig Deep

As a bonus action on your turn, you can expend one battle die to gain temporary hit points equal to the number rolled on the die + your Constitution modifier. These temporary hit points last for 1 minute.

Dodge Roll

You can expend one battle die as a bonus action to move up to 15 feet. This movement doesn't provoke opportunity attacks, ignores difficult terrain, and allows you to move through a hostile creature's space, as long as you don't end your movement there.

Eagle Shot

When you make a ranged weapon attack roll against a creature, you can use your bonus action and expend one battle die to add it to the roll. You can use this ability before or after making the attack roll, but before the GM says whether the attack hits or misses.

Effortless Dodge

As a bonus action, you can expend a battle die to take the Dodge action. You can't use this maneuver while wearing medium or heavy armor.

Battle Edge

Also at 3rd level, you gain an additional way to spend your battle dice. Once on each of your turns, when you hit a creature with an attack, you can expend one battle die and add it to the attack's damage roll.

Starting at 11th level, you can use this feature twice on each of your turns.

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.

Mettle

At 7th level, your determination allows you to shrug off effects that would otherwise harm you. When you are subjected to an effect that allows you to make a Constitution 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.

Ambush Reflexes

Beginning at 9th level, you can sense ambushes moments before they happen. You can't be surprised while you are conscious. Additionally, when you roll initiative, you can move up to your walking speed without provoking opportunity attacks.

Desperate Survival

By 15th level, you have a knack for evading lethal blows. If you have no more than half your hit points left and aren't incapacitated, critical hits against you automatically miss.

Martial Recovery

Starting at 18th level, you can use your bonus action to regain all of your expended battle dice. You can use this bonus action only if you haven't used a maneuver this turn, and after you use the bonus action, you can't use a maneuver until the end of the current turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Wayworn

By 20th level, your long years on the road have left you bone-weary, but always ready for danger. You are always considered to have fewer than half of your hit points for the purposes of your class features.

Mage Hand Press

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Lion's Challenge

When you hit a creature with a weapon attack on your turn, you can expend one battle die as a bonus action to challenge the target to a duel. Until the end of your next turn, that target has disadvantage on any attack roll that isn't against you.

Staggering Strike

As a bonus action when you make a weapon attack against a Large or smaller creature, you can expend a battle die to attempt to daze the target. On a hit, the target must succeed on a Constitution saving throw or be incapacitated until the start of your next turn.

Viper Strike

When you make a weapon attack on your turn, you can expend one battle die as a bonus action to extend the strike's distance. If it is a melee attack, increase your reach by 5 feet for that attack. If it is a ranged attack, increase the attack's range by 30 feet for that attack.

Additionally, if the attack hits, the target can't take reactions until the start of its next turn.

Heel-Cutter

When you make an opportunity attack against a creature, you can expend one battle die to knock the creature off balance, preventing it from escaping. You add the battle die to the attack roll, and on a hit, the target must make a Strength saving throw. On a failed save, its speed is reduced to 0 until the end of its turn.

Iron Wall

As a bonus action, you can expend a battle die to fortify

yourself. The next time you are hit by an attack within the next minute, roll the battle die. You gain a bonus to your Armor Class against the attack equal to half the number rolled on the battle die, rounded down (to a minimum of +1), potentially causing the attack to miss you. You must be wearing heavy armor to use this maneuver.

Lightning Reflexes

After you regain battle dice when rolling initiative, you can immediately expend one battle die and add it to your initiative roll, provided you aren't incapacitated or surprised.

Vagabond Maneuvers

Maneuver

Prerequisite

Level

Battle Dice

Cost Description

Bear Hug — 1 Grapple a target and crush them

Bull Rush — 1 After a charge, push a target away or knock it prone

Cleave — 1 Perform a deadly follow-up to a critical hit or mortal blow

Dig Deep — 1 Bolster yourself with temporary hit points

Dodge Roll — 1 Roll out of harm's way without provoking opportunity attacks

Eagle Shot — 1 Make a ranged attack with pin-point accuracy

Effortless Dodge — 1 Take the Dodge action as a bonus action

Heel-Cutter — 1 Prevent a foe from retreating

Iron Wall — 1 Gain an AC bonus against the next hit against you

Lightning Reflexes — 1 Add a battle die to your initiative roll

Lion's Challenge — 1 Challenge a target to single combat for one round

Staggering Strike — 1 Attempt to temporarily incapacitate a foe

Viper Strike — 1 Increase your reach and prevent a foe's reactions

Blinding Attack 5th 3 Aim for the eyes and attempt to temporarily blind a foe

Coup de Grace 5th 3 Attempt a killing blow

Ruinous Blow 5th 3 Permanently damage a foe's armor

Volley 5th 3 Target several foes with ranged attacks

Whirlwind Attack 5th 3 Attack multiple foes around you

Critical Strike 11th Varies Make an attack with a high chance of scoring a critical hit

Flourish 11th Varies Perform an elegant maneuver with up to five effects

Focused Assault 11th Varies Keep attacking until you miss

Stunning Blow 11th 5 Perform a powerful blow with a chance to stun

Wounding Strike 11th Varies Inflict bleeding wounds on a foe

Complete Vagabond

Flourish

Prerequisite: 11th level

You can use your action to perform a graceful maneuver with a melee weapon you are holding. Make a weapon attack against a creature. On a hit, expend up to five battle dice and add any number of them to the damage roll. Additionally, you can choose to inflict one of the following effects, plus an additional effect for each die you didn't add to the damage roll:

- If the target is Large or smaller, you knock it prone or push it 15 feet away from you.
- If the target can make multiple attacks on its turn, it can make one fewer than normal, to a minimum of one.
- The target has disadvantage on the next attack roll, ability check, or saving throw it makes.
- The target can't take reactions until the start of its next turn. If it has Legendary Actions, it can take one fewer before the start of its next turn.
- The target drops one item of your choice that it's holding. The object lands at its feet.

Focused Assault

Prerequisite: 11th level

You can use your action to initiate a series of rapid strikes. Make a weapon attack against a creature. On a hit, you can expend one battle die to attack the target again. You can continue expending battle dice and attacking the target, up to a maximum of five attacks, until you miss. On each hit after the first, add a battle die to the damage roll.

Stunning Blow

Prerequisite: 11th level

You can use your action to make a weapon attack against a creature, attempting to stun it with the force of the blow. On a hit, you expend five battle dice and add them to the damage roll. The target you hit must succeed on a Constitution saving throw or be stunned for up to 1 minute. A creature stunned by this maneuver makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer stunned.

Wounding Strike

Prerequisite: 11th level

You can use your action and make a weapon attack against a target, attempting to deal a bleeding wound. On a hit, you expend two, four, or six battle dice, and add half of them to the damage roll. The target suffers a bleeding wound for every two dice you expended. Constructs, Oozes, and Undead can't get bleeding wounds. While the target has one or more bleeding wounds, it loses hit points at the start of each of its turns equal to one roll of your battle die for each wound. The creature can use an action to staunch the bleeding of all of its wounds. While a target is bleeding, it can't regain lost hit points.

Blinding Attack

Prerequisite: 5th level

You can use your action to make a weapon attack against a creature, attempting to temporarily blind it. On a hit, you expend three battle dice and add them to the damage roll. The target you hit must succeed on a Constitution saving throw or be blinded for up to 1 minute. A creature blinded by this maneuver makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

Coup de Grace

Prerequisite: 5th level

You can use your action to make a melee weapon attack

against a creature that is missing any of its hit points. On a hit, you expend up to three battle dice and add them to the damage roll. If this attack reduces the target to 0 hit points, this maneuver expends no battle dice.

Ruinous Blow

Prerequisite: 5th level

You can use your action and make a melee weapon attack against a target that has natural armor or is wearing armor, attempting to sunder its defenses. On a hit, you expend three battle dice and add them to the damage roll. The target you hit suffers a –3 penalty to its Armor Class. The penalty imposed by this maneuver is cumulative if a creature is affected by it multiple times. Armor reduced to an AC of 10 in this way is destroyed. A creature can repair its armor or heal the damage dealt to its natural armor over the course of a long rest.

Volley

Prerequisite: 5th level

You can use your action and expend three or more battle dice to make a ranged weapon attack against a number of creatures up to the number of battle dice expended. Each target must be within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. On a hit, add a battle die to the damage roll.

Whirlwind Attack

Prerequisite: 5th level

You can use your action and expend three or more battle dice to make a melee attack against a number of creatures within 5 feet of you, up to the number of battle dice expended, with a separate attack roll for each target. On a hit, add a battle die to the damage roll.

Critical Strike

Prerequisite: 11th level

You can use your action to aim for a foe's vital areas.

Choose how many battle dice to expend on a hit, up to five, and make a weapon attack against a target. For each battle die, the number you must roll on the d20 to score a critical hit decreases by 2. For example, if you expend five battle dice, you score a critical hit on a roll of 10–20. On a critical hit, expend the chosen number of battle dice and add half of them, rounded down, to the damage roll.

Mage Hand Press

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Maneuver: Sick 'Em!

Also at 3rd level, you learn the following maneuver:

As a bonus action, you can expend a battle die to command your hound to attack a creature you can see within 40 feet of it. The hound moves up to its speed and makes one Bite attack against the target, adding the battle die to its attack roll.

Desperate Companion

Also at 3rd level, your hound will stop at nothing to protect you. If you have no more than half your hit points left, your hound has advantage on weapon attack rolls.

Hound's Instincts

By 6th level, your hound can pick up a scent and follow it for miles. While your hound is at your side, you have advantage on Wisdom (Survival) checks you make to track a creature and can always discern if a creature has passed through a location.

Additionally, you have advantage on Wisdom (Insight) checks you make to discern if a creature is hostile and any ability check you make to determine if a creature is disguised, possessed, or transformed.

Wanderer's Roads

No two vagabonds embark on the same journey; no two roads are the same. However, the destinations sometimes rhyme. Each of a vagabond's choices on their endless journey is a fork in the road that shapes them. Each mile

hardens them a bit more. Ultimately, a vagabond's choices and skills converge on an archetypal expression, that of a wanderer's road. This road represents how the vagabond chooses to travel, what they value most, and lines they will never cross.

Houndmaster

Stretching ever onward, the road is grueling and unforgiving. But, as houndmasters know, it need not be lonely. A single dog, mankind's most loyal companion, can make all the difference in the world. Houndmasters are never found without their dogs, who both serve as inseparable companions and fearsome defenders as the need arises.

Faithful Hound

Starting when you set out on this road at 3rd level, you always have your loyal hound at your side. Your hound's statistics improve as you gain levels in this class.

Commanding Your Hound. You can control your hound with verbal commands or hand signals while you are conscious without using any actions. In combat, your hound takes its turns immediately before or after your turn each round (your choice). If you are unconscious, your hound will move and attack to protect your body from harm.

Hit Points. For each vagabond level you gain after 3rd, your hound gains an additional Hit Die and increases its hit points accordingly.

If your hound drops to 0 hit points, it is stable but unconscious until it regains any hit points. See the *Does the Dog Die?* sidebar for how to govern your hound living or dying.

Proficiencies. Your hound uses your proficiency bonus rather than its own. Due to your connection and your hound's training, your hound adds your proficiency bonus to its Armor Class, saving throws, and damage

rolls.

Wanderer's Roads

Name Description

Houndmaster A wanderer, inseparable from their dog

Mage Brand Burns their body with magical runes to command minor magic

Rōnin A dangerous and disgraced knight

Hound

Medium Beast, Unaligned

Armor Class 12

Hit Points 16 (3d8 +3)

Speed 40 ft.

STR

13 (+1)

DEX

14 (+2)

CON

12 (+1)

INT

3 (-4)

WIS

12 (+1)

CHA

7 (-2)

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP) Proficiency Bonus +2

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

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Spellbranding

Starting when you set out on this road at 3rd level, you have been taught the agonizing magic of spellbranding.

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Branded Spells. By searing arcane symbols into your flesh, you gain the ability to harness certain spells. You gain two 1st-level spells of your choice from the Branded Spells table. At 6th level, you gain two 2nd-level spells of your choice from the table.

Because your spells are branded onto your skin, you can't later remove or replace a spell after it is gained.

Casting Spells of 1st-Level or Higher. To cast one of your branded spells, you must expend a number of battle dice equal to the spell's level.

Spellcasting Ability. Charisma is your spellcasting ability for your branded spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a branded spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

Loyal Redirection

By 10th level, you would put your life on the line for your hound. When your hound is within 5 feet of you and is targeted by an attack while you are within the attack's range or reach, you can use your reaction to change the target of the attack to you instead. Or vice-versa, your hound can use its reaction to change the target of an

attack to it instead, provided it is within 5 feet of you and within the attack's reach or range.

Old Dog, New Tricks

Starting at 14th level, your dog has learned how to perform dangerous combat maneuvers.

Battle Dice. Your hound has two battle dice, which are d12s. A battle die is expended when your hound uses it. It regains all of its expended battle dice when it finishes a short or long rest, or when it rolls initiative.

Maneuvers. Your dog knows two of your maneuvers that don't have a prerequisite. If a maneuver you use requires a target to make a saving throw to resist the maneuver's effects, the saving throw DC equals your Maneuver save DC.

Mage Brand

Searing runes and arcane geometry into one's skin is an agonizing practice known as spellbranding. Though it was once used by tyrannical giants to imbue their conscripts with a mote of magical potential, spellbranding has long since been disparaged in polite society. However, a few that are willing and desperate enough to burn themselves with magical runes might still utilize that magic today.

The so-called "Mage Brands" need none of a mage's intellect or a priest's faith; they need only tenacity and a tolerance for pain.

Does the Dog Die?

Your hound isn't just a minion to be sacrificed in combat: it's your most loyal companion, an important part of your character, and an integral component of your playstyle. Therefore, discuss with your GM about how to handle the possibility of your dog's death. Your dog might be narratively immortal and fully healed overnight, or its death might represent a major moment in your character's story, causing you to adopt another subclass, such as Death Wish, instead

of this one.

Mage Hand Press

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Recall

2nd-level conjuration (chronomancy)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 round

Record where you are when you cast this spell. Until the end of your next turn, you can use your reaction to teleport back to that location, or to the nearest unoccupied space. If you use this reaction in response to an attack, spell, magical effect, or any other damaging effect, resolve the triggering effect before teleporting.

Stone Bones

2nd-level transmutation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 round

You magically reinforce a creature you can see within range, granting it resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn.

Swift Flight

2nd-level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (a wing feather from any bird)

Duration: 1 round

Streaks of energy flow from the back of a willing creature you touch, tracing the shapes of wings. The target gains a flying speed of 30 feet until the end of its next turn. When the spell ends, the target falls if it is in the air and nothing

is holding it aloft.

Time Hop

1st-level conjuration (chronomancy)

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (the second hand of a clock)

Duration: Varies

You shunt yourself a few seconds into the future. Choose a duration: 1 round, 2 rounds, or 3 rounds. You vanish, reappearing after the duration at the start of your turn in the nearest unoccupied space to where you disappeared. While vanished, you are outside time; you can't take actions or reactions, time doesn't pass for you, your spell effects are suspended, and you can't be affected by attacks or effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can choose a duration of 1 minute. If you cast this spell using a spell slot of 5th level or higher, you can choose a duration of 1 hour.

Branded Spells

New spells are marked with an asterisk (*) and included at the end of the class description.

Spell Level Spells

1st expeditious retreat, instant replay,*

time hop,* sanctuary

2nd magic weapon, misty step, recall,*

stone bones,* swift flight*

Arcane Synesthesia

Starting at 6th level, due to your spellbrands, you can smell and taste the lingering evidence of magic. You can instantly identify a creature that has cast a spell within the last 24 hours. If you touch an object, you can detect if it is a magic item, but not its properties.

Aegis Mark

By 10th level, you bear a defensive spellbrand that wards

you from harm and punishes your foes. You can cast the spell hellish rebuke or shield using this feature without expending a spell slot or battle dice.

Once you use this feature to cast one of these spells, you can't do so again until you finish a short or long rest, unless you expend two battle dice to use it again.

Imprinted Spellscar

Beginning at 14th level, when a spell is cast that targets you, or you are in the area of a spell's effect, you can temporarily learn that spell if it is of 5th level or lower, marking it on your skin as a faint spellbrand. You can't use this ability to learn a spell that had no effect on you, even if it forced you to make a saving throw against it.

Once before you finish a long rest, you can cast this spell as a branded spell by expending a number of battle dice equal to the spell's level.

You know this spell until you cast it or you use this feature again.

Branded Spells

The following spells are available to the Mage Brand as branded spells, and are presented in alphabetical order.

Instant Replay

1st-level transmutation (chronomancy)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

The next time you miss a creature with an attack before this spell ends, you can instantly reset yourself to the moment before the attack and repeat it against the same target.

Complete Vagabond

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Rōnin

You were once a knight of renown, a blademaster almost without peer. But those days are long gone. You have

broken the only vows you have ever sworn, and worse, lived to tell the tale. Disgraced and despised, people know you only as a dangerous swordmaster—someone to be feared. You may search for a new master, a way to redeem the black mark on your honor, or simply to survive another day in your endless journey. Perhaps your broken vows still guide you, or perhaps you have abandoned all semblance of honor; only your conduct, and your blade, define you.

Infamy

Starting when you set out on this road at 3rd level, your violent reputation precedes you. Choose the Deception or Intimidation skill. You gain proficiency in the chosen skill. Whenever you make a Charisma check using the chosen skill, you can treat the result as a 10, or your vagabond level plus your Charisma modifier, whichever is higher.

Maneuver: Grudge

Also at 3rd level, you learn the following maneuver:

As a bonus action, you can expend a battle die to mark a creature that has dealt damage to you or a friendly creature with a grudge. This grudge lasts for 1 minute, or until you use this maneuver again.

At the start of each of your turns while the creature is marked, you gain a grudge battle die, which is a d6. You can only have one of these battle dice at a time. You can only use your grudge battle die to either fuel maneuvers or use Battle Edge targeting the marked creature.

Lone Wolf

By 6th level, you're used to being outnumbered. When you roll initiative and there are more hostile creatures than friendly creatures in the initiative order, you have advantage on the roll.

Additionally, other creatures don't gain advantage on attack rolls against you as a result of the Ambusher, Blood Frenzy, Grappler, or Pack Tactics traits, nor do they gain advantage as a result of the Help action. Furthermore,

circumstances such as enemies flanking or surrounding you don't grant other creatures advantage on attack rolls against you.

Killing Stroke

Starting at 10th level, when a creature that you can see makes a melee attack against you, you can use your reaction to preemptively strike. Make a melee weapon attack against the attacker; your attack precedes the triggering effect. You can draw a melee weapon as a part of this reaction. On a hit, the target takes damage as normal and its attack misses you, regardless of its roll. Once you use this feature, you can't do so again until you finish a short or long rest.

Swordmaster

By 14th level, your skill with a blade has no equal. Once on each of your turns when you make a melee weapon attack and miss, you can repeat that attack against the same target.

New Subclasses:

Brigand

Death Wish

Justicar

Knight Errant

Pugilist

Troubadour

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the Complete

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