

AVATAR INFLUENCE CLASS

LEVEL 1 FEATURES

Vessel. You have been touched by a power from beyond the material world. Choose one that describes its nature:

- () **Divine.** Once per Rest, you may heal a creature you can touch of 1 Affliction of your choice. A creature can only benefit from this effect once per month. Your Avatar Damage Type is Ardent.
- () **Infernal.** Once per Rest, after you have dealt damage to a creature with an attack or spell, you may deal half as much Infernal Damage to it as well. Your Avatar Damage Type is Infernal.
- () **Eldritch.** Once per Rest, after you have cast a spell, you may make all creatures that can perceive you make a Knowledge check against twice your Spell Save (2x(Might+Knowledge)), gaining the Dissociated condition for 1d4 Rounds on a failure. Your Avatar Damage Type is Eldritch.

CLASS SKILLS (×4 BASE COSTS)

Conduit (8)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 8 Mana

Tags: Avatar, Retaliate

You charge your body with a small amount of your Patron's power. The next time another creature touches you or strikes you with a melee attack, it takes 1d4 damage matching your Avatar Damage Type.

Unleash (12)

() **Specialized** (quarter all costs)

Range: 10ft. Cone.

Use: Reaction

Activation Cost: 12 Mana

Tags: AoE, Avatar, Retaliate

When you take damage, you may use your Reaction to emit a burst of power. All creatures in a 15ft. cone oriented directly toward the source of the damage suffer 1 point of damage matching your Avatar Damage Type.

Intensified. If you suffered a Condition or Affliction as a direct result of the triggering damage, this ability instead deals 1d8 damage.

Lance of Power (24+)

() **Specialized** (quarter all costs)

Range: 10+ft.

Use: Action

Activation Cost: 24+ Mana

Tags: AoE, Avatar, Line

You project a column of roiling energy in a 10ft. line. All creatures in the line must make a Precision check against your Spell Save (Might+Knowledge), taking 2d6+2 damage on a failure or half as much on a success. The damage matches your Avatar Damage Type.

Upcast: For every additional +4 Mana spent on this spell, increase the distance of the line by 5ft.

Fetter (16+/16+)

() **Specialized** (quarter all costs)

Range: Touch

Use: Action

Activation Cost: 16+ Mana

Sustaining Cost: 16+ Mana

Tags: Avatar, Grapple, Sustaining

You use your power to bind and damage a creature you can touch. It makes a contested Might check against your Spell Save (Might+Knowledge). On a failure, it suffers the same penalties as if it had been Grappled, except that it takes, and takes 1d4 damage

matching your Avatar Damage Type at the start of each of its turns, and you (but not the creature) are still able to cast Somatic spells. It may use Actions to repeat the check on its turn to escape.

Upcast: For every additional +2/+2 Mana spent on this spell, increase the target of the Save by 1.

Trailblaze (20)

() **Specialized** (quarter all costs)

Range: Self

Use: Action

Activation Cost: 20 Mana

Tags: Avatar, Movement, Utility

As part of this spell, make a Movement action, up to your available Speed.

- You leave a trail of power in your wake. Mark each 5' space you travel through.
- Hostile creatures move through them at half speed, taking 1d4 damage matching your Avatar Damage Type for each space they pass through.
- Friendly creatures take 1 damage matching your Avatar Damage Type while passing through these spaces, but do so at double speed.

This effect dissipates at the start of your next turn.

Torrent (36+/36+)

() **Specialized** (quarter all costs)

Range: 15ft.

Use: Action

Activation Cost: 36+ Mana

Sustaining Cost: 36+ Mana

Tags: Attack, Avatar, Sustaining

Make a Spell Attack against a creature you can see within range. On a hit, you deal 1d6 damage matching your Avatar Damage Type. You may choose to Sustain this spell. So long as you're Sustaining it, you may use an additional Action deal an additional 1d12 damage to the same target. If you can no longer perceive the target at any point, or it moves out of range, the spell ends.

Upcast: For every additional +2 Mana spent on this spell, add +1 to your Spell Attack and +1 Damage to each roll.

MAGE CLASS | CASTING: SOMATIC
PRIMARY STAT: MIGHT
SECONDARY STAT: KNOWLEDGE