

MURDER-HOBO CLASS



MURDER-HOBO

A drunken half-orc, dressed in mismatched armor, smashes a man through a table, shattering it in the process, before barrelling towards the other patrons. A skinny halfling walks through a marketplace, slender fingers lifting the purses and pouches of everyone around. A richly made-up tiefling lies in a brothel, surrounded by scantily-clad companions, beckoning to a serving girl.

These are all murder-hobos, a unique brand of adventurer renowned for their foolishness, hardness, and disregard for their own safety and the safety of others.

AIMLESS SELLSWORDS

Many murder-hobos claim to have a noble goal, but nearly all have but a single master: loot. A murder-hobo will kill anyone and anything for the possibility of treasure, and little can possibly get in the way of that.

A murder-hobo is happiest either when they are lying in a stupor, surrounded by coin, drink, and hangers-on; or else when they are neck-deep in blood, fire, and mud. When not killing things for their gold or spending that gold, a murder-hobo is forced to face difficult questions, such “Why do we need this gold, again?” and “What was the name of that dead guy this fancy hat belonged to?” Naturally, murder-hobos try their hardest to avoid such scenarios, and so spend as much time as possible either making merry or killing things.

UNCALCULATED AND UNCARING

Murder-hobos care little for anyone but themselves. If, in the process of slaying a dragon, a village must be burned to the ground, it is an acceptable loss. If a dozen city watch guards must be cut down to escape after a bar fight turns sour, all well and good. If a person must be murdered to obtain their fancy hat, well, that person should’ve known better.

Part of the reason murder-hobos tend to accrue such a high body count is their notorious lack of foresight: while some murder-hobos are possessed of a degree of low cunning, most care little for plans or preparations, preferring instead to face all challenges head-on. This, as one might expect, leads to many murder-hobos running afoul of fairly minor entities such as wealthy guilds, the law, or a god.

Still, no murder-hobo has ever truly changed in their ways, and so most just accept the reckless adventurers as a part of life - one that should be sent out of town by any means necessary.

CREATING A MURDER-HOBO

Murder-hobos invariably come from one of three backgrounds: their upbringing involved incredibly powerful individuals and forces at play that eventually culminated in some kind of power or fortune being vested in them; their upbringing involved the tragic and brutal deaths of everyone they ever knew; or their upbringing was entirely non-descript and is never mentioned.

When making a murder-hobo, ask yourself questions like, “Isn’t it great that I’m just better than anyone else?” or “How can we steal that enchanted greatsword instead of paying for it?” or “Why do these townsfolk keep screaming when we enter the town?”

Do this, and you will craft a compelling and meaningful murder-hobo, one truly capable of untold deeds and actions.

QUICK BUILD

You can make a murder-hobo quickly by following these suggestions. First, Constitution should be your highest ability score. Second, choose the Urchin background.

CLASS FEATURES

As a murder-hobo, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per murder-hobo level

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: none

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Deception, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- (a) a martial weapon and shield or (b) two martial weapons
- (a) scale mail or (b) leather armor
- (a) a burglar's pack or (b) a dungeoneer's pack or (c) an explorer's pack
- 5 torches, a flask of oil, a flask of hard liquor, a crowbar, and two daggers

HOMELESS RESILIENCE

Starting at 1st level, your time spent on the streets - rather than in inns or houses - has inured to common illnesses and injuries. You gain advantage on saving throws to avoid or resist being poisoned or infected with disease. In addition, you can eat rotten or spoiled food and drink without risking illness or disease.

SCRAPPER'S TALENT

Beginning at 1st level, you have learned to utilize any and all available tools and objects at your disposal. You gain proficiency with improvised weapons.

THE MURDER-HOBO

Level	Proficiency Bonus	Bullying Strike	Features
1st	+2	-	Homeless Resilience, Scrapper's Talent
2nd	+2	1d4	Bullying Strike, Fighting Style
3rd	+2	1d4	Uncouth Behavior
4th	+2	1d4	Ability Score Improvement
5th	+3	1d6	Extra Attack
6th	+3	1d6	Finders, Keepers, Uncouth Behavior Feature
7th	+3	1d6	Expert Looter
8th	+3	1d6	Ability Score Improvement
9th	+4	1d6	Lack of Self-Preservation
10th	+4	1d6	Uncouth Behavior Feature
11th	+4	1d8	Needling Taunt, Improved Bullying Strike
12th	+4	1d8	Ability Score Improvement
13th	+5	1d8	Unreliable Word, Warden's Nightmare
14th	+5	1d8	Uncouth Behavior Feature
15th	+5	1d8	Pocket Sand
16th	+5	1d8	Ability Score Improvement
17th	+6	1d10	Uncouth Behavior Feature
18th	+6	1d10	Just Another Monster
19th	+6	1d10	Ability Score Improvement
20th	+6	1d12	Refusal to Die

FIGHTING STYLE

At 2nd level, you have practiced in your given style and method of fighting. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 to bonus to attack rolls you make with ranged weapons.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add our ability modifier to the damage of the second attack.

BULLYING STRIKE

Starting at 2nd level, you have learned to exploit weak enemies, capitalizing on any advantage. The first time you hit an enemy with a weapon attack, if the creature is a smaller size than you, is of a Challenge Rating less than your murder-hobo level, or is less visibly wealthy than you, the creature takes an extra 1d4 damage. At level 5, this increases to 1d6. At level 11, it increases to 1d8. At level 17, it increases to 1d10. At level 20, it increases to 1d12. At 11th level, this effect takes place every time you hit an enemy with a weapon attack, not just the first attack.

UNCOUTH BEHAVIOR

Starting at 3rd level, you have settled in to one particular type of distinctly uncouth behavior, which, while unseemly, grants certain advantages. You gain Uncouth Behavior features at 3rd level, and again at 6th, 10th, 14th, and 17th levels.

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.

FINDERS, KEEPERS

Starting at 6th level, you have learned to use any and all equipment available to you, regardless of intent. You ignore all alignment requirements on magical items.

EXPERT LOOTER

At 7th level, your time spent digging through corpses for coppers has paid off. You gain advantage on all Wisdom (Perception) and Intelligence (Investigation) to search dead bodies, and gain advantage on all Intelligence (Nature) rolls to harvest parts from dead creatures.

LACK OF SELF-PRESERVATION

At 9th level, you have done a number of great deeds, such that you rarely fear for your life. You have advantage on all saves to resist being frightened. Additionally, you have resistance to bludgeoning damage incurred from falling.

NEEDLING TAUNT

Beginning at 11th level, when you hit an enemy creature with a weapon attack, you can use a bonus action to taunt them, drawing the creature's attention towards you. The creature must immediately make a Charisma saving throw with a DC equal to your murder-hobo level. On a failure, for the next minute, that creature has disadvantage on all attack rolls that do not target you, and you have resistance to all damage dealt by that creature. Once you use this ability, you must finish a long or short rest before you can use it again.

UNRELIABLE WORD

At 13th level, you are massively irresponsible and rarely ever hold up your end of deals. When you enter into a magical contract with another creature or being, you suffer no ill effects on breaking the contract. Note that creatures may be upset with you for doing so.

WARDEN'S NIGHTMARE

Starting at 13th level, you have learned to escape from myriad forms of imprisonment. You cannot be restrained, and you have advantage on rolls made to pick locks, break windows, snap rope, and bend bars when you are attempting to escape from imprisonment or capture.

POCKET SAND

By 15th level, you have learned to cram your pockets with sand, rubble, and loose soil, and have mastered the art of flinging it into opponent's eyes. As an action, you can hurl sand in a 30-foot cone. Any creature within must make a Constitution saving throw with a DC equal to your murder-hobo level. On a failure, the creature is blinded. At the end of each of their turns, they can make a Constitution saving throw, ending the effect on a success.

JUST ANOTHER MONSTER

Beginning at 18th level, you have fought so many enemies without understanding what they are, your sheer force of willful ignorance can overpower the strongest foes. If you are fighting a creature that speaks a language you do not understand, you ignore that creature's damage resistances and immunities, and have advantage on saving throws against abilities, attacks, spells, or features it uses.

REFUSAL TO DIE

At 20th level, even Death itself has learned to fear you, or at least be annoyed by you. When you take damage that reduces you to 0 hitpoints and there is damage remaining, make a Constitution saving throw with a DC equal to the damage remaining. If there is no damage remaining, you automatically succeed on the saving throw. On a success, you can immediately spend any number of hit dice to regain hitpoints, exactly as if you had taken a rest. If you have no hit dice or do not wish to spend them, you go unconscious as normal.

UNCOUTH BEHAVIORS

Different murder-hobos have different ways of expressing their "individuality." The behavior you embrace reflects your own tragic backstory.

DIPSOMANIA

Dipsomaniacs are raging alcoholics, utterly addicted to hard drink. However, they have learned to live with their problems, and eventually gain strength and resilience from it.

INTOXICATED FURY

Beginning at 3rd level, your drunkenness grants you further strength and combat prowess. When you drink at least one alcoholic beverage, for the next hour, you gain advantage on all Strength and Constitution saving throws and ability checks, and your unarmed strike uses a d4 for damage.

BARFLY'S TRAINING

Starting at 3rd level, you gain proficiency in brewer's tools. If you were already proficient, your proficiency bonus for the tool doubles. Additionally, you gain proficiency in heavy armor.

PLASTERED VIGOR

Starting at 6th level, when you drink at least one alcoholic beverage, you gain temporary hitpoints equal to your murder-hobo level + your Constitution score. You can only gain this benefit once per hour.

DRUNKARD'S TOUGHNESS

Beginning at 10th level, when you drink an alcoholic beverage, you can immediately gain resistance to either bludgeoning, piercing, or slashing damage. This effect lasts for 1 minute, or until you use this feature again.

PROLONGED INEBRIATION

Starting at 14th level, your body has acclimated to increased levels of alcohol, and its strength grows dependent on the drink. At the end of every day in which you drink only alcoholic beverages, your hitpoint maximum increases by 1. If you drink a non-alcoholic beverage or 24 hours pass without drinking an alcoholic beverage, all of these benefits are instantly lost.

SHARED BREWS

Starting at 17th level, your love for drink has spread, at least in some part, to your companions. When you drink at least one alcoholic beverage, you can designate up to six friendly creatures you can see to also drink at least one alcoholic beverage. Once these creatures finish their drinks, they then gain the benefits of your Intoxicated Fury, Plastered Vigor, and Drunkard's Toughness features, using your Constitution score and murder-hobo level as if it was their own. You must also drink at least one alcoholic beverage for these benefits to occur.

KLEPTOMANIA

Kleptomaniacs have the irresistible urge to steal, unable to resist the allure of gold, jewels, or anything else that might catch their eye. They eventually grow to be more capable thieves, able to steal increasingly precious goods.

STICKY FINGERS

Starting at 3rd level, you gain proficiency in Sleight of Hand and Thieves' Tools. If you are already proficient in either, your proficiency bonus for that skill or tool is doubled. Additionally, you can take the 'Use an Object' action as a bonus action whenever you use it to steal, lift, or palm an object.

DEEP POCKETS

At 3rd level, you learn how to more effectively carry loot and valuables, and assess their value in comparison. Your carrying capacity increases by an amount equal to 5 x your murder-hobo level. Additionally, if you spend one minute observing a luxury object, such as jewelry or fine clothing, you can learn its worth when sold, both legally and illegally.

EYE FOR COIN

Starting at 6th level, you have learned to size up individuals based on their worth. When you spend one minute interacting with or observing an individual, you can immediately learn the value of every object they are carrying or wearing when sold, both legally and illegally. This includes items that may be hidden on their person. Additionally, for one hour afterward, you have advantage on Dexterity (Sleight of Hand) rolls to steal or pickpocket from that individual.

WAGES OF CRIME

By 10th level, you have learned to maximize profits from your exploits, and viciously punish anyone who would stop you. If you attempt to sell an item that you did not purchase with gold (such as a stolen coronet, or part of a slain dragon's hoard) and the buyer is not offering gold equal to its value as determined by your Deep Pockets feature, you have advantage on rolls made to haggle, threaten, or barter with the buyer.

If the buyer refuses to purchase your item for full value, you have advantage on Dexterity (Stealth), Dexterity (Sleight of Hand), and Charisma (Deception) rolls made to steal or heist that item from the buyer afterwards.

STRIKE-AND-STEAL

Beginning at 14th level, you can pry valuables and gear from an enemy, even in the midst of combat. When you hit an enemy with a melee weapon attack and have at least one free hand, you can immediately attempt to take one object they are carrying, either in their hand or on their person. To steal an item, make a Dexterity (Sleight of Hand) roll contested by the target's Strength (Athletics) or Dexterity (Acrobatics). If you succeed, you can immediately take one item as part of the attack.

GOLDEN VISION

Starting at 17th level, you are so attuned to gold and valuables, they physically affect your senses: in addition to sight, you can hear, smell, and feel riches. You know the distance to and location of any and all coins, jewelry, fine art, gemstones, and other luxury goods within a 300 foot radius, and can use your Eye for Coin and Deep Pockets features on these objects. As an action, you can increase the radius of this feature to 1 mile for one hour, after which you must finish a long rest before being able to do so again.

NYMPHOMANIA

Nymphomaniacs are lusty individuals, full of unchecked libido and lascivious desires. They are expert charmers, capable of talking their way into and out of many questionable situations.

SPELLCASTING

When you reach 3rd level, you have learned subtle magics, meant to fool and charm individuals.

Cantrips. You learn three cantrips: *friends* and two other cantrips of your choice from the sorcerer spell list. You learn another sorcerer cantrip of your choice at 10th level.

Spell Slots. The Nymphomaniac table shows you how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *charm person* and have a 1st-level and a 2nd-level spell slot available, you can cast *charm person* using either slot.

Spells Known of 1st-Level or Higher. You know three first-level sorcerer spells of your choice, two of which you must choose from the enchantment and illusion spells on the sorcerer spell list.

The Spells Known column of the Nymphomaniac spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For example, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, as you cast your spells through your innate guile and grace. You use your Charisma score whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

DANCER'S ARTS

Beginning at 3rd level, you have practiced the ways of street dancers, and companions of the night. When you cast friends, if you engage in one romantic gesture with the target while the spell is active, such as a kiss or favor, you can increase the duration of the spell to up to 10 minutes. Additionally, you can remove any armor or clothing you are wearing as a bonus action, and you gain proficiency with one instrument of your choice.

SILVER TONGUE

Starting at 6th level, you gain proficiency with Deception, Persuasion, and Performance. If you are already proficient with any of these skills, your proficiency bonus for that skill is doubled.

EYE-CATCHING SHOW

By 10th level, you have learned to grab the attention and focus of those nearby, likely preventing them from noticing anything else. You can, over the course of at least one minute, perform a show, during which you must remove at least one article of clothing or piece of armor per minute. Any humanoid that can see you must, after one minute, make a Wisdom saving throw against your spell save DC. On a failure, that humanoid is effectively blinded, unable to see anything but your performance.

This effect lasts as long as you can perform, though if a creature begins to suffer the effects of long-term hunger or thirst, the effect is ended for them.

TEMPTOR'S TOUCH

Beginning at 14th level, if a creature charmed by you has demonstrably expressed romantic affection or interest for you, that creature remains charmed for an additional 24 hours, no concentration required.

MASTER MANIPULATOR

Starting at 17th level, you can directly influence the minds of creatures already drawn to you.

Nymphomaniac Spellcasting

Murder-Hobo Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

You can cast suggestion on creatures charmed by you without expending a spell slot, whether you know the spell or not, so long as you promise at least some romantic affection for them as a part of the suggestion itself.

Once you cast suggestion in this way on a creature, you cannot affect that creature with this ability until their current charmed condition has ended and then been re-applied.

Psychomania

Psychomaniacs are angry, unpredictable individuals, full of hate and rage. They will lash out at a moment's notice, and have an intense love of violence and blood.

Alleviate Boredom

Beginning at 3rd level, you can unleash devastating damage in short, unpredictable bursts. When you hit a creature with a weapon attack that is surprised, restrained, unconscious, incapacitated, or is non-hostile to your party, you deal an additional 3d6 damage.

Killer's Training

By 3rd level, you have learned the skills and talents necessary for murder. You gain proficiency in heavy armor, and have advantage on initiative rolls.

Bloodlust

Beginning at 6th level, you have begun to draw on the raw life force of your slain foes, spurring you onward. When you reduce a creature to 0 hitpoints that has a CR of at least 1/8 or is a humanoid, you immediately regain a number of hitpoints equal to your Constitution modifier.

HEADHUNTER

Starting at 10th level, you have a keen urge to murder those that are in positions of authority. When you hit a target with a weapon attack, you can designate that as a Headhunter attack.

For every 10 creatures that target is in command of, you deal an extra 1d12 damage, up to a maximum of 5d12. Once you use this ability, you cannot use it until you have completed a short or long rest.

CANNIBAL

Beginning at 14th level, you can regain sustenance and vigor by eating the corpses of your enemies. When you consume the flesh of a humanoid killed by you or your companions, you immediately regain 1 hit die. You can only regain one hit die per corpse eaten in this manner.

BUTCHER

By 17th level, you have become an avatar of blood and death. When you reduce an enemy to 0 hitpoints that has a CR of at least 1/8 or is a humanoid, you gain an additional 30 feet of movement and can make two additional attacks when you take the attack action on your turn. These benefits last until the beginning of your next turn.

PYROMANIA

Pyromaniacs have an innate and deep-seated love of fire and flame. They enjoy playing with fire, watching fire, and setting fire to anything and everything.

SPELLCASTING

When you reach 3rd level, you have learned fire magic, to create further flame, and burn all in your path.

Cantrips. You learn three cantrips: *produce flame* and two cantrips of your choice from the sorcerer spell list. You learn another sorcerer cantrip of your choice at 10th level.

Spell Slots. The Pyromaniac table shows you how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *burning hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *burning hands* using either slot.

Spells Known of 1st-Level or Higher. You know two first-level sorcerer spells of your choice, which you must choose from the conjuration and evocation spells on the sorcerer spell list. You also know one other spell, which can come from any school of magic and from any spell list, but must be able to deal at least 1 point of fire damage.

The Spells Known column of the Pyromaniac spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be an conjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For example, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic and from any spell list, but must be able to deal at least 1 point of fire damage.

PYROMANIAC SPELLCASTING

Murder-Hobo Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
5th	3	4	3	-	-	-
6th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots, and it must be a conjuration or evocation spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level, in which case it can be from any spell list and from any school of magic, but must be able to deal at least 1 point of fire damage.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, as you cast your spells through your innate guile and grace. You use your Charisma score whenever a spell refers to your spellcasting ability.

In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

LOVER OF FLAME

Beginning at 3rd level, you have learned to start fires efficiently, and can evade much of the damage that comes from burning. You have resistance to fire damage. Additionally, you can light a torch as a bonus action.

PHLOGISTON-WIELDER

At 6th level, you have learned to create and use alchemist's fire better than any other. Over the course of a short or long rest, you can create one vial's worth of alchemist's fire, which you can store in a vial.

Additionally, as an action, you can apply alchemist's fire to one weapon made of a non-wood material. For the next minute, on a hit, that weapon that deals a bonus 1d4 fire damage.

ARSONIST

Beginning at 6th level, any objects or structures that you deal at least 1 point of fire damage to are vulnerable to fire damage for the next hour.

CONFLAGRATOR

Starting at 10th level, when you deal at least 1 point of fire damage to a creature, that creature sets on fire. A creature that is on fire suffers 1d4 fire damage at the beginning of each of their turns for 1 minute. At any point, a creature can use its action to put out a fire on itself or one creature within its reach.

SCORCHING BLOOD

By 14th level, your very blood has become volatile and fiery. When you suffer damage, you can immediately use your reaction to deal 1d6 fire damage to all creatures and objects within 5 feet of you, including yourself.

INCINERATOR SOUL

Beginning at 17th level, your literal soul has become flame. When you roll fire damage with a spell of 1st-level or higher, you deal maximum damage instead of rolling. Additionally, you are immune to fire damage.

SOME CREDITS

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CHANGELOG

10/16/18

Fixed formatting issue with Ability Score Improvement running off of page 3.

Added Fighting Style to the class table at level 2.

Corrected Pyromaniac's spells to be conjuration and evocation, instead of enchantment and illusion.

Fixed the bag-of-rats issue with Psychomaniac's Bloodlust and Butcher features by requiring the enemy to be at least CR 1/8, or be a humanoid. Slight nerf, sorry psychos.