

PRISMATIC ALLY



A SIDEKICK OPTION FOR
THE PRISM CLASS

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SIDEKICKS

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Sidekick Rules (Prism)

The prism is a master of the magic of light. In particular, the inner light that suffuses every living being and connects us. It's a latent divinity within us that influences who we manifest as in the world. A prism is set apart by mastering the techniques of manifesting this light, called projections. In addition, they can infuse their projected light with the power to alter the inner light of other living creatures. Our light guides who we are and how we act. When our light burns red hot, we are prone to fits of rage. When our light seethes a cool blue-green, we are calm and at peace.

When introducing a prism sidekick, consider the needs of your party. A prism is a natural sidekick because they work behind the scenes, bolstering allies, debuffing enemies, and massaging the compliance of ungenerous quest givers by plying their social talents and magic. Your players will feel good having a prism alongside them, and despite their radiance, never feel outshined.

Proficiencies

The prism sidekick is proficient in simple melee weapons and one tool of your choice from among calligrapher's kit, glassblower's tools, or painter's supplies.

Advancement

When your sidekick gains a level, consult the table below and the row appropriate to the new level. These features are added to the sidekick's statblock. In the case of the prism sidekick, note that at 2nd level you gain the **Spellcasting** feature and any rules associated to it.

Prism (Sidekick)

1st-level Medium humanoid

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	15 (+2)

Saving Throws Cha +4

Skills Insight +2, Performance +4, Persuasion +4

Senses passive Perception 10

Languages Common, plus one of your choice

Unarmored Defense. While the prism is wearing no armor and wielding no shield, its AC includes its Charisma modifier.

Actions

Projection Attack. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 5 (1d6 + 2) radiant damage.

Projection Barrier. Choose one creature within 60 feet. The prism projects a barrier of light that grants that creature 1d6 temporary hit points. This lasts until the end of the prism's next turn.

Prism Sidekick Advancement Table

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. The prism gains two 1st-level spell slots and learns two 1st-level spells: <i>bright strike</i> and <i>muddle</i> . The prism's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks) Projections. The prism's actions, Projection Attack and Projection Barrier, have their 1d6 increased to 2d6. Empathy. On the prism's turn in combat, it can incite anger or bravery into a creature as a bonus action. Choose a creature within 60 feet and one of the following effects. Anger. The target must spend twice as much movement to move further away from the closest hostile creature it can see when this feature is used until the end of its next turn. Bravery. The target has advantage on its first attack roll before the end of its next turn.
3rd	22 (4d8 + 4)	
4th	27 (5d8 + 5)	Ability Score Improvement. The prism's Charisma score increases by 2, raising the modifier by 1, so increase the following numbers by 1: their Armor Class; the Charisma saving throw bonus; the Performance and Persuasion bonuses; and the bonuses to hit and damage of the prism's spell attacks. Proficiency Bonus. The prism's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the spell attacks by 1.
5th	33 (6d8 + 6)	Spellcasting. The prism gains one 1st-level spell slot and one 2nd-level spell slot. The prism also learns one 1st-level spell and one 2nd-level spell: <i>healing word</i> and <i>pyrotechnics</i> .
6th	38 (7d8 + 7)	Refraction. You can use your action to manifest two projections, either with your Projection Attack or Projection Barrier.

Nobock Brightforge

Lawful Good, Mountain Dwarf, Male, 325 years old

Appearance. Nobock carries himself with an elegant and regal disposition. He shrouds himself in brightly colored silks, like a living tapestry. His aged white beard is kept tied in a tight knot and his hair tied back as well, putting his youthful face on proud display for all to see. He keeps his nails well trimmed, his nostrils as well, and is as much unlike any other mountain dwarf as an elf would be.

Characteristics. His heart and belly are not stoked with the fiery temper of a normal dwarf, but deep within his soul, the fires of a thousand forges burn brightly. His stoic and calm nature disguise his true fury.

Bond. An immaterial thing, Nobock carries with him a clear gemstone he found early in his life. While excavating a vein of ore, this twinkling gem fell as his feet. What he saw when he looked inside, he has never shared with anyone, but it set him on this path in life.

Flaw. Nobock carries with him a deep disdain for his home. The city under the mountain where he was raised was steeped in darkness, and he has never found comfort there.

Tone. His demeanor elicits a nobility that he has no true claim to. As such, he comes off arrogant - steeped in an overbearing confidence in his artistry.

Need. Nobock's set himself apart among his people as an artisan who can weave color into all that he creates. True to his heritage, his hammer strikes true on the anvil but within it, the gem he found as a child. Each strike creates brilliant sparks of every color imaginable, and the metallic surfaces of his forged goods become emblazoned with a rainbow shine. Nobock seeks to carve a name for himself and his work far and wide.

Offer. When you encounter Nobock, it is likely in a busy marketplace or otherwise burgeoning city center. His brilliant clothes are unmistakable and eye-catching. If you engage him in conversation, he will ask if he can impart a minor magical effect on any metal armor or weapons you are carrying. This magic makes the worked metal surfaces of your weapons and armor shimmer with a prismatic hue. If he becomes your sidekick, he can impart this trait on any nonmagical metal item you have in your possession during a short or long rest.



Appendix A - Spells

Bright Strike

1st-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You imbue your spells with the burning light of your soul. The next time you hit with a spell attack during this spell's duration, your attack deals an extra 2d6 radiant damage. Additionally, you cause the target to shine bright light in a 15-foot radius and dim light for another 15 feet beyond that for the duration of this spell.

Muddle

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You choose a creature in range of this spell and attempt to flood its mind and soul with a series of confusing and nonsensical thoughts and feelings. The target must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this spell. A creature that fails this saving throw must roll a d6 and subtract the number rolled from all its attack rolls and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on a success.

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