

Mercenary

Mercenaries? I know mercenaries. They're three things: polite, efficient, and ready to kill anyone they meet! And when I say 'polite,' I mean they'll stab a blade in your belly so fast you won't have time to watch your buddies suffer, and when I say 'efficient' I mean they'll strike down your friends in that very same thrust like one big human friendship kebab. Actually, mercenaries are one thing - unpredictable. You see, a good mercenary is equal parts skilled combatant, cunning opportunist, and completely unhinged psychopath—though that is three things, but they combine into one thing. What I'm getting at is they fight like demons and are as unpredictable as demon-infused monkeys. A wizard tried to infuse the soul of a monkey into me once. But I used the skeleton that lives inside me to beat the ever-loving crap out of it. Turns out monkey souls are weak to being bludgeoned to death.

Core Mercenary Traits

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Mercenary level
Saving Throw Proficiencies	Strength and Constitution
Skill Proficiencies	Choose 2: Acrobatics, Athletics, Intimidation, Persuasion, Perception, or Survival
Weapon Proficiencies	Simple and Martial weapons
Armor Training	Light and Medium armor and Shields
Starting Equipment	Choose A, B or C: (A) Scale Mail, Greatsword, 4 Javelins, Explorer's Pack, Chain, and 14 GP; or (B) Studded Leather Armor, Scimitar, Heavy Crossbow, 20 Bolts, Explorer's Pack; or (C) 131 GP

Becoming a Mercenary...

As a Level 1 Mercenary

- Gain all the traits in the Core Mercenary Traits table.
- Gain the Mercenary's level 1 features, which are listed in the Mercenary Features table.

As a Multiclass Mercenary

- Gain the following traits from the Core Mercenary Traits table: Hit Point Die, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Mercenary's level 1 features, which are listed in the Mercenary Features table.

Mercenary Features

Level	Proficiency Bonus	Class Features	Weapon Mastery
1	+2	Mannpower, Mini-Crit, Weapon Mastery	2
2	+2	Fighting Style, Quick Draw	2
3	+2	Mercenary Subclass	2
4	+2	Ability Score Improvement	3
5	+3	Extra Attack	3
6	+3	Subclass feature	3
7	+3	Screamin' Eagle, Fast Fingers	3
8	+3	Ability Score Improvement	3
9	+4	Built to Last, Relentless Offense	3
10	+4	Subclass feature	4
11	+4	Balance of Power	4
12	+4	Ability Score Improvement	4
13	+5	Duty Bound	4
14	+5	Subclass feature	4
15	+5	Party Loyalty	4
16	+5	Ability Score Improvement	4
17	+6	Heavy Mettle	4
18	+6	Dominator	4
19	+6	Epic Boon	4
20	+6	Australian Self	4

Level 1: Mannpower

When you fight, you enter a flow state that builds with each strike. This surging power goes by many names—hype, rage, charge, crikey— some more eccentric individuals simply refer to it with a guttural "Mmmph." However, most just call it Mannpower.

Gaining Mannpower

When you hit a hostile creature with a weapon attack or Unarmed Strike, you gain 1 point of Mannpower.

Alternatively, when a creature you can see hits a creature hostile to you with an Attack Roll, you can take a Reaction to gain 1 point of Mann-power.

You can only gain Mannpower once per Turn. The maximum amount of Mannpower you can have is 10.

Benefits of Mannpower

Your Mannpower fuels your other features. The more you have the better they are. Some features allow you to spend points of Mannpower to perform tasks.

Losing Mannpower

You lose all of your Mannpower if you end your turn and you haven't gained a point of Mannpower since the end of your last turn. Leaving Initiative usually means you lose all your Mannpower.

Level 1: Mini-Crit

You can score a weaker version of a Critical Hit, called a Mini-Crit.

How to score a Mini-Crit

When you make an Attack Roll, you score a Mini-Crit if the number rolled on the d20 was between 10 and 10 + your Mannpower. Unlike a Critical Hit, scoring a Mini-Crit does not allow you to automatically hit.

Benefits of a Mini-Crit

When you score a Mini-Crit on an Attack Roll that hits, before rolling damage, you can set one of the damage dice to its maximum value. For example if you chose a d12, set it to 12.

You can benefit from both a Mini-Crit and a Critical Hit on the same attack roll.

Level 1: Weapon Mastery

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Mercenary levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Mercenary Features table.

Level 2: Fighting Style

You have honed your martial prowess and gain a Fighting Style feat of your choice.

Whenever you gain a Mercenary level, you can replace the feat you chose with a different Fighting Style feat.

Level 2: Quick Draw

You have Advantage on Initiative rolls. In addition, you can take the Utilize action as a Bonus Action.

Level 3: Mercenary Subclass

You gain a Mercenary subclass of your choice.

Level 4: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 5: Extra Attack

You can attack twice instead of once whenever you take the Attack action on your turn.

Level 6: Mercenary Subclass

You gain your 6th level Mercenary subclass feature.

Level 7: Screamin' Eagle

When you roll Initiative, you can yell a loud taunt, insult, or war cry and gain 1 point of Mannpower.

Level 7: Fast Fingers

You can take the Magic action as a Bonus Action to use a magic item that requires that action.

Level 8: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 9. Built to Last

When you fail a Saving Throw, you can spend 1 point of Mannpower and then add 1d12 to the total, potentially turning it from a failure into a success. If the number rolled on the d12 is less than your Mannpower, set it to your Mannpower.

Level 9. Relentless Offense

If you score a Mini-Crit with a Melee Weapon Attack, you can spend 2 points of Mannpower to turn that Mini-Crit into a Critical Hit. This confers all the benefits of normal Critical Hit.

You gain your 10th level Mercenary subclass feature.

Level 11: Balance of Power

Whenever you would gain 1 point of Mannpower, gain 2 points instead.

Level 12: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 13. Duty Bound

You become Immune to the Frightened condition.

Level 14: Mercenary Subclass

You gain your 10th level Mercenary subclass feature.

Level 15: Party Loyalty

When an ally you can see hits a creature hostile to you with an Attack Roll, you can take a Reaction to make a weapon attack or Unarmed strike against that same target. If you hit, you gain 2 points of Mannpower.

Level 16: Ability Score Improvement

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify.

Level 17: Heavy Mettle

When you roll Initiative, you can yell an even louder taunt, insult, or war cry. Instead of gaining 1 point of Mannpower, roll 1d8 and gain that many.

Level 18. Dominator

You can now spend 2 points of Mannpower to turn any Mini-crit into a crit. If it was a melee weapon attack, you can now do so without needing to spend any Mannpower.

Level 19: Epic Boon

You gain an Epic Boon feat or another feat of your choice for which you qualify.

Level 20. Australian Self

You become a being of pure Mannpower.

Permanent Changes

When you gain this feature, the following occurs:

Appearance

Your appearance permanently changes to make you look like a more fierce and Australian version of yourself.

Creature type

Your creature type changes to Celestial, Fiend, Fey, or Monstrosity (your choice when you gain this feature). You can choose to be treated as a Humanoid for the purpose of effects that require you to be humanoid.

Height

Roll 1d6 and add 5. You grow a number of inches in height equal to the total. This does not change your Size.

Inner Australian

Whenever you take an Action, you can choose to activate your inner Australian self. When you do so, you are considered as always having 10 points of Mannpower for the next minute.

Once you have used this feature, you can't do so again until you finish a Long Rest. If this feature is expended when you finish a Short Rest, you can recharge this feature the next time your Mannpower reaches 10.

Mercenary Subclasses

Divine Scappers

Divine Scappers, or simply Scappers, emerged from a blend of madness and ingenuity. The first of their kind were bombardiers who were captivated by how wizards used strange alchemical ingredients like bat guano to create huge balls of fire. They tried using these materials themselves, but without the magic to unlock their power, nothing happened. Their curiosity then shifted to that of the paladins, whose righteous fury in battle created devastating smites. That's when the idea struck: combine the alchemical ingredients with raw divine power. Nobody really knows how, but by mixing together a concoction of gunpowder, holy water, and whatever strange alchemical items they can get their hands on, Scappers are able to create incredibly deadly and incredibly volatile explosives.

Level 3: Savvy Bomber

You've learned how to create divine explosives. As part of a Long Rest, you can use Brewer's Supplies to craft a number of divine bombs equal to your Proficiency Bonus. As long as you have access to water and natural items like plants, dirt, or animal parts, you can make Divine Bombs.

You gain 1 point of Mannpower if you can see the bomb explode.

Divine Bombs become mundane and lose all effect after 24 hours.

Divine Bombs

As an Ultize action, you can arm and throw the Divine Bomb to a point within 40 feet of yourself. The bomb explodes on impact and each creature in a 10-foot-radius Sphere centered on that point must make a Dexterity saving throw, taking 2d4 Radiant damage on a failed save. Fiends and Undead have Disadvantage on the saving throw.

If you roll an 4 on a d4 for this damage roll, you can roll another d4, and add it to the damage, to a total of 4d4.

Level 3: Tool Proficiency

You gain proficiency with Smith's Tools and Brewer's Supplies. If you already have proficiency in one of these tools, you gain proficiency with one other type of artisan's tools of your choice.

Level 6: Blast Jump

You can make special boots that propel you into the air.

When you finish a Long Rest, you can alter one pair of mundane or magical boots. When you do so, they become charged with the same energy found in your Divine Bombs.

While a creature is wearing these boots, once on each of its turns, that creature can jump up to 30 feet by spending 10 feet of movement.

Boots you alter revert back and lose all effects of this feature after 24 hours.

Level 6: Sterner Stuff

While you have Temporary Hit Points, you gain Resistance to all damage. This Resistance is still applied if an instance of damage would reduce your Temporary Hit Points to 0, and there would still be damage left over.

Level 10: More Bombs

As an Ultize action, you can create a Divine Bomb. When you do so, roll a d8. On a 1, you cannot use this feature until you finish a Long Rest.

Level 14: Big Bombs

When you create Divine Bombs, you can choose to make them Bigger Divine Bombs.

Bigger Divine Bombs

As an Ultize action, you can arm and throw the Divine Bomb to a point within 40 feet of yourself. The bomb explodes on impact and each creature in a 20-foot-radius Sphere centered on that point must make a Dexterity saving throw, taking 6d4 Radiant damage on a failed save. Fiends and Undead have Disadvantage on the saving throw.

If you roll an 4 on a d4 for this damage roll, you can roll another d4, and add it to the damage, to a total of 10d4.

Unfinished 😞

Blackstone Agents

Blackstone Agents are elusive rogues and assassins who wield arcane power through enigmatic stones known as Blackstone gems. The exact method by which the agents obtain these Blackstone Gems remains a mystery. The rumour is that they stalk magic users that wield great power like warlocks & sorcerers. They then capture the user and siphon their mystical energy, storing it in precious gemstones. Only agents can create blackstone gems and some agents grind the gems into powder and use it to etch intricate runes onto their weapons, infusing them with the stolen magic. Others simply keep the gems, using their power to cloak themselves in shadows.

They use the stone to activate powers

Consumable subclass - item -they drink potions like liquid sanvichs and mad milk.

Buildable subclass - item - they have a machine that they can deploy that heals others.