

Fighter - The Sunken

You've drowned. Or at least experienced a near death experience close to a body of water. This opened your eyes to what lies beyond death. Since then, you've seen ghosts of spirits past which have guided you and helped you become the fighter that you are today.

Touch of the Depths

At 3rd level, you gain a swim speed of 40 feet, can breath underwater and are immune to exhaustion caused by deep oceanic cold or pressure.

Ghosts of the Sea

At 3rd level, you gain the ability to call forth oceanic ghosts and use them to alter the battle around you.

As a bonus action, you can magically summon your sunken spirit to a point you can see within 60 feet of you. This spirits creates an aura in a 15-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the person it represents. As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute. Once you use this feature twice, you can't use it again until you finish a short or long rest. The effect of the spirit's aura depends on the type of spirit you possess from the options below. If an effect requires a saving throw the DC is equal to 8 + your Constitution modifier + your Proficiency Bonus.

Good. Any ally in the radius is considered under the effect of the *bless* spell

Neutral. Each enemy creature that starts its turn in the radius, or enters it for the first time on its turn, must make a Dexterity saving throw. On a failed save, a creature takes 1d6 force damage, and its speed is halved until the end of its next turn. On a successful save, a creature takes half as much damage and suffers no reduction to its speed.

Evil. Each enemy creature that starts its turn in the radius, or enters it for the first time on its turn, must make a Wisdom saving throw. When a creature that fails this saving throw makes an attack roll or a saving throw before the start of your next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

You determine which type of spirit will aid you for the day each time you complete a long rest.



ARTBY WARMTAIL

Spiritual Eyes

At 7th level, you see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane. Ethereal creatures and objects appear ghostly and translucent. In addition, you gain the benefits of the Ghostly Gaze Eldritch Invocation.

Anchored

At 10th level, you carry the weight of the depths with you. You cannot be moved against your will. According to the alignment of your sunken spirit, you gain additional benefits, listed below.

Good. You gain resistance to radiant damage and whenever you roll dice to regain hit points, you can reroll any number of those of dice, you must use the new result.

Neutral. You gain resistance to cold damage. In addition, you gain proficiency with Charisma saving throws, or Intelligence saving throws if you already are proficient.

Evil. You gain resistance to necrotic damage and each time you deal damage to a creature with a weapon attack, you deal an additional 1d4 necrotic damage.

Wisdom of those Below

At 15th level, you gain the ability to consult with the sunken spirits. When you do so, you cast the *contact other plane spell*, without using a spell slot or material components. The spell automatically succeeds for you, as the spirits welcome you amongst their rank.

After you cast the spell in this way, you can't use this feature again until you finish a short or long rest.

Empowered Ghosts

At 18th level, the radius of the spirit's aura increases to 30-feet. In addition as a bonus action, you can teleport, magically swapping places with your spirit, regardless of the distance between the two of you.

