

CLASS: ALTERKNIGHT

Never wavering, she allows the fire from the mages spell to wash over her body as she absorbs its magical energy. Using the newly absorbed magic, she teleports to the mage, bringing her blade down in a sweeping arc, silencing his foul magic for good.

Seeing the lightning bolt arc toward one of his companions, he summons the stored energy within himself and creates a shield around his friend causing the bolt to veer of toward one of the evil mages minions. Feeling only some of the effects of the lightning bolt, his friend nods to him in thanks before returning to the fight.

THE ART OF FIGHTING MAGIC

Long ago, a group of knights took to a keep deep in the forest to learn how to fight against mages. They spent years perfecting the art of absorbing and redirecting the magic that was used against them. They vowed to bring to justice anyone who would use magic for evil purposes. Specifically, they learned to store the magic used against them as charges they could use to adversely affect the mage they go up against. As they gain experience, this ability could be used to not only redirect that energy but be used to teleport, silence and blind their opponent.

TEMPLE ACADEMY'S

All across the cities and towns are large buildings dedicated to learn this unique way of life. Those affected by magic, who have lost their family to the tragic use of magic find their way to these halls to make sure no one else has their family torn apart by evil wizard and warlocks. Most Altermages don't have a problem with magic itself, simply the misuse of it for evil gains. As such, they actually become well versed in how magic works and its arcane lore. Many across the land will come to an academy if they have question regarding magic in any form since most academy's have extensive libraries on the subject.

CREATING AN ALTERKNIGHT

When creating an Altermage, think about what brought them to their decision to become one. Maybe their family was killed by a wayward fireball from a careless wizard. Perhaps a sorcerer charmed a friend into doing some horrible act that can never be forgiven. Most that choose to become an Altermage start out hating magic in general, but through study come to understand that magic is simply a tool that not all should be allowed to wield.

As a result of their background, most Altermages have a neutral alignment.



QUICK BUILD

You can make an Altermage quickly by following these suggestions.

First, make Constitution your highest ability score, followed by Dexterity. Second, choose the Sage background.

Third take the Booming Blade cantrip.



Level	Proficiency		Charge Die	Charges	Cantrips	Spells Known	Spell Slots	Spell Level
	Bonus	Features						
1st	+2	Mage Sense, Spell Casting	-	-	2	2	2	1st
2nd	+2	Magic Siphon	D4	2	2	3	2	1st
3rd	+2	Academy Focus	D4	4	3	4	2	2nd
4th	+2	Ability Score Improvement	D6	4	3	5	2	2nd
5th	+3	Blind/Silent Strike, Extra Attack	D6	6	3	6	2	3rd
6th	+3	Academy Focus Option, Elemental Resistance	D6	6	3	7	2	3rd
7th	+3	Misty Charge, Calming Charge	D6	6	3	8	2	4th
8th	+3	Ability Score Improvement	D8	6	3	9	2	4th
9th	+4	Healing Charge	D8	8	3	10	2	5th
10th	+4	Feeble Strike	D8	8	4	10	2	5th
11th	+4	Academy Focus Option	D8	8	4	11	3	5th
12th	+4	Ability Score Improvement	D10	8	4	11	3	5th
13th	+5	Mind Guard	D10	10	4	12	3	5th
14th	+5	Elemental Immunity	D10	10	4	12	3	5th
15th	+5	Charged Rest	D10	10	4	13	3	5th
16th	+5	Ability Score Improvement	D12	10	4	13	3	5th
17th	+6	Academy Focus Option	D12	12	4	14	4	5th
18th	+6	Power Transfer	D12	12	4	14	4	5th
19th	+6	Ability Score Improvement	D12	12	4	15	4	5th
20th	+6	Magical Fortitude	D12	12	4	15	4	5th

CLASS FEATURES

As an AlterKnight, you gain the following class features:

HIT POINTS:

Hit Dice: 1d10 per AlterKnight level

Hit Point at 1st Level: 10 + Your Constitution Modifier.

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

PROFICIENCIES:

Armor: Light and Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Dexterity, Constitution

Skills: Choose Two from Acrobatics, Arcana, History, Perception and Religion

EQUIPMENT:

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

- (a) light crossbow or (b) any simple weapon.
- Arcane focus showing the symbol of your academy
- (a) explorer's pack or (b) a dungeoneers' pack
- Leather armor and two simple daggers

ALTER MAGIC

Starting at 1st level, your arcane research has given you facility with spells. See Spell Rules for the general rules of spellcasting and the Spell List at the end of this Class for the alterknight spell list.

CANTRIPS:

You know two cantrips of your choice from the Alterknight spell list. You learn additional Alterknight cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Alterknight table.

SPELL SLOTS:

The Alterknight table shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your alterknight spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell Earth Tremor, you must spend one of those slots, and you cast it as a 3rd-level spell.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER:

At 1st level, you know two 1st-level spells of your choice from the Alterknight spell list.

The Spells Known column of the Alterknight table shows when you learn more spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Alterknight spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the Alterknight spells you know and replace it with another spell from the Alterknight spell list, which also must be of a level for which you have spell slots.

SPELLCASTING ABILITY:

Constitution is your spellcasting ability for your Alterknight spells, so you use your constitution whenever a spell refers to your spellcasting ability. In addition, you use your constitution modifier when setting the saving throw DC for an Alterknight spell you cast and when making an attack roll with one.

$$\text{Spell Save DC} = 8 + \text{proficiency bonus} + \text{your constitution modifier}$$

$$\text{Spell Attack Modifier} = \text{proficiency bonus} + \text{your constitution modifier}$$

SPELLCASTING FOCUS:

You can use an arcane focus (see the Adventuring Gear section) as a spellcasting focus for your Alterknight spells.

MAGIC SIPHON

At 2nd level, you learn to harness the magical energy thrown at you by magic users. Any spell attack that damages or negatively effects the Alterknight can be siphoned into charges that can be used in various ways. The number of charges you can store is determined by your Alterknight level and is shown on the charges column of the Alterknight table. The number of charges that can be siphoned from a spell depends on its level. Spells will fill a number of charges equal to half the spells level rounded down with a minimum of 1 charge. For example, the spell Blade Barrier that effects the Alterknight will refill 3 charges.

You can then use these charges to fuel various charge features. You start by knowing two such features: Force Burst and Force Parry.

Once you expend a charge, you can't use it again until you siphon magical energy again from a spell attack or effect that you are aware of. All charges are lost when you finish a long rest.

Some of your charge features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Charge Save DC} = 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$$

FORCE BURST

At 2nd Level, you learn Force Burst. When you make a ranged or melee attack that successfully lands, you can expend any number of saved charges into the damage dealt by the attack. Roll a charge die for each charge used and add it to the damage done. This damage is considered force damage.

FORCE PARRY

At 2nd level you learn Force Parry. When a ranged or melee attack hits you, you can expend any number of saved charges to reduce the amount of damage dealt by the attack. Roll a charge die for each charge expended and reduce the damage done by the rolled amount.

ACADEMIC FOCUS

When you reach 3rd level, you commit yourself to an Academic Focus: Elemental Academy, Scholar's Academy or Warrior's Academy detailed at the end of the class description or one from another source. Your focus grants you features at 3rd level and again at 6th, 11th, and 17th level.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.



BLIND/SILENT STRIKE

When you reach 5th Level, you learn to channel your saved charges into debilitating effects. When you hit another creature with a melee or ranged weapon attack, you can spend 1 charge to attempt a blind or silent strike. The target must succeed on a constitution saving throw or be blinded or silent for 1 minute.

A creature blinded or silenced this way makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded or silenced.

EXTRA ATTACK

Beginning at 5th level, as a bonus action you can expend a charge to make a second weapon attack.

ELEMENTAL RESISTANCE

When you reach 6th level, you have learned to resist the magic being used against you. When you are hit with a spell attack, using your reaction, you can spend 1 charge to become resistant to the type of damage that was just done to you for 1 minute. This ability is not stackable. Using another charge will replace the current resistance type.

MISTY CHARGE

At 7th level, when you are hit with a ranged spell attack, using your reaction you can expend two charges to transport to the source of the attack if it is within 30ft. If the attack came from further away, you transport 30ft in the direction of the source of the attack. If the space is currently occupied, you appear in the nearest empty space.

CALMING CHARGE

Starting at 7th level, as a bonus action you can expend one charge to end one effect on yourself that is causing you to be charmed or frightened.

HEALING CHARGE

When you reach 9th level, you learn to channel your saved charges into healing energy. On your turn, you can use an action to expend any number of charges into healing energy. Roll a charge die for each expended charge and regain the total rolled in hit points.

FEEBLE STRIKE

When you reach 10th Level, you learn to channel your saved charges into debilitating effects. When you hit another creature with a melee or ranged weapon attack, you can spend 1 charge to attempt a feeble strike. The target must succeed on a constitution saving throw or for the next minute their intelligence and charisma is reduced to 1. They can't cast spells, use magic items or communicate in any intelligible way. They can however defend themselves or follow their allies. They can repeat the saving throw at the end of each of their turns.

MIND GUARD

When you reach 13th level, you have learned to guard your mind against magic. You gain proficiency in intelligence saving throws and have advantage on saving throws against being magically frightened or charmed.

ELEMENTAL IMMUNITY

When you reach 14th level, you learn to better resist the type of elemental damage done. Now when you use your reaction to spend a charge, you now become immune to that elemental damage type for 1 minute. Like before, you can only be immune to one element type using this ability.

CHARGE REST

When you reach 15th level, you've learned to channel and save some of your own magically ability. After a long rest, you start with 2 charges and can retain up to two more unexpended charges from the previous day.

POWER TRANSFER

When you reach 18th level, you can expend a spell slot to regain 4 charges.

MAGICAL FORTITUDE

When you reach 20th level, you've learned how to avoid most magic and it's effects. You have advantage on all saving throws to avoid magical effects.



ALTERKNIGHT ACADEMY'S

When studying to be an AlterKnight, there comes a time when each knight must choose an academic focus. Each focus teaches the knight different ways to use the magical energy they absorb. There are three academy's to choose from, each with their own unique view on magic and its uses.

ELEMENTAL ACADEMY

Those that choose the Elemental Academy study ways to harness the elements. This allows them to bend the elements to their will imbuing their weapon strikes with elemental power and shielding themselves from those same elements.

ELEMENTAL ATTACK

At 3rd level, using a bonus action, you can spend a charge to add elemental damage to your weapon strikes. For the next minute, your weapon erupts with whatever element you choose, adding elemental damage equal to your current levels charge die to all weapon attacks. You can choose from fire, cold, acid or lightning elemental damage.

ELEMENTAL BANE

At 6th level, using a bonus action, you can expend a charge to make an enemy vulnerable to an element of your choice. The target must make a constitution saving throw or become vulnerable to fire, cold, acid or lightning damage till the end of your next turn.

ELEMENTAL SHIELD

At 11th level, using a bonus action, you can expend 2 charges to create an elemental shield that surrounds you for 1 minute. When you create the shield, you can choose from fire, cold, acid or lightning. Any one who makes a melee attack against you takes damage equal to a roll of your charge die.

ELEMENTAL EXPLOSION

At 17th level, using a bonus action, you can expend 4 charges to create an elemental explosion centered on your position. The explosion is a 10ft radius sphere centered on your location. Every creature within range excluding you must make dexterity saving throw or take 4D12 element damage, half on a success. You can choose from fire, cold, acid or lightning for the elemental damage type.

SCHOLAR'S ACADEMY

Those that choose the Scholar's Academy spend more time studying the ways of magic and the myriad of sources for the energy used to create magic. This allows them to see and control the forces used by evil wizards, warlocks and sorcerers.

EXTRACTING STRIKE

At 3rd level, you learn to quickly gauge your enemies strengths and weaknesses. If you hit a target with a ranged or melee weapon attack, you can expend 1 charge to learn any vulnerabilities, resistances and immunities the target has.

DISPELLING STRIKE

At 6th level, you learn to add disruptive magic to your strikes. If you hit with a ranged or melee weapon attack, you can expend 1 charge to cast dispel magic on the target without using a spell slot.

SCHOLAR'S SIGHT

At 11th level, you have learned how magic can hide the true form of things. As an action, you can expend 2 charges to grant you truesight out to a range of 30ft for 1 minute.

ANTI-MAGIC SHELL

At 17th level, as an action you can expend 4 charges to cast the spell Antimagic Field without expending a spell slot.

WARRIOR'S ACADEMY

The Warrior's Academy studies controlling the battlefield when fighting magic users. This allows them to quickly move around avoiding the effects of spells in order to gain the advantage on their opponent.

ALTER WEAPON

At 3rd level, you select one weapon to be your Alter Weapon. This weapon now requires attunement and is bound to you and can not be knocked out of your hand unless you allow it. This weapon can be any simple or martial weapon that lacks the heavy and special properties. You can also use Dexterity as the attack and damage rolls for your Alter Weapon even if it doesn't have the finesse property. As you grow as a warrior, your weapon will grow with you granting features at 3rd, 6th, 11th and 17th levels.

You can only have one weapon bound to you at a time and must spend 1 hour meditating in order to change out the weapon.



ALTER WEAPON ENHANCEMENT

At 3rd level, your weapon can be used to help defend you from attacks. If you hit with a weapon attack using your Alter weapon, you can use a bonus action to expend a charge to gain +2 AC until the start of your next turn.

STUNNING STIKE

At 6th level, you learn quickly immobilize your opponents with your attacks. If you hit a target with ranged or melee weapon attack, you can expend 1 charge to attempt to stun the target. The target must make a constitution saving throw or become stunned until the end of your next turn.

ALTER WEAPON ENHANCEMENT

At 6th level, your Alter Weapon is easier to hit with and does slightly more damage to your enemies. Your Alter Weapon gains a +1 to both hit and damage and is counted as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

GOADING CHARGE

At 11th level, you can use an action to expend 2 charges and attempt to teleport an enemy creature within 30ft of you. The must succeed on a dexterity saving throw or be teleported to the space in front of you at which point you can make a single melee attack.

ALTER WEAPON ENHANCEMENT

At 11th level, your Alter Weapon is easier to hit with and does slightly more damage to your enemies. Your Alter Weapon gains a +2 to both hit and damage. Your weapon also does more damage to any magic using humanoid doing +5 force damage on a successful hit.

ASSAULTING CHARGE

At 17th level, as an action you can expend up to 4 charges making a weapon attack for each charge spent. These attacks can be against the same target or separate targets within range.

ALTER WEAPON ENHANCEMENT

At 17th level, your Alter Weapon is easier to hit with and does slightly more damage to your enemies. Your Alter Weapon gains a +3 to both hit and damage. Also while wielding your Alter Weapon, you create an aura that surrounds you granting you and those within 15ft of you advantage on all saving throws.

SPELL LIST

Cantrips

Booming Blade*
Green Flame Blade*
Guidance
Light
Mage Hand
Mending
Message
Produce Flame
Resistance
Shillelagh

1st Level

Absorbe Elements*
Armor of Agathys
Bane
Detect Good and Evil
Earth Tremor*
Ensnaring Strike
Heroism
Hex
Hunters Mark
Protection from Good and Evil
Sanctuary
Shield

2nd Level

Aid
Barkskin
Blindness/Deafness
Darkness
Darkvision
Detect Thoughts
Dragons Breath*
Earth Bind*
Enlarge/Reduce
Flame Blade
Invisibility
Misty Step
Protection from Poison
See Invisibility
Silence

3rd Level

Catnap*
Counterspell
Daylight
Dispell Magic
Elemental Weapon
Fly
Haste

Intellectual Fortress*
Leomunds Tiny Hut
Magic Circle
Protection from Energy
Slow

4th Level

Arcane Eye
Death Ward
Dimension Door
Fire SHield
Locate Creature
Resilient Sphere
Stone Skin

5th Level

Arcane Hand
Circle of Power
Dispell Evil and Good
Farstep*
Legend Lore
Passwall
Srying
Telekinesis

*indicates a spell in source material other than the Players Handbook.

