

# APOSTATE

THE APOSTATE							
Level	Proficiency Bonus	Power Points	Features	Cantrips Known	Spells Known	Maximum Spell Level	Spell Points
1	+2	-	Spellcasting, Apostate Origin	4	2	1st	4
2	+2	2	Font of Magic	4	3	1st	6
3	+2	3	Metamagic, Apostate Path Feature	4	4	2nd	14
4	+2	4	Ability Score Improvement	5	5	2nd	17
5	+3	5		5	6	3rd	27
6	+3	6	Apostate Path Feature	5	7	3rd	32
7	+3	7		5	8	4th	38
8	+3	8	Ability Score Improvement	5	9	4th	44
9	+4	9		5	10	5th	57
10	+4	10	Metamagic	6	11	5th	64
11	+4	11		6	12	6th	73
12	+4	12	Ability Score Improvement	6	12	6th	78
13	+5	13		6	13	7th	83
14	+5	14	Apostate Path Feature	6	13	7th	87
15	+5	15		6	14	8th	94
16	+5	16	Ability Score Improvement	6	14	8th	100
17	+6	17	Metamagic	6	15	9th	107
18	+6	18	Apostate Path Feature	6	15	9th	114
19	+6	19	Ability Score Improvement	6	15	9th	123
20	+6	20	Sorcerous Restoration	6	15	9th	123

## RAW MAGIC

Apostates are untrained magic-users who wield powers developed outside of conventional teaching of the Circle of Magi. Some of these hedge mages are not even aware of their nature. Undeveloped, their abilities can express themselves in a variety of ways, which the apostate might attribute to faith, or will, or to another being entirely (depending on the apostate's nature).

More specifically hedge magic, known by its more technical name "arcanist derangement" among mages and scholars, is a form of magical expression different

than that of typical mages. The term was coined by Magister Allineas at the height of the Towers Age. The magister posited that magical talent is like a flowing river. When expressed through a mage, it finds a proper outlet through spellcraft. Left to its own devices it flows unexpectedly, and thus apostates are created. Prior to the creation of the Circles, such magical talent expressed itself often through ancient traditions and rituals. Those mages possessed powers that no Circle spell could replicate and their unpredictable ability was deemed a threat.

Apostates tend to live chaotic lives – able to commune with spirits, lured into darkness and temptation and sometimes even insanity. Their lives are often short as a result of this wild talent. The term "arcanist derangement" reflects this propensity toward madness in such mages.

## UNEXPLAINED POWERS

Apostates are somewhat rare in the world, and due to their status as generally-illegal mages, tend to be involved in adventure of some kind. People with magical power seething out of their veins soon discover that that power doesn't want to stay quiet. An apostate's magic wants to be wielded, it can have a tendency to spill out in unpredictable ways if it isn't called on.

Apostates often have obscure or quixotic motivations driving them to adventure. Some seek a greater understanding of the magical force that infuses them, or the answer to the mystery of its origin. Others hope to find a way to get rid of it, or to unleash its full potential. Whatever their goals, apostates are vital members of any adventuring, making up for a comparative lack of breadth in their magical knowledge with enormous flexibility in using the spells they know.

## CREATING AN APOSTATE

As you build your apostate, think about two related elements: where did they learn their talents, and what do their powers do?

You might be an escapee from a Circle, or a spellcaster who has never had any formal training, learning from a single isolated master, or a spellcaster who hides their powers in order to pass as a "regular person" most of the time.

Are your spells combat powers, or ones which have manifested to assist you or others around you.

## Quick Build

You can make an apostate quickly by following these suggestions. First, make Charisma your highest ability score, followed by Constitution.

Your next step is to choose the Hermit background.

Third, choose the *light*, *prestidigitation*, *ray of frost*, and *shocking grasp* cantrips, along with the 1st-level spells *shield* and *magic missile*.

## CLASS FEATURES

As an apostate, you gain the following class features.

### HIT POINTS

**Hit Dice:** 1d6 per apostate level

**Hit points at 1st level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per apostate level after 1st.

### PROFICIENCIES

**Armour:** None

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Constitution, Charisma

**Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.

### EQUIPMENT

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

- (a) light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

## SPELLCASTING

You are indelibly able to connect to the Fade to access your magic, and this font of magic fuels your spells.

### CANTRIPS

At 1st level, you know four cantrips of your choice from the apostate spell list. You learn additional apostate cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Apostate table.

### SPELL POINTS

The Apostate table shows how many spell points you have to cast your spells of 1st level or higher. To cast one of these spells, you must expend a number of spell points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your total number of spell points to less than 0. When you spend a hit die on taking a short rest, you regain 1d2 spell points per hit die, and you regain all spent spell points when you finish a long rest.

#### SPELL POINT COST

Spell Level	Spell Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the apostate spell list. The Spells Known column of the Apostate table shows when you learn more apostate spells of your choice. Each of these spells must be of a level which you can cast. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

## SPELLCASTING ABILITY

Charisma is your spellcasting ability for your apostate spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an apostate spell you cast and when making an attack roll with one.

$$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$$

$$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$$

## SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your apostate spells.

## APOSTATE ORIGIN

Choose an apostate origin, which describes your upbringing in learning to use your magical powers. Your choice grants you some small benefits and

additional spells you might know, when you choose it at 1st level.

All apostates are, by default, outcasts in “society”. Unless they are clearly useful, they are likely to be hunted and pursued by local authorities, and/or reported to the Chantry.

### **Hidden**

You do not need to use an arcane focus or a component pouch. Gain Deception as a bonus proficiency, and people trying to discern whether you are casting or have cast a spell have disadvantage.

Add *guidance* or *minor illusion* to your list of cantrips available to choose.

Add *bleed* or *sleep* to your list of 1st-level spells available to choose.

### **Outlaw**

Gain Arcana as a bonus proficiency, and you may gain advantage on a saving throw against a spell effect. You may not use this ability again until you have completed a Short or Long Rest.

Add *blade ward* or *prestidigitation* to your list of cantrips available to choose.

Add *mage armour* or *witch bolt* to your list of 1st-level spells available to choose.

### **Witch**

At 1st level, your hit point maximum increases by 1 and increases by 1 again each time you gain a level in this class.

Add *thaumaturgy* or *vicious mockery* to your list of cantrips available to choose.

Add *dissonant whispers* or *hex* to your list of 1st-level spells available to choose.

### **Keeper**

This origin is only available for Dalish Elves.

You double your proficiency bonus on any Intelligence or Charisma checks relating to Dalish Elves and their lore.

Add *druidcraft* to your list of cantrips available to choose.

Add *entangle* or *speak with animals* to your list

## **FONT OF MAGIC**

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by power points, which allow you to create a variety of magical effects.

### **POWER POINTS**

You have 2 power points, and you gain more as you reach higher levels, as shown in the Power Points column of the Apostate table. You can never have more power points than shown on the table for your level. You regain all spent power points when you finish a long rest.

### **METAMAGIC**

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

### **CAREFUL SPELL**

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 power point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

#### **DISTANT SPELL**

When you cast a spell that has a range of 5 feet or greater, you can spend 1 power point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 power point to make the range of the spell 30 feet.

#### **EMPOWERED SPELL**

When you roll damage for a spell, you can spend 1 power point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.

You can use Empowered Spell even if you have already used a different metamagic option during the casting of the spell.

#### **EXTENDED SPELL**

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 power point to double its duration, to a maximum duration of 24 hours.

#### **HEIGHTENED SPELL**

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 power points to give one target of the

spell disadvantage on its first saving throw made against the spell.

#### **QUICKENED SPELL**

When you cast a spell that has a casting time of 1 action, you can spend 2 power points to change the casting time to 1 bonus action for this casting.

#### **SUBTLE SPELL**

When you cast a spell, you can spend 1 power point to cast it without any somatic or verbal components.

#### **TWINNED SPELL**

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of power points equal to the spell's level to target a second creature in range with the same spell (1 power point if the spell is a cantrip).

#### **APOSTATE PATH FEATURE**

At 3rd level, an Apostate chooses a path, which describes the specialization they gain.

Your choice grants you features when you choose it at 3rd level, and again at 6th, 14th, and 18th 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.

#### **SORCEROUS RESTORATION**

At 20th level, you regain 4 expended power points whenever you finish a short rest.

## APOSTATE PATHS

Different apostates follow different paths for their magic. Although many variations exist, most of these paths fall along these categories.

### BLOOD MAGE

In Thedas, blood magic uses the power inherent in blood to fuel spellcasting energy, and dominate others or cause violence. Although it is not inherently evil, most of its practitioners are evil, and the cultural expectation is that any blood mage is a dangerous apostate. The Chantry has outlawed blood magic altogether.

#### Ritual Magic

You gain the Ritual Caster feat at 3rd level, if they did not already have it.

#### Blood Magic

At 3rd level, you can use a bonus action to draw magical energy from your own vitality, losing 1d6 hit points and converting that lost energy into a power point. If the use of this ability would drop you to zero hit points, you are instead left with 1 hit point and gain a level of exhaustion.

You can spend 1 power point to inflict +1d8 necrotic damage in addition to the spell's damage.

#### Dark Fate

Starting at 6th level, you have the ability to twist fate using your blood magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 1 power point to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the

creature rolls, but before any effects of the roll occur.

You can only do so if you can touch some of the target's blood, or have a sample within reach (in a vial, for example).

#### Blood Control

At 14th level, when you use the dark fate feature, you can access any blood within a 20-foot radius of you, not just within touch range.

If you use a damage-dealing spell and the blood magic feature, you can spend up to 3 power points to inflict +1d8 necrotic damage per power point spent, in addition to the spell's damage.

#### Blood Corruption

From 18th level, your control of your targets corrupts their blood. Any living target who has failed a saving throw against a blood mage's spell has disadvantage against any spells you cast. This effect is permanent, and cannot be dispelled (but could be removed with high level spells).

### RIFT MAGE

Those who contact the Fade regularly can find themselves able to contact the spirits which live there ever more easily, and sometimes even slip through the veil themselves.

#### Stronger Summons

At 3rd level, you can spend 1 power point to grant any creature that you summon or create with a conjuration spell +10 temporary hit points.

#### Entreatments

At 3rd level, you double your proficiency bonus on any Charisma-based skill checks relating to any Fade spirits or demons.

### **Misty Escape**

Starting at 6th level, you can vanish in a puff of mist in response to harm. When you take damage, you can spend 2 power points and use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell.

### **Unravel**

Starting at 14th level, your control over magical energy is so great that you can unravel the weave of spells cast at you. You can spend power points to cast the counterspell spell; you choose the level at which you cast it (minimum 3rd), and the power point cost of casting it is equal to that level + 2.

### **Fade Form**

Starting at 18th level, a fade mage can shift their existence mostly to the Fade. You can spend 6 power points as a bonus action to magically transform yourself into a glowing Fade form. In this form, you have resistance to all types of damage except force and psychic damage, and you can move through creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

## **SHAPESHIFTER**

The path of the Shapeshifter is one that crosses the boundary between mage and warrior. Some mages see it as a form of self-mastery, while others use it as a method of survival; a physical bag of tricks that enable the mage to be unpredictable in battle.

### **Morphic Shape**

From 3rd level, you can shift organs around within your own body, with some effort. When you take damage, you can spend 1 power point as your reaction to have resistance to that attack's damage.

When you take a critical hit, you can spend 1 power point as your reaction to make it a normal hit instead.

### **Strengthened Skin**

From 3rd level, your skin is thickened to deflect blows. When you aren't wearing armour, your AC equals 13 + your Dexterity modifier.

### **Natural Weapons**

At 6th level, you gain the ability to sprout horns, claws, teeth, or other natural weapons. You are proficient with your unarmed strike, which deals 1d6 piercing damage and has the light and finesse properties.

You can create these natural weapons as a bonus action, and they last until you dismiss them as a bonus action. You can't manifest natural weapons while wearing armour unless it is designed to accommodate them, and lighter clothing might be destroyed when you manifest your natural weapons.

Whenever you cast a transmutation spell or a spell that restores hit points of 1st level or higher, you can spend 1 power point. If you do, your natural weapons count as magical for the purpose of

overcoming resistance and immunity to nonmagical attacks and damage for 1 hour and you can choose to change the damage type they deal (bludgeoning, piercing, or slashing) for that duration.

### **Warform**

Starting at 14th level, your body grows unnaturally strong and resilient. Your hit point maximum is increased by 14 immediately, and increases by 1 again each time you gain a level in this class.

### **Shifting Form**

From 18th level, you can “blend” aspects of your shapeshifting when you change form. When you cast a transmutation spell on yourself, you can spend 3 power points to enter a shifting form. Your natural weapons in this form are increased by one die type, and your AC is increased by 2. At the start of each of your turns while in shifting form, you regain 10 hit points if you have at least 1 hit point and no more than half your maximum hit points.