

# SEAN'S GAMING CORNER

-D&D 5E CONVERSION-

## SUNDERER



### Legal Notice:

Sean's Gaming Corner is -NOT AFFILIATED- with any tabletop gaming company (unless specifically noted elsewhere). All works fall into the domain of Fair Use (unless noted otherwise). All creations that are noted as "Conversions" are in turn also -NOT AFFILIATED- with their respective Copyright holders, and are also protected under Fair Use laws. Conversions of these copyrighted materials should be free to use, costing no money to download, and are fan based creations.

All works are of the original creation of Sean Ropp and do not make use of the works of other content creators beyond images. Images acquired and used in documents are those found via applicable internet searches. Where possible, credit to respective artists is given. If an image is used that lacks a content creator's name, please send an email with the information on this to -seanwebcorner@gmail.com- so that corrections can be made to documents.

All Original content created by Sean Ropp is noted as such, and is the intellectual property of Sean Ropp, Sean's Gaming Corner 2020. Background Image: Freepic.com (Creative\_hat)



“I am small, but a mountain of strength. I do not wield a blade, but a cleft of the mountain. If you dare to cross blades with me, to bear a shield against me, know that an avalanche is what you hope to defend against. Every stroke of my blade is death, every swing a sundering strike.”

- *Argvas Bulwain, Dragon Slayer* -

The blade wasn't what anyone would have called a sword. It had the shape of a sword, but it was more of something that a giant would wield. And here stood a slender woman, fit and athletic, but not a giant. And yet she wielded a sword that was as tall as she was and virtually as wide as her shoulder span. With a smile she spun the massive blade with the ease one would a baton, As she brought the blade down on her foe, their raised sword wavered and trembled as the massive hunk of steel bore down upon it, snapping the blade in half as her own blade buried itself into her opponent.

Those who are sunderers are men and women who possess a supernatural ability to wield weapons of immense size and can do so with such ease that it is horrifying. They are strong beyond reason, but this supernatural strength is not without its rules. Even with their limitations, sunderers are still powerful combatants that can negate an opponent's defenses and deliver powerful damaging strikes.

## HEAVY HITTER

Sunderers know all the basics of combat, such as armor use and normal weapon use. What makes them stand out is their specialization in the use of large weapons, typically two-handed weapons, and ones that are just a bit larger. Sunderers focus their training and abilities in being able to move quickly and easily which their over sized weapons. For them a great sword is like a short sword, and a blade larger than that is like a long sword to them. These large blades,

often referred to as hill-cleavers or Buster Blades, are the weapons that sunderers choose to wield with such ease.

## BOUND TO THE MOUNTAINS

Those who are Sunderers are men and woman who have lived hard lives, not under harsh conditions, but simply lives that that toughened them. Those few that live in the wilds of the world can often develop unique attunements. For a sunderer, they are attuned to stone and metal. Their mystical attunement is what grants them their superior strength and ability to wield their chosen weapons.

A sunderer will often seek out the life of an adventurer as a means of testing their might against new challenges. While they prefer open spaces to the confinements of a castle or dungeon corridor for the use of their preferred weapon, sunderers are still a force to be reckoned with even without it.

## CREATING A SUNDERER

There are a few elements that help to define the background of a sunderer. Where do you hail from that gave you such a harsh life that it would put you into attunement with stone and metal? Why have you ventured out into the world? Did you know any other sunderer's? Are you feared for what you can do?

Any number of questions can float by like these that so many other adventurers have been asked as well. Regardless of the what's, why's, or where's, you are an adventurer with a massive slab of metal on your back and the will and means of using it.

## CLASS FEATURES

As a sunderer you gain the following class features.

### Hit Points

**Hit Dice:** 1d10 per sunderer level

**Hit Points at 1st Level:** 10 + your Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per sunderer level after 1st

### Proficiencies

**Armor:** All armor

**Weapons:** Simple weapons, Martial Weapons

**Tools:** None

**Saving Throws:** Strength, Wisdom

**Skills:** Choose two skills from Animal Handling, Athletics, Intimidation, Investigation, Nature, Perception, and Survival.

### Equipment

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

(a) chainmail or (b) Chain Shirt and a Short Sword

(a) a Hill-Cleaver or (b) Great sword

(a) none, Hill-Cleaver was chosen as primary weapon or (b) short bow with 20 arrows or (c) two daggers

(a) an explorers pack

Level	Proficiency Bonus	Features
1	+2	Might of the Earth, Grounded in Iron
2	+2	Giant Fighter
3	+2	Sunderer Battle Style
4	+2	Ability Score Improvement
5	+3	Crushing Blows
6	+3	Sundering Strike
7	+3	Sunderer Battle Style
8	+3	Ability Score Improvement
9	+4	Lightning Quick
10	+4	Crushing Blows
11	+4	Sunderer Battle Style
12	+4	Ability Score Improvement
13	+5	Momentum
14	+5	Body Like Iron
15	+5	Sunderer Battle Style
16	+5	Ability Score Improvement, Crushing Blows
17	+6	Might of the Mountains
18	+6	Unyielding Iron
19	+6	Ability Score Improvement
20	+6	Sunder the Mountain

## MIGHT OF THE EARTH

At 1st level, you acquire your unique abilities as a sunderer. You are proficient in wielding rare weapons that not only require two hands to wield but would require one to be a size category larger than what the character is (hill-cleavers/buster blades). When wielding an over sized weapon you are considered proficient in its use and are not at a disadvantage when wielding it, and ignore the “Special” property that is associated with it (hill-cleavers have special rules to be wielded by normal people). You may also use the blade to defend yourself. While wielding an over sized weapon and you use the Dodge action, you may apply a +2 Shield bonus to your AC.

When wielding an over sized weapon you must have at least 5ft of additional space around the space that you occupy (in hexes you need at

least 5 ft on one side of your or the other. If you do not, you can still fight with the weapon in a more confined space, but you are at a disadvantage when doing so.

When determining your carrying capacity the multiplier is 20 instead of 15 (note that this pays no mind to the variant Encumbrance rules). Over-sized weapons still require two-hands to wield, but you treat their weight as if it were like as if they were actually a Great Sword. In other words if wielding a hill-cleaver/buster sword then instead of dealing with it's 80lbs of weight, you treat it as if it actually had the same weight as a common great sword.

When wielding normal one-handed or two-handed weapons you receive no additional benefits for your superior strength. The same applies when fighting unarmed. However, if you are a small creature and a weapon has the “Heavy” property then you may ignore this property when wielding the weapon (smaller variations of the hill-cleaver can be made for smaller wielders, though their damage would be like that of a long sword).

**NOTE:** If you are using the variant encumbrance rules, you instead figure your carry weight as 15 times your STR score for your base encumbrance limit, with 20 times figuring for you being heavily encumbered. Any other class features that further to increase your carrying capacity add an additional 10 to figuring out your limits.



## GROUNDED IN IRON

---

At 1st level, you're uncannily immovable when you need to be. You have advantage on grapple checks, and if shoved or forced back you reduce the distance you would be moved by half. Additionally, if you are in a situation that your immovability would be an asset then you have advantage on these checks as well (such as trying to force back a moving wall).

## GIANT FIGHTER

---

At 2nd level, you have developed techniques for fighting creatures that are bigger than you. When facing any creature that is at least one size category bigger than you, you deal an additional +1d8 damage or gain a +1 to your AC when facing them (choosing one bonus or the other at the start of your turn).

## SUNDERER BATTLE STYLE

---

At 3rd level, you have begun to develop one of two methods of fighting: Heavy Breaker or Mercenary Defender. These are detailed later in the class description. Your choice grants you features at 3rd, 7th, 11th and 15th levels.

## ABILITY SCORE IMPROVEMENT

---

At 4th, 8th, 12th, 16th, and 19th levels, like all classes you gain an increase in your ability scores. You may increase one score by 2 points, or two scores by 1 point each. Like all classes, you may not increase a score above 20.

## CRUSHING BLOWS

---

At 5th, 10th, and 16th levels the damage you deal with a melee attack is increased. At each of these levels you add an additional +1 to the damage you deal.

## SUNDERING STRIKE

---

At 6th level, when you make an attack you can choose for it to be a sundering strike, choosing to sunder either a weapon, shield, armor, or appendage. When your attack hits you deal only the weapons damage plus your Strength modifier. You also roll a 1d4, but this is not damage.

The roll determines the damage to the item, and its effect stacks and is permanent damage unless repaired. Weapons gain a penalty to their damage, up to a -5. When a weapon reaches the -5 penalty it breaks. Shields and Armor have their AC reduced. When a shield reaches +0 it is useless. For armor it is when the AC is reduced to 10.

Magic items cannot be sundered unless you use an item of equal or greater power. Essentially a +1 hill-cutter can only sunder normal items to +1 magic items, but +2 or +3 items are immune to being sundered unless affected by an equal or more powerful enchanted weapon. Adamantine items are different. Even an enchanted weapon will not be able to sunder a normal adamantine item unless the weapon is also adamantine or at least of a significant level of power (+3 enchantment).

Appendages of monsters and beings can also be sundered. A sundered appendage means that it is cut off, or damaged so significantly that it is no longer usable. This is very different than normal sunders in that you need to generate a penalty on it that effectively reduces the damage of the chosen limb's attack by more than half. At this stage the limb can no longer be used to attack... but there are exceptions. If a creature is capable of regeneration, it can recover the use of the limb at the start of its turn. Sunder cannot be used to cut off a creature head, nor can it target attacks like breath weapons, or other similar attacks. If it is a leg or wing that is the target of a sundering strike, then movement is reduced.

## LIGHTNING QUICK

---

At 9th level, the character is far more agile and quick on their feet than anyone would believe them to be. You have advantage on Initiative rolls and can take an additional reaction. Once you have used this extra reaction you must take a short rest before you may use it again.

## MOMENTUM

---

At 13th level, as you attack you begin to generate momentum. While in combat, each successful attack increases the speed of the next attack and grants you improved movement.

When you successfully land your first attack, on your next turn you gain +5 feet of movement and may use a bonus action to make a second attack, but damage for this second attack is only that of the weapon plus your STR modifier (or DEX if a finesse weapon, or if you have levels as a Monk). With a two-handed weapon you gain the additional benefit of adding a +2 to any damage you deal each level of momentum you generate. You can generate up to 3 levels of momentum (+15 feet of movement, +6 damage).

In order to maintain your momentum you must move a minimum of 10 feet on your turn. If you do not move on your turn then your current levels of momentum rests to zero.

## BODY LIKE IRON

---

At 14th level, you gain Damage Resistance against non-magical Slashing, Piercing, and Bludgeoning attacks. Once per day you may temper one of these resistances to gain immunity to that damage type (even if magical). This tempering lasts for 4 hours.

## MIGHT OF THE MOUNTAINS

---

At 17th level, your physical strength is peaked. Your carrying capacity is doubled. You also can add an additional +2 to the damage you deal with melee weapons.

## UNYIELDING IRON

---

At 18th level, if you wield a metal weapon and it is not already a magical weapon you may treat it as if it were magical. If you are wielding a two-handed metal weapon you may roll an additional die of damage based on the weapon's damage dice.

## SUNDER THE MOUNTAIN

---

At 20th level, you are capable of unleashing an attack of such devastation that it can scar mountains. Once per day, as an attack action, make an attack roll vs. all opponents in a 60ft line from you. If you succeed in your attack on your opponents, they take full damage, though if you miss then the opponents in the line are able to move out of the way.

In addition to all dice you can add to your attack, add an additional 4 dice to the attack if you are wielding a two-handed weapon. If you roll a critical then you still double all the dice for damage. No damage resistance or immunity can protect against this attack if the character is wielding a hill-cleaver/buster sword (the attack is treated as being magical). After using this ability the character must take a long rest before they may use it again.



Name	Cost	Damage	Weight	Properties
Hill-Cleaver (Buster Sword)	150gp	2d8 slashing	80lbs	Heavy, Two-Handed, Special

# SUNDERER BATTLE STYLE

Each sunderer has a different way in how they choose to fight. Some prefer being a battering ram, an unstoppable force that smashes through both defense and offense of an opponent. Others prefer to rely more on their mystical abilities to act with surprising strength and speed, adapting and protecting their allies.

## HEAVY BREAKER

The heavy breaker focuses on brutal offense, the ability to break through an opponent's defenses or destroy their own offensive capabilities. Those who are heavy breakers hit their foes with such force that their attacks can barely be blocked, and even if they are blocked, they often leave the opponent shaken and vulnerable.

**Hill-Cleaver (Special):** Due to its immense size, wielding it for anyone who is not large sized comes at a disadvantage. Anyone smaller than medium size will be incapable of using the immense weapon at all. Using the weapon requires two additional requirements besides being 1 size larger than medium size.

First, the individual must have a minimum STR score of 18 and make an Athletics check (DC 20) whenever it is used.

The second requirement is that the wielder must be able to root themselves in place (able to resist at least being pushed at least 5ft).

If the wielder fails their Athletics check (and cannot root themselves in place), they lose control of the swing of the weapon, which flies out of the wielder's grasp in a random direction (up to 10ft away). (A single level in Sunderer will negate these penalties.)

Finally in order to swing the weapon you must have 5ft of space on one side or another of the character, otherwise in a confined space you cannot wield the weapon at all.

## CARVING THE STONE

At 3rd level, you have developed a number of techniques using two handed weapons, though they are less effective with smaller weapons, but still usable. You can use Carving Stone up to 4 times, after which you must take a short rest to recover your usage of this.

- **Sweeping Strike:** As an attack action you may choose to make a single attack against two or three adjacent opponents. If you have a weapon with reach, then the opponents may be within the reach distance of the weapon as well. Targets within this area of affect must make a DEX save vs. 8 + your total attack roll bonus. If the target's fail their save, then they take full damage that the character can deal. If they succeed, then they take half damage.
- **Splitting Strike:** You can deliver a powerful attack that is impossible to defend against. Your chosen opponent must make a CON save vs. 8 + your total attack roll bonus. If the opponent fails the roll, then you roll damage and treat the damage as if it were a critical hit.
- **Barrier Breaker:** When faced with a barrier or cover, you may choose to attack the barrier or cover. (This can include doors and walls.) Make a standard attack roll, if successful you may ignore Bludgeoning, Slashing, and Piercing Immunities/Resistances that such structures may have and roll damage like normal.

## BREAKING WILL

At 7th level your presence can be very off putting to people and enemies. They may not be able to figure out what it is about you that unsettles them, or simply throws them off their game. If attempting to intimidate an individual (must have an INT score greater than 2) you have advantage on your rolls. If interacting with someone in a

non-combat situation your presence imposes a disadvantage on opposed skill rolls against you or your allies (such as bargaining for better prices on items).

## IMPROVED SUNDER

At 11th level your ability to sunder is improved. Instead of rolling a 1d4, you roll a 1d6 when attempting to sunder.

## BONDED DESTRUCTION

At 15th level you are able to form a powerful bond with a single chosen 2-handed weapon. If the weapon is not magical it is considered magical in your hands. This bonded weapon's damage dice are 1 die type higher than normal while you are wielding it. Thus, if your bonded weapon is a great sword, instead of rolling 2d6 you instead roll 2d8.

Forging a bond with the weapon takes an hour, and you can reforge the bond with a new weapon with an additional hour of meditation with the new weapon. If the weapon is magical or you already have the ability to treat the weapon as being magic then you do not gain any additional benefit from this.

## MERCURIAL DEFENDER

Those who set down the path of the mercurial defender choose not to maximize the destructive output, but instead focus on speed and defense. Where the heavy breaker is an unstoppable blade, the mercurial defender seeks to be the unbreaking shield.



## COUNTERATTACK

At 3rd level, when an opponent lands or misses an attack roll against you, you may choose to use your reaction to perform a counterattack. This is a normal attack roll against the opponent, though your damage is limited to your weapon's damage dice plus your STR modifier.

## CELERITY

At 7th level, you can make use of the Haste spell. You can cast this spell with out the need for material components. You are limited to being able to cast the spell up to 2 times before you must take a long rest to recover your uses.

## ADAPTATION

At 11th level, you have the ability to adapt your defenses to any perceived threat you may face. With an hour of meditation you can gain resistance to 2 damage types of your choosing. These damage types are listed on page 196 in the Player's Handbook. For Slashing, Piercing, and Bludgeoning damage types this only applies to non-magical damage.

This damage resistance lasts until you take a long rest, after which you may choose to keep your current resistance, or you can meditate for the noted hour to change your resistances (even if it's just to change one). You can choose to change your resistances any time you have an hour to meditate.

## MERCURIAL COMBATANT

At 15th level, your movements are like water, fluid, changing, but also unyielding. You gain a few special actions you can take during combat.

- **Flowing Strike:** When you make a successful attack on an opponent with a normal attack, you may make a bonus normal attack against either that same opponent or a different opponent who is within striking distance.
- **Hammering Blow:** On your following turn, if you previously made a successful attack, your next attack has advantage, and if you are wielding a two-handed weapon you deal an extra die of damage based on the weapon being used.
- **Defensive Fighting:** You may exchange a -5 to your attack rolls to gain a +2 to your AC.

