

# SEAN'S GAMING CORNER

**-D&D 5TH EDITION-**

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## S L A Y E R

“I’m Trevor -fucking- Belmont, and I’ve never lost a fight to man, nor fucking beast!”

-Trevor Belmont, (Castlevania, Netflix Series)

There are reasons to fear the dark, they are reasons that normal people pay heed to. The man standing in the dark woods smiled as the dark looked back at him, hesitant to face a man who would fearlessly enter its domain and look every bit the predator who was in his element.

A woman stood before a coffin, the creature within was sleeping, but for how long didn’t matter. She threw open the lid and drove her stake into the

heart of the creature that lay with in. Had it been anyone else, the stake would kill, but with this monster it would turn to ash and dust.

To be a Slayer is to be more than just one who hunts vampires, but one who can hunt any creature of darkness. To be a slayer is to be one capable of hunting and slaying any monster, to stand against demons, and remain unflinching in the face of horrors that would drive a normal person insane.

Slayers are a rare breed, drawn from beings who have survived encounters with undead and in turn vowing to stand against the dark. They seek out others like themselves and learn the myriad tricks of the trade that make vampire hunters the bane of monsters that they are.

## **UNFLINCHING RESOLVE**

People everywhere are always dealing with the undead. As such a slayer is often a person who has no specific home, they travel, always employing their trade wherever they go and only setting down roots where an infestation of the undead is. Slayers are typically well educated, as well as capable fighters, having spent years in apprenticeship to another slayer. Typically, slayers call large cities home as their chosen quarry hunts in cities themselves. While training, a hunter will develop a fighting style that is flexible enough to allow them to fight at range and up close with no loss in defensive capabilities. They also learn, through a grueling regime of training, to steel their mind against the charms and frightful powers of creatures.

## **BANE OF THE DEAD**

Most major cities have at least one slayer present somewhere within them. This hunter will train, advise, and even lead others in the hunt of the undead. While Clerics and Paladins are often viewed as the best fighters to employ, and Rangers can also specialize in the

hunting of the undead, it is a slayer that combines the various capabilities of all of these beings into one streamlined person.

A person becomes a slayer as part of a calling. This can be due to facing an undead blight in their youth, being apart of a line of slayer, or they simply feel it is their calling, a desire to put the undead down. Regardless of their reason, the path to becoming a slayer is just as perilous as the fight as one.

## **CREATING A SLAYER**

When creating your slayer, you will need to keep a few things in mind. What happened that put you onto the path? Did you figure out the tricks and trade of the hunter yourself, or did someone help you along? Are you single minded in your pursuit, or is there some flexibility there? Do you commission the weapons you wield or forge them yourself?

## **QUICK BUILD**

You can make a slayer quickly by doing the following. First, choose Dexterity to be you highest score, as Slayers need to be nimble. Your section highest score should be either the Constitution, or Intelligence if you plan on your slayer possessing a scholar's aptitude. Second, choose the Folk Hero background, or the Sage background.

Level	Proficiency Bonus	Features
1	+2	Slayer's Training, Prepared Gear
2	+2	The Abyss Flinched
3	+2	Slayer Archetype, Deflect Missiles
4	+2	Ability Score Improvement
5	+3	Extra Attack
6	+3	Slayer's Weapon
7	+3	Slayer Archetype
8	+3	Ability Score Improvement
9	+4	Darkness Holds No Surprises
10	+4	Slayer Archetype
11	+4	Slayer's Weapon
12	+4	Ability Score Improvement
13	+5	Explosive Strike
14	+5	Invocation of Power
15	+5	Slayer Archetype
16	+5	Ability Score Improvement
17	+6	Slayer's Weapon
18	+6	Monster Slayer
19	+6	Ability Score Improvement
20	+6	Legend Ender

## CLASS FEATURES

As a slayer, you gain the following features.

### HIT POINTS

**Hit Dice:** 1d10 per slayerlevel

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

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

### PROFICIENCIES

**Armor:** Light armor, shields

**Weapons:** Simple & martial weapons

**Tools:** Smithing Tools, & Herbalism kit.

**Saving Throws:** Dexterity, Intelligence

**Skills:** Choose two skills from Arcana, Animal Handling, Athletics, acrobatics, History, Perception, Religion, Stealth.

### EQUIPMENT

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

- (a) leather armor or (b) unarmored
- (a) a martial weapon or (b) two simple weapons
- (a) a short bow or (b) light cross bow, both with 20 arrows or bolts (respectively)
- (a) a dungeoneer's pack or (b) an explorer's pack

## SLAYER'S TRAINING

You have spent years, or perhaps you have put an already existing degree of training toward learning how to properly fight monsters. At 1st level, you know how to fight with weapons, and without. As a hunter of monsters you have learned that a weapon is only as good as it's wielder. You gain the following abilities:

- Your unarmed strikes deal 1d4 damage, and you may use your DEX modifier for these attacks instead of your STR modifier.
- You are skilled at fighting with and without armor, favoring your agility. If you are wearing light armor you know how to use the armor to turn aside some harm, reducing damage you take from non-magical sources by 2.

If you are without armor you have an AC equal to 10 + your DEX modifier + your Proficiency bonus.

## PREPARED GEAR

At 1st level, you know the basics of readying yourself for an opponent. You know how to create agents to use in your fight against your chosen foes. You know places to get ingredients with out purchasing them, though you can buy them as well. You typically need at least 25gp worth of materials. It takes you around 1 hour to make one alchemical agent. Your level of skill with this allows you to craft one of the following:

- **Weapon Grease** - You can make a grease to apply to any of your weapons. Applying the grease takes 1 minute and a the weapon can still be sheathed with the grease on it. The grease on the weapon allows it to deal +1d6 poison damage if the opponent fails a CON save (DC = 8 + Proficiency Bonus + DEX modifier). The grease can also be set on fire instead, causing the weapon to shed light like a torch. Attacks made deal 1d6 fire damage. The grease lasts the duration of 1 encounter.

Grease made can be applied up to 4 times before more must be made.

- **Potion of Healing** - You can craft healing potions, each healing 2d4+2 damage. (Note, you can spend more gp worth of materials & time to create the more potent varieties of Potions of Healing. Each step up should at a minimum double what you need to make the potion.)
- **Infused Water** - You can create a mixture that functions like Holy Water (pg 151 PHB).
- **Toxin Neutralizer** - You are able to make a potent antitoxin that can neutralize poisons. When drunk as an action or reaction, you immediately neutralize a poison you have been inflicted with and/or (if drunk before being poisoned) you have advantage on saving throws against poisons for 1 hour.

## THE ABYSS FLINCHED

At 2nd level, you have advantage on saving throws against fear and charm effects.

### SLAYER ARCHETYPE

At 3rd level, you choose an archetype that adds to your instincts and tenacity as a Slayer. Choose Ardent Hunter, or Grim Scholar. Each of these are detailed at the end of the class description. The archetype you choose grants you features at level 3, and again at levels 7, 10, 15, and 18.

### DEFLECT MISSILES

At 3rd level, you gain the same class feature as that of the Monk. However, you do not possess ki, and as such you lack the ki based abilities of the feature. However, if you catch a missile, you can attempt to make an attack with the weapon, but this requires a DC 10 Dexterity Roll. If failed you cannot make the attack

### ABILITY SCORE IMPROVEMENT

When you reach level 4, and again at levels 8, 12, 16, and 19th levels you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. No score can be increased above 20 in this way.

## EXTRA ATTACK

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Beginning at level 5, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## SLAYER'S WEAPON

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At level 6, you may choose a weapon to become your favored weapon. You know of a ritual that empowers the weapon, making it a formidable tool. The ritual takes 1 hour to complete and requires around 500gp in materials. Once completed, the weapon is treated as a magical weapon (if it is not already). While you use this weapon you increase the damage done with the weapon by 1 die type. (If the weapon rolls 2 dice then you add 1d4 to the damage rolled.)

At level 11, your bond is stronger, and a weapon you wield becomes like an extension of yourself, making it far deadlier in your hands. A critical hit for you is rolled on a 19-20 instead of just a 20.

At level 17, your bond is at it's peak. You deal an additional +2 in damage with your bonded weapon.

## KEEN SENSES

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At level 9, you have developed keener senses than others. You have advantage on all Perception rolls, and if required to use an action to make a Perception roll, you may instead make one as a bonus action instead. You also gain a +2 to your passive Perception.

## EXPLOSIVE STRIKE

At level 13, when wielding your bonded weapon, you can use it to ignite an explosion in an opponent to catastrophic effect. As a bonus action you can charge your weapon with power. When you land a hit with your weapon you deal its damage normally. The charge then transfers to the opponent.

Once an opponent's HP has been reduced by half they must make a CON save, DC = to 8 + your Proficiency Bonus + your DEX Modifier. If they fail the save then they explode as if they were the Fireball spell. If they succeed on their save then the explosion still goes off but they take half damage.

Once used, you must take a short or long rest before you can use this again.

## INVOCATION OF POWER

At level 14, you are capable of invoking divine power onto your foe. You gain the Cleric's ability to Turn Undead. This works like the power, the cleric's ability, along with the Destroy Undead capability. Turning undead works one time until a short or long rest is taken. Destroying Undead, however, requires an applied use against a single chosen opponent and can only be done once per day before a long rest must be taken to regain its use.

## MONSTER SLAYER

At level 18, few Slayers ever reach old age, let alone survive long enough to be a master of the trade. You may increase the damage die type of any weapon you wield by 1. This does include your unarmed attacks. With your bonded weapon you also gain a +2 to damage.

## LEGENDS END

At level 20, few creatures can stand against you, but most importantly you know how to handle creatures of legendary status. When a creature use a "Legendary" action, you can use your reaction and make an attack roll.

If the attack hits, the opponents legendary action is interrupted, and if it has limited uses of that action then one action is expended.

If the attack misses, the opponent may continue with their legendary action.

## SLAYER ARCHTYPES

All slayer's have a different approach toward how they deal with their prey. The slayer archetype you choose to emulate reflects your approach.



## ARDENT HUNTER

The archetype of Ardent Hunter is one that focuses on one's prowess in battle, preferring overwhelming skill in battle as a way of defeating one's foes.

### CHOSEN PREY

At 3rd level, you have picked up on an enemy type that you are particularly skilled at fighting. The enemy type is from the following list: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, and Undead.

When fighting an opponent of your chosen type you deal a +1d6 damage against the chosen type of opponent.

At level 7 you may choose 1 additional opponent type that you can apply this bonus damage against.

### FINESSED DUAL WIELD

At level 7, you gain the benefits of the Dual Wielder feat. One difference is that the weapons you choose to wield do not have to be light weapons, but must be finesse weapons.

### UNRELENTING HUNTER

At 10th level, you can denote a particular prey as your target, taking ten minutes to set your mind to the task. When you track your chosen prey, you have advantage on relevant skill rolls to track them. The means of tracking can vary, and does not always include finding foot prints and can mean sniffing out rumors.

When you face your chosen prey you have a +1 to your AC when fighting against them, and successful attacks deal an additional +2 damage.

If your prey escapes you then you retain these benefits against them. Once a prey has been killed, or if you have given up the hunt, you can designate a new target as your prey.

### ALCHEMICAL PREPARATION

At level 15, you have developed a number of additional alchemical agents that you can use to deal with various monsters that you may encounter. Each creation needs a minimum of 1 hour of preparation time, and the expenditure of at a minimum of 250gp worth of materials.

- Treated Weapon - You know of a special processes that can temporarily treat a weapon with a property that a creature is vulnerable to. A treated weapon remains treated for a week. You can share this process with others to produce many treated weapons, though you must be present for this to work as the process is very exact in what must be done.
- Smoke Bomb - You are able to create a substance, that when exposed to air, creates an obscuring cloud of smoke. This is similar to the Fog Cloud spell, but has the additional benefit of forcing anything that can breathe air to make a DC 12 CON save or the start coughing and are at disadvantage on Perception rolls and cannot speak.

- Warding Insense - You know how to make an insence that is a repelent to one of your chosen prey types. For it to be effective, you must spread the insence smoke/oder around where you need it. A single batch is often enough to treat a small house.

When exposed to the treated area, the targeted prey type must make a WIS save DC = 8 + your proficiency bonus + either your INT modifier or WIS modifier (which ever is better).

If they fail the save, they are repelled and will not enter the treated area for 24hrs. If they succeed then they can enter, but must continue to make saves at the start of each of their turns.

If the character is walking/exploring using the insence, the affect still applies, and will protect the party as they travel, and in their camp.

- Potion of the Adamant Mind - This is a potion that temporarily grants the drinker immunity to Psychic damage and the user cannot be charmed via psychic means. The effects, once drunk, last 1hr.

It takes 48hrs to brew this potion, and an expenditure of around 2,000gp worth of materials.



## GRIM SCHOLAR

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The archetype of Grim Scholar is one that focuses on one's skills and capabilities instead of overall combat prowess.

### KNOW THY FOE

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At 3rd level you have the ability to quickly assess your foe and their capabilities. When facing an opponent, you can spend an action to analyze a single chosen opponent. On your next turn and until that chosen opponent is defeated you may choose one of the following options to use when fighting them:

- +1 AC
- +2 damage
- +1 to attack rolls

### A TRICK UP YOUR SLEEVE

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At 7th level you have developed tricks for concealing weapons and items on your person. You have advantage on skill rolls to conceal objects on your person. Additionally, you are never without a weapon. With an hour of prep time you can bond a light weapon to yourself.

This weapon can be called to yourself from anywhere it is. You also can bond one item that is not a weapon to be called to you in the same way. When called the weapon simply appears in your hand. You may also choose to send the item back to where you called it from if you deem it necessary.



## **WORLDLY STUDY**

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At level 10 you have developed the ability to quickly adapt to new places and situations. It takes you an hour to get used to any environmental condition that does not cause physical harm. This allows you to move and take actions with no disadvantage to your rolls from them. You are still harmed by environments that would do harm to you, but if there is a saving throw involved you have advantage.

Outside of these conditions, you adapt quickly to social situations. With an hour of time spent in the new place, learning about what goes on there you gain advantage on skill rolls to learn information, find your way around, or to persuade others into assisting you in some small way (so long as they are native to the place).

## **BATTLE DIRECTOR**

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At level 15, you have developed a leader's ability to sense the flow of battle around you and can direct that flow if needed or desired. Any allies that can hear you gain the benefits of this feature.

As a bonus action you can attempt to direct your allies, granting either all allies a +1 to to one chosen action on their turn. Or you may grant a single ally a +1d4 bonus instead.

This bonus can be maintained if you devote your bonus action to maintain it on each of your turns. You also cannot benefit from this bonus yourself.

