

# SEAN'S GAMING CORNER

## -D&D 5TH EDITION-



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# STRIDER

A flash of light in the dark, a blur of motion but it's too late. On the battle front a warrior charges ahead of a platoon, faster than the rest, a lone scythe reaping a harvest with each swing of their blade. Impossibly distant, a shot that no one can make, and yet the arrow flies true and imbeds itself in the target.

They are striders, an elite group of mercenaries, warriors, assassins, and spys. Each individual chooses their own path as a strider during their training, but ingrained into this training is the unbreakable code to never betray one's employer. Even when a contract is completed a strider will never divulge the identity of a past employer or any other secret information.

Striders often work based on their own ethics, that is those who are of the elite A and S-A class. Those striders ranked in the C and B class are well trained soldiers employed as part of the regular mercenary unites of the strider organization. Each member of the A and S-A class are individually deployed, and have their own ethics and moral codes though they all hold the base ideals of the striders.

## FOR THE MONEY

A strider is taken in to the organization at a young age as an orphan, or child of an existing member and groomed to the life of a mercenary soldier. This can be it for some, but others press on to become better, and more skilled. Often a strider only takes on a job if it is either assigned to them by the organization (if a class C or B member), or they pick the job they want (class A and S-A).



Money is the driving force for any mercenary, but some striders take on jobs, not for the money but for their own personal ethics.

## ELITE TRAINING

As mentioned before, the striders are an organization that groups their membership into classes. Class C and B striders are the normal soldiers and their commanders, though compared to other similar mercenary soldiers, striders are far better trained and disciplined. Class A and S-A striders are individuals who have chosen to rise above the first two classes, devoting themselves to becoming something more dangerous and able to operate solo from the organization most of the time.

There are risks to operating independently, like any adventurer would face. But as long as a portion of their spoils is paid into the organization, the strider has access to a support network.

## CREATING A STRIDER

In making a strider you need to think about what roll your strider plays in the organization in terms of abilities. Are you more geared to stealth and espionage? Are you a warrior, keen to take the fight directly to the enemy? Are you one of the mystics, possessing an array of magic abilities? Or do you fall into a jack-of-trades roll, able to do a bit of everything?

And just who are you in the organization? Are you one of the many orphans that is taken in, given a home and straining? Are you the child of an existing member? Or are you someone of already possessed impressive talents who has found their way into becoming a strider?

Even an ex-strider is still a dangerous foe who possesses enough knowledge and teaching to move themselves along at their own pace, but why are you no longer with the organization?

### QUICK BUILD

You can make a strider by following these suggestions. Step one is to make Strength or Dexterity your highest ability score depending on your focus as a front line fighter, or more agile and evasive combatant. The next high score should be in Constitution or Wisdom as these play a part if the strider will be more of a physical combatant or possess more mystical abilities. For backgrounds choose from the outlander, Sage, or Soldier backgrounds.

### CLASS FEATURES

As a strider, you gain the following features.

#### HIT POINTS

**Hit Dice:** 1d8 per strider level

**Hit Points at 1st Level:** 8 + your CON modifier.

**Hit Points at Higher Levels:** 1d8 (or 5) + your CON modifier per strider level after 1st.

#### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple Weapons, Martial Weapons

**Tools:** None

**Saving Throws:** Dexterity, Wisdom

**Skills:** Choose three from Acrobatics, Athletics, Deception, Insight, Investigation, Medicine, Nature, Perception, Stealth, Survival

#### PROFICIENCIES

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

- (a) scale mail or (b) leather armor
- (a) a cypher sword or (b) two shotocypher swords
- (a) a climbing sickle or (b) two simple weapons
- (a) Dungeoneers Pack or (b) Explorer's Pack

### CLASS A

At 1st level, a strider is considered a Class A strider. In your training you have learned to fight unarmed and with the strider's preferred weapon, the cypher sword. When fighting unarmed you may use the strider's Class A dice for damage. If wielding a cypher sword then the Class A die is added as a bonus to damage, making the weapon exceptionally dangerous in the hands of a strider. You may also choose to use your Dexterity instead of Strength for attack and damage rolls for unarmed attacks and attacks with the cypher sword.

## THE STRIDER

Level	Proficiency Bonus	Class A Die	Features
1st	+2	d4	Class A, Plasma Control
2nd	+2	d4	Armor Augmentation
3rd	+2	d4	Strider Archetype
4th	+2	d4	Ability Score Improvement
5th	+3	d6	Extra Attack
6th	+3	d6	Spectral Options
7th	+3	d6	Strider Archetype
8th	+3	d6	Ability Score Improvement
9th	+4	d6	Enhanced Plasma Control, Perfect Recall
10th	+4	d6	Special Class A
11th	+4	d8	Strider Archetype
12th	+4	d8	Ability Score Improvement
13th	+5	d8	Free Flow
14th	+5	d8	Plasma Surge
15th	+5	d8	Strider Archetype
16th	+5	d8	Ability Score Improvement
17th	+6	d10	Teleport
18th	+6	d10	Master Strider
19th	+6	d10	Ability Score Improvement
20th	+6	d10	Ragnarok

In addition to this, striders also know how to use the climbing sickle. The climbing sickle is both a weapon and tool. When used as a weapon it functions as a normal sickle, but as a climbing tool it give the character a +2 bonus to Athletics skill checks to climb.

The Class A Die itself is a designation that can be used for other features, though these features do not take the die away from the base Class A feature, but instead sets the designation of the die type to be used by those class features.

## PLASMA CONTROL

At level 1, a strider possesses an ability that they call plasma control. This ability allows the strider to charge certain actions with electricity and/or fire. Using the Class A Die type, the strider has an initial Plasma Die Pool of 4 dice that they can use. Dice assigned to an action remain designated for the duration of an encounter (unless noted otherwise, or 1 minute - which ever comes first), and a short rest allows the recovery of all expended dice in the pool. You can initially only use 1 die at a time on your turn.

- **Acceleration:** By expending a die you can use a bonus action to make an additional move action.
- **Air Step:** By expending a die you can step on the air, doubling your jump distance.

- **Flashing Strike:** You expend a die to add that die to your next attack roll (can be applied before or after the roll). This die use does not extend past the one use it is applied to.
- **Charge Cypher:** You expend a die to add an additional die of sonic damage to your attack with a Cypher Sword (done after the attack roll succeeds). This die does not extend past the one use it is applied to.

## ARMOR MODIFICATION

At level 2, striders make use of techniques and knowledge for altering body armor, strengthening it, or otherwise modifying it. This is applied to light and medium armor if they are proficient in it. A strider needs at least 1 hour of uninterrupted work with the proper tools.

After the hour of work the Strider's AC from armor is at a +1, and the max DEX modifier allowed is increased by +1 as well. Anyone else wearing this armor will not gain the same benefits as it's been modified only for the strider's use.

## STRIDER ARCHETYPE

At level 3, the strider gains access to an archetype that influences the strider's combat skills and abilities. Choose the Deadly Emissary, Brutal Soldier, or Mystic Adept. The archetype you choose grants you features at 3rd, 7th, 11th, and 15th levels.

## ABILITY SCORE IMPROVEMENT

At level 4, and again at levels 8, 12, 16, and 19 the character can improve one ability score by 2 points, or two ability scores by 1 point each. Like usual, you are limited to a maximum score of 20.

## EXTRA ATTACK

At level 5, you can make two attacks instead of just one, when ever you take the attack action.

## SPECTRAL OPTIONS

At level 6, you gain the ability to call an option, a spectral creature that does your bidding. It is not a spirit, but a manifestation of spectral energy. There are three options that a strider has access to and only one option may be put into use at a time.

**Option-A:** This is a jellyfish or mushroom type creature that floats in the air around the strider. The creature has two functions, it can act as a shield, granting the strider a +2 AC bonus as if they were using a shield. If set to attack, option-a works like a long bow dealing force damage. It attacks as either part of the characters attack actions, or as a bonus action (not both). You can only use option-a in one function or the other, not both.

**Option-B:** This is a panther or some other type of large cat. When in use, the has physical substance and has the stats of a panther (page 307 PHB). Unlike the creature there, option-b gains HP every 2 levels of the strider, and the strider's proficiency bonus is applied to it's skill rolls, attack rolls, and AC.

Option-b is also treated as being large sized, and is big enough to be used as a steed. However, the creature also lacks the "Keen Smell" ability. If reduced to zero HP then option-b cannot be used called forth again until a long rest is taken.

**Option-C:** This option is an eagle or hawk spectral creature. As a reaction, a strider may use option-c to mimic a the monk's "Slow Fall" class feature. But if used in this way, option-c cannot be used again until a short rest is taken. The other use of option-c is as long distance recon. The strider enters a meditative state as if they were sleeping. While linked to option-c, the character has the functioning body of a Hawk (page 306 PHB). They make use of their own Perception skill rolls, however. In addition to this they have the hawks "Keen Sight" and can attack in the form, though this is never advised unless necessary.

The spectral form is also difficult to see, and has advantage on stealth rolls to avoid being spotted. If damaged it immediately disorporates and the strider is back in their own body, like wise the strider can be woken from their medatative state, which will cause a loss of conection with option-c. The strider can also sever the conection on their own at will and awaken immediately. Option-c can be used for a prolonged period of time equal to half the characters level as a strider in hours. Whenever the strider is done or forced out of option-c they must complete a short rest before it can be used again.

## ENHANCED PLASMA CONTROL

At level 9, your control over plasma is far stronger. If attacking with a cypher or unarmed, you are able to treat the attack as if it were magical for the purposes of overcoming resistances.

You gain an addition 2 Plasma dice. Also, when using the "Charge Cypher" option you may also use it with unarmed attacks, and the extra damage may be treated as either fire or electrical damage instead of sonic (with the damage type chosen before the die is rolled).

## PERFECT RECALL

At level 9, the strider has fully developed their skills of observation and learning. By entering into a 1 hour medatative trance the strider can recall any specific thing they have seen, or heard in exact detail. Such things can be an important document (or documents), a painting or mural, a speech, a conversation, a passage in a book, or anything similar.

Recalled information remains at the forefront of one's mind until no longer needed, but can be recalled again when needed after an hour of meditation. With skill rolls relating to less specific information, such knowledge on a religion, an area, organization, etc. you have advantage on the applicable skill roll, and do not need to spend an hour meditating.

If you possess spellcasting abilities, this ability will allow you to recall your current memorized spells and essentially rememorize them without the need for your spell book (taking 2 hours instead of 1). However, to swap out spells you can either use your spell book like normal, or spend yet an additional hour to recall 1 spell to memorize.

## SPECIAL CLASS A

At level 10, the strider may spend up to 2 plasma dice on their turn for Plasma Control abilities. In addition to this you gain the following additional Plasma Control abilities. An additional 2 plasma dice are gained at level 13, 16, and 19. Your base movement also increases by 10ft.

- **Superior Focus:** By expending a die you can apply a die to a saving throw when ever you are required to make a save. This does not apply to death saves, and only applies on the single save.
- **Shrug it Off:** By expending a die you may take an action to spend Hit Dice to recover lost HP. You may only do this once during combat. The amount of Hit Dice you may spend is based on rolling your Class A die to determine how many dice you can use.
- **Blitz Strike:** By expending a die you can use your attack action against each opponent that is within melee range of you. This cannot be used with Extra Attack.
- **Run the Walls:** By expending a die you can move normally along walls and ceilings with the effect lasting 1 minute per level of the strider.
- **Flash Step:** By expending 2 dice you are temporarily harder to hit. Attacks made against you, until the start of your next turn, are all at a disadvantage.

## FREE FLOW

At level 13, the strider has developed techniques for moving around a battle field with ease. The strider can ignore the penalties for difficult terrain. And if moving out of or through a hostile creatures reach you have a +2 to your AC vs. Opportunity Attacks from the target.

## PLASMA SURGE

At level 14, the strider can recover expended Plasma dice by expending a Hit Die. This takes a action to perform. Once used, the action cannot be used again until a long rest is taken.

## TELEPORT

At level 17, the strider gains the ability to teleport. Unlike other forms of teleportation this one with some limitations. First, the strider must establish a "home" rune. This is a rune that is placed in a spot that acts as the main send/return point. Placing the rune requires time to place as it must be carved into a surface.

The send/return rune allows the strider to teleport to it at anytime so long as they are within 120ft of it. This function expands when one creates a traveling rune. This rune can be placed at a location, or it can be placed on an object like a dagger, stone, or arrow. The traveling rune allows the strider to teleport from the home rune to the travel rune and vice versa.

Again the strider must be within 120ft of the traveling rune in order to use it. Additionally a strider cannot set up an endless series of traveling runes and home runes. They may have only 1 home rune at a time, but may have a number of traveling runes to use equal to 1/4 their level as a strider (rounded off), +1.

Establishing a new rune beyond the maximum will cause one of the oldest runes to disintegrate. With etchings this makes the surface smooth as if something had sanded out of existence.

The strider can teleport themselves and all of their gear without issue. To teleport additional people/gear, this requires the strider to make a WIS check. If they succeed they may take along 1 person and their gear or up to 1 x 1 square of bundled gear (5ft x 5ft). Every 2 points by which this roll is exceeded allows for an additional person to be taken (or additional square of gear).

## MASTER STRIDER

At level 18, the strider is considered a master. First, you may spend up to 3 Plasma Dice on abilities at a time. Second, the strider automatically recovers at least 1 plasma die at the start of combat if they are not at their full allotment. Third, the strider's base movement is increased by 10ft. Finally the strider may gain an additional saving throw for one that they do not already possess.

## RAGNAROK

At level 20, the strider is able to unleash a devastating attack, or series of attacks. The strider must decide one attacking a single target or multiple targets. If attacking multiple targets the strider can make two attacks against every target that they can see, teleporting to each target and away from them without provoking opportunity attacks.

If attacking a single target you teleport to them and can make 2 attacks, +1 attack per +1 to dexterity you possess (with a DEX of 20 you will be able to make up to 7

attacks for that action).

After this is used you cannot use it again until you have taken a long rest.

## STRIDER ARCHETYPES

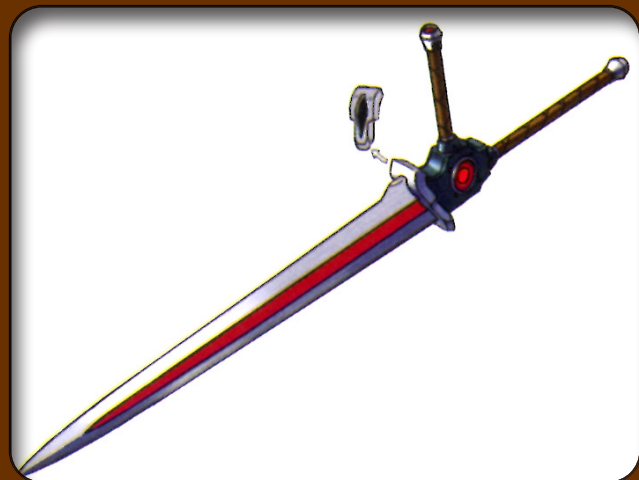
Striders possess many features that they have in common with each other, but each strider also can choose to set down different paths of expertise. You can choose from the Deadly Emissary, Brutal Soldier, or Mystic Adept archetypes.

## DEADLY EMISSARY

You are a messenger, not just one who delivers the spoken word, but often one that delivers the a more lethal message. Employing diplomacy, discretion, stealth, and subterfuge you ensure that the message you were hired to send was received - loud and clear.

### CYPHER SWORD

The cypher sword is a weapon not unlike a longsword. It possesses a double edged blade, a two handed hilt, but also a secondary hilt to allow the weapon to be held like a tonfa. If used like this it allows the weapon to be used with finesse, but only if the character is proficient in the weapon's use (must be learned like a tool). Otherwise the weapon functions in a similar maner to any other longsword.



NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Cypher Sword	20 gp	1d8 slashing	3.5 lbs	Versatile (1d10), Finesse (Special)



## PLASMA CHANNEL

Starting at 3rd level, you possess the ability to channel your plasma energies into your ranged attacks. First you may use the Charge Cypher and the Blitz Strike plasma abilities with ranged attacks. Second, when using thrown weapons, you are able to hurl these weapons with more force than normal, adding your level x2 in additional feet to the distance of the thrown weapon.

## MESSENGER

Starting at 3rd level, you possess the ability to remember - verbatim - any message you are told to deliver without the need for a physical letter to be in hand. In addition to this you also gain proficiency in the Persuasion skill.

If the message to be delivered is more lethal, then you have advantage on attack rolls made on only the intended recipient of the lethal message (a single target).

## INFILTRATION EXPERT

At 7th level, you gain the Infiltration Expert class feature that is noted on page 97 in the PHB.

## MULTIATTACK

At 11th level, you gain the Multiattack class feature that is noted on Page 93 in the PHB.

## ENVOY

At 15th level, you are an envoy, a strider that is brutal in their lethality, and cunning in their actions. You possess two things that you can do. When delivering a message you have advantage on any applicable skill rolls taken that work directly toward delivering the message.

Once the message is delivered you retain your advantage until you are safe or take a short rest, or are rendered unconscious.

In combat you are more lethal. With melee and ranged attacks you may add your proficiency bonus to the damage you deal. If your attack is on a target that you either have advantage on or if there is an ally or enemy of the target that is within 5ft of them (like the Rogue's Sneak Attack) then you may add an additional die to weapon damage to your attack.

## BRUTAL SOLDIER

There are some striders who prefer to slink about behind the scenes, striking from the shadows. There are some who put their minds to the mystic arts. But then there are those who choose the life of a soldier, to be a master on the battlefield.

## ARMORER

Starting at 3rd level, you possess better training with armor. You gain proficiency with medium and heavy armor. At level 9 you have figured out how to modify heavy armor for your use, and can apply the Armor Modification feature to heavy armor. This does not, however, give an increase in the max DEX modifier allowed to heavy armor.



## WEAPON FOCUS

At 7th level you possess an attachment to weapon of your weapons over that of any others. You must spend 1 hour meditating and attuning to this chosen weapon. When wielding this weapon you may use a bonus action to make an attack with it. You can change your focus to a new weapon by reattuning yourself to the new weapon. This can be applied to unarmed attacks if you make use of some sort of wrappings/bracers/boots to be the focus of your attunement.

## PLASMA INFUSED

At 11th level you possess the ability to infuse your attuned weapon (from Weapon Focus) with plasma energy. When ever you wield your chosen weapon you add an additional die of damage based on the weapons damage. The damage type for this can be either Sonic, Electrical, or Fire.

## VORPAL STRIKE

At 15th level your strikes are lethal. With a single attack, if your roll 20 on an attack roll, the target has their head cut off...so long as they have a head. The creature dies if it cannot survive wout out it's head. If the creature can survive without it's head, has resistance to the damage type of the weapon/attack, has legendary actions, or is simply too big for it's head to be cut off with that single attack then the weapon deals an additional 4 dice of damage.

This only applies to one of your attacks, so if you have multiple attacks and roll more than one 20, then this only applies to one. IF you are wielding an actual vorpal weapon, the vorpal weapon's effect takes precedence over this with no further enhancements from this ability.

## MYSTIC ADEPT

Striders are not always wielders of conventional weapons, some learn to harness more arcane powers. While not the spell casters that wizards and sorcerers are, mystic adepts are still capable casters that augment their close combat skills with magic.

## SPELLCASTING

Starting at 3rd level you gain the ability to cast spells. This feature works like the Eldritch Knight spellcasting feature (page 75 PHB), except with notable exceptions.

First, Wisdom is your spellcasting a ability score.

Second, you draw your spells from the Sorcerer's spell list.

## PLASMA ENHANCED SPELLS

Starting at 3rd level you can use your plasma to enhance certain spells. Spells that are Fire, or Electrical can have their damage increased by +1 Class A die from their plasma die pool.

## SWIFT CASTING

At 7th level you gain the ability to cast spells that require a single action as a bonus action. The number of times you can do this is equal to your WIS modifier, +1 (minimum of 1). After the alotment is used you may take a short rest to recover them.

## PLASMA ABSORPTION

At 11th level you have developed the ability to absorb fire and/or electrical energy. When you take damage from one of these sources you may use your reaction to expend a number of plasma dice from your pool to roll that number of Class A dice. What you roll determines how much Temporary HP

you gain from the attack. After you have absorbed the element, you also gain Damage Resistance to Fire or Electricity (depending on what the attack was). This lasts for 5 minutes.

You can also continue to absorb energy so long as you have the plasma to do so. The maximum Temporary HP you can have is equal to your Level as a strider + 10. You can have both types of damage resistance active if you haven't been hit with and absorbed

## PLASMA MISSILES

At 15th level you have perfected a variant of the Magic Missiles spell. You are able to throw up to 3 darts at one target or three separate targets with the damage of each dart being based off your Class A die type as an attack action. You can expend plasma dice to increase the number of darts by 1 per die spent.

Unlike the Magic Missile spell, these are not automatic hits, and require that you make a ranged attack roll for each dart when hurling them at separate opponents. However, if attacking a single target you are able to make your ranged attack roll at an advantage. If you succeed, then all three missiles hit and deal damage.



## STRIDER GEAR

Striders tend to travel light, taking with them only what they need. One of the key pieces of equipment for the Class A, or Special Class A, use is a utility belt. This is a specially made belt, costing 50gp, and not gear they start with. It is made up of a series of interconnected pouches. Each pouch can be set to either be its own pouch or can be easily adapted so that two or three pouches function as a single pouch. This utility belt can hold up to 20lbs of gear. The belt is connected to the striders armor, and individual pouches cannot be removed without tools. As such pickpockets are at a disadvantage on attempts to interact with a strider's utility belt.

This belt also has a sheath for the cypher sword. The climbing scythe that a strider has is often kept over a shoulder for quick use. Throwing daggers, or darts are dispersed where they can be easily deployed. Many Striders store an array of these over a shoulder to be easy to grab and throw (no mechanical change).