Artoria DnD 5e																					
Class	Incarnation of the King																				
st	Dragon Factor			11th	Subclass	Sealed Excalibur	Rhongomyniad Mythos														
	Mana Pool,						,														
nd	Reinforcement	Sword of	Lance of the	12th	Ability Score Thirteen																
d	Subclass	Selection	End	13th	Restriants																
					Superior Reinforcement,																
h	Ability Score			14th	Superior Mana Weave																
	Ability Score			1401		Excalibur/True	Rhongomyniad/														
h	Extra Attack			15th	Sub Class	Name Release	True Name Release														
		Protection of	Protection of																		
h	Subclass	the Lake	the End	16th	Ability Score Crown of the																
	Mana Weave			17th	Stars																
h	Ability Score		Second Stage	18th	Extra Attack																
			Restraints																		
th	Subclass	Invisible Air	Lifted	19th	Ability Score		God/ess of the														
Oth	Dragon Factor			20th	Subclass	Avalon	Lance														
	From hidh your	hody bee peee	essed a fragment of the so	uld of the Ones and	Future King Adhur D	androgen This	has shaped your hady a	d lifest de se veu br	ue ereure older elleurie	a veri te demonstrate lhe	ame chilities and skills	they proceed in you	r droome vev relive	aven memori of	their life feeling	their emotions	and abaiaaa aa l	they beenes on	ad awaka wax aa	oo lhoir roflootior	
ore	life.	body nas possi	ased a nagment of the so	and of the Office and	Tutule King, Annul T	enuragon. mia	nas snaped your body a	id mestyle as you ne	ve grown older, allowin	g you to demonstrate the	same abilities and skins	they possessed. In you	ar dreams you renve	every moment of	ulei ille, leeillig	aleir emotions	and choices as i	they happen, an	id awake you ac	ee aleii tellecadi	is in your ow
	Hit Points at 1st																				
lits Points	Hit Points at 1st Hit Points at 2nd	d+ Levels: 10 + CC	(or 6) + CON Modifier																		
	Armor: All armor	r, shields	utial waanana																		
	Weapons: Simp Tools: None																				
Proficiencies	Saving Throws: Skills: Choose to	Constitution, C wo skills from A	narisma crobatics, Animal Handling	g, Arcana, Athletics. H	History, Intimidation. I	Nature, and Sur	vival														
			gbow, and 20 arrows Id or (b) two martial weap																		
	(a) a light crosst	bow and 20 bol	s or (b) two daggers	ons																	
quipment	(a) a dungeonee	er's pack or (b)	an explorer's pack																		
Dragon Factor	As an incarnatio	on of Kina Arthu	, You have possessed a "l	Dragon Factor" from	birth. Your very hear	t is a Dragon, a	nd vour every movement	generates the same	amount of Magical Ene	rov as a Dragon would. T	nis naturally expresses i	itself in several ways:									
			and surroundings with you lit, Ranged & Melee DMG,								,										
lana Burst	Add your CON I This ability is ne	Modifier to: To H egated by an An	lit, Ranged & Melee DMG, ti-Magic field but is unaffe	, Nat & Armored AC, cted by Dispell Magic	and Movement Spee c and similar temprora	d. When applie ary measures a	d to DMG it counts as Fo s your body immediately	ce Damage. outputs enough Mag	ical Energy to re-reinfor	ce you.											
	You possess an	unnatural char	sma about you because o	of your Dragon Factor	r. Simply by feeling ye	our presence; b	e it through sight, smell, :	ound, etc; friendly c	reatures are invigorated	and able to push themse	ves beyond their norma	al limits.									
			iss Lvl/2 (round up) friendl or combat, at times border		Uft of you to give your	CHA modifier t	o To Hit and DMG.														
	Available Class	Lyl/2 (round un																			
	As a Decisión a l'	care (round up) times per short rest.	Veu de e-t	and the attention	normal D-1	raguiraa														
	As a Bonus Acti	ion you may act	as if you are using Dodge coming damage.	e. You do not need to	see the attacker as a	a normal Dodge	requires.														
instinct Mana Pool	As a Bonus Acti As a Reaction y Starting at LvI 2	ion you may act ou may halve in You are able to	as if you are using Dodge coming damage. store your Magical Energ	iy as Mana for use in				lass Lvl x10)+(CON	modifier X Class Level)], you regain half of your	vlana on a short rest, all	l of it on a long rest.									
Instinct Mana Pool Reinforcement	As a Bonus Acti As a Reaction y Starting at LvI 2 Using your store	ion you may act you may halve in You are able to ed Mana you ar	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre	y as Mana for use in ease your abilities:	Reinforcement and o	other abilities. Y		lass Lvl x10)+(CON	modifier X Class Level)], you regain half of your	Vana on a short rest, all	l of it on a long rest.									
nstinct Mana Pool Reinforcement Movement	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti	ion you may act you may halve in You are able to ed Mana you ar ion, you may sp ion, you may sp ion, you may sp	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att	y as Mana for use in ease your abilities: f you are under the e tack Action. This Atta	n Reinforcement and o ffects of Dash and the ack Action deals an ac	other abilities. Y e Jump spell. dditional CON n	our maximum Mana is [(0	rns in to +8. etc).	modifier X Class Level,)], you regain half of your	Vana on a short rest, all	l of it on a long rest.									
nstinct Aana Pool Reinforcement Novement Elfen Dance	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti You may spend	ion you may act you may halve in You are able to ed Mana you ar ion, you may sp ion, you may sp an additional 1	as if you are using Dodge coming damage. store your Magical Energ e able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att 5 Mana to make a second	y as Mana for use in ease your abilities: f you are under the e tack Action. This Atta Attack Action with Di	n Reinforcement and o ffects of Dash and the ack Action deals an ac bisadvantage, and 20	other abilities. Y e Jump spell. dditional CON n Mana for a third	our maximum Mana is [(f nodifier DMG on hit (+4 tu I Attack Action also with E	rns in to +8, etc). isadvantage.					ine holf damage on			terrenia abia	to coll with discut			una la mania	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Actii You may spend As an Attack Act Each additional	ion you may act you may halve in You are able to ed Mana you ar ion, you may sp ion, you may sp an additional 1 tion you may sp 10 Mana put in	as if you are using Dodge coming damage. store your Magical Energy a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att 5 Mana to make a second end 20 Mana to expell Ma to the attack increases the	y as Mana for use in ease your abilities: f you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 1d8.	n Reinforcement and o effects of Dash and the ack Action deals an ac isadvantage, and 20 our body in an explos	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat	our maximum Mana is [(nodifier DMG on hit (+4 tr Attack Action also with E urres caught in a 15ft sph	rns in to +8, etc). isadvantage.					ing half damage and	d not moving on a	succesful save.	Inorganic objec	ts roll with disad	Ivantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you	ion you may act you may halve ir You are able to ed Mana you ar ion, you may sp ion, you may sp an additional 1 tion you may sp 10 Mana put in have learned to	as if you are using Dodge coming damage. store your Magical Energ e able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ	y as Mana for use in ease your abilities: f you are under the ef tack Action. This Atta Attack Action with Di agical Energy from yc b DMG by 1d8. w into a suit of Half F	Reinforcement and o effects of Dash and the ack Action deals an ac isadvantage, and 20 our body in an explos Plate armor for yourse	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat	our maximum Mana is [(6 nodifier DMG on hit (+4 tu l Attack Action also with D ures caught in a 15ft sphe reature.	rns in to +8, etc). isadvantage. re centered on you	nust make a CON Savi	ng Throw or take 3d8 For	e DMG and be moved	10ft away from you, tak			succesful save.	Inorganic objec	ts roll with disad	Ivantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you Creating the arm The armor exist	ion you may act you may halve ir ed Mana you ar ion, you may sp ion, you may sp an additional 1 tion you may sp 10 Mana put in have learned to mor lowers your	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana at object separate from its ov	y as Mana for use in ease your abilities: Y you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 168. In to a suit of Half F s long as the armore wner. They can remo	Reinforcement and o affects of Dash and the ack Action deals an act isadvantage, and 20 our body in an explos Plate armor for yourse exists, and restores its we it or have it remov	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat iff or a friendly o self when the at ed from them th	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	lvantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst Mana Weave	As a Bonus Actii As a Reaction y Starting at Lvl 2 Using your store As a Bonus Actii You may spend As an Attack Act Each additional At 7th level you Creating the arm The armor exist; It is dispelled by	ion you may act you may halve ir ed Mana you ar ion, you may sp ion, you may sp an additional 1 tion you may sp 10 Mana put in have learned to mor lowers your	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana as	y as Mana for use in ease your abilities: Y you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 168. In to a suit of Half F s long as the armore wner. They can remo	Reinforcement and o affects of Dash and the ack Action deals an act isadvantage, and 20 our body in an explos Plate armor for yourse exists, and restores its we it or have it remov	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat iff or a friendly o self when the at ed from them th	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	fvantage, unless	s they are immu	une to magic.	
Instinct Aana Pool Reinforcement Movement Elfen Dance Burst Aana Weave	As a Bonus Acti As a Reaction y Starting at L vl 2 Using your store As a Bonus Acti As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you Creating the arm The armor exist It is dispelled by Mana Weave AC: 15 + Dex m	ion you may aci you may halve in You are able to ed Mana you ar ion, you may sp ion, you may sp ion, you may sp an additional 1 tion you may sp 10 Mana put in have learned to mor lowers your is as a physical y an Anti-Magic	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana at object separate from its ov	y as Mana for use in ease your abilities: Y you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 168. In to a suit of Half F s long as the armore wner. They can remo	Reinforcement and o affects of Dash and the ack Action deals an act isadvantage, and 20 our body in an explos Plate armor for yourse exists, and restores its we it or have it remov	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat iff or a friendly o self when the at ed from them th	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	fvantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst Mana Weave	As a Bonus Acti As a Reaction y Starting at Lv1 2 Using your store As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you Creating the arm Creating the arm the armor exists It is dispelled by Mana Weave AC: 15 + Dex m Strength: NA Stealth: Disadva	tion you may act you may halve in You are able to ad Mana you ar tion, you may sp tion, you may sp an additional 1 tition you may sp 10 Mana put in have learned to mor lowers your is as a physical y an Anti-Magic modifier (max 2)	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana at object separate from its ov	y as Mana for use in ease your abilities: Y you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 168. In to a suit of Half F s long as the armore wner. They can remo	Reinforcement and o affects of Dash and the ack Action deals an act isadvantage, and 20 our body in an explos Plate armor for yourse exists, and restores its we it or have it remov	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat iff or a friendly o self when the at ed from them th	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	ivantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst Mana Weave	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti As a Bonus Acti As an Attack Act Each additional At 7th level you Creating the arm The armor exist It is dispelled by Mana Weave AC: 15 + Dex m	tion you may act you may halve in You are able to ad Mana you ar tion, you may sp tion, you may sp an additional 1 tition you may sp 10 Mana put in have learned to mor lowers your is as a physical y an Anti-Magic modifier (max 2)	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana at object separate from its ov	y as Mana for use in ease your abilities: Y you are under the el tack Action. This Atta Attack Action with Di agical Energy from yo DMG by 168. In to a suit of Half F s long as the armore wner. They can remo	Reinforcement and o affects of Dash and the ack Action deals an act isadvantage, and 20 our body in an explos Plate armor for yourse exists, and restores its we it or have it remov	other abilities. Y e Jump spell. dditional CON n Mana for a third ive wave. Creat iff or a friendly o self when the at ed from them th	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	ivantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst Mana Weave	As a Bonus Acti As a Reaction y Starting at Lv1 2 Using your store As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you Creating the arm Creating the arm or exists It is dispelled by Mana Weave AC: 15 + Dex m Strength: NA Streath: Disadva Weight: 40 Special Effects:	ion you may acti you may halve in ed Mana you ar ion, you may sp an additional 1 tion you may sp an additional 1 10 Mana put in have learned to mor lowers your is as a physical y an Anti-Magic nodifier (max 2) antage	as if you are using Dodge coming damage. store your Magical Energ a able to momentarily incre end 20 Mana and act as if end 10 Mana to use an Att Mana to make a second end 20 Mana to expell Ma to the attack increases the mold your Magical Energ Mana Pool by 10 Mana at object separate from its ov	y as Mana for use in ease your abilities: you are under the ei tack Action This Atta Attack Action with Di gicial Energy from yc DMG by 1d8. I song as the armor e wner. They can remo milar ability. Your Mar	Reinforcement and co effects of Dash and this isadvantage, and 20 our body in an explose Plate armor for yourse vesits, and restores it ve it or have it remov na is refunded to you	other abilities. Y e Jump spell. Iditional CON n Mana for a third ive wave. Creat aff or a friendly o self when the self when the in this case.	our maximum Mana is [(nodifier DMG on hit (+4 tu l Attack Action also with D urres caught in a 15ft sphw reature.	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	ivantage, unless	s they are immu	une to magic.	
Instinct Mana Pool Reinforcement Movement Elfen Dance Burst Mana Weave	As a Bonus Acti As a Reaction y Starting at Lvl 2 Using your store As a Bonus Acti As a Bonus Acti You may spend As an Attack Act Each additional At 7th level you Creating the arm At 7th level you Creating the arm At 7th level you Creating the arm At 7th level you Creating the At Mana Weave AC: 15 + Dex m Strength: NA Stealth: Disadva Weight: 40 Special Effects: -Magic Resistan	ion yoù may acti ou may haive ir You are able to ed Mana you ar an additional you may sp an additional 1 tion you may sp 10 Mana put in have learned t mor lowers you to sa a physical y an Anti-Magic modifier (max 2) antage	as if you are using Dodge coming damage. store your Magical Energ able to momentaliy incr end 20 Mana and act as if Mana to make a second at 10 Mana to use an Att Mana to make a second and 20 Mana to expell Ma o the attack increases the motil your Magical Energ Mana Pool by 10 Mana a motil your Magical Energ Mana Pool by 10 Mana a bijed separate from its ov Field, Dispell Magic, or sin has advantage on Saving	y as Mana for use in ease your abilities: you are under the ei tack Action. This Atta Attack Action with Di gical Energy from yc DMG by 1d8. y into a suit of Half F siong as the armor e wher, They can remo milar ability. Your Mar	Reinforcement and children and the act Action deals an art sadvantage, and 20 urb body in an explos plate armor for yourse xxists, and restores its we it or have it and restores its your at or short sources and restores to you have a source of the your als and other magical als and other magical	effects.	our maximum Mana is [(f codifier DMG on hit (+4 ti Attack Action also with I Attack Action also with I Attack Action also with a star reature. mor is dispelled. The arm re same as normal armon	rns in to +8, etc). isadvantage. re centered on you i or is formed or dispi	nust make a CON Savii	ng Throw or take 3d8 For	e DMG and be moved '	10ft away from you, tak uch them. Only one sui	it of armor can be cr	eated at a time.		Inorganic objec	ts roll with disad	lvantage, unless	s they are immu	une to magic.	
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This Atta Attack Action with Di gigal Energy from yo bMG by 148. bMG by 148. bMG by 148. They can remo any attack action with Di any attack action with Di any attack action with Di they can remo any attack action with a physical states and they can remo any attack action and by a state any attack action physical states and physical states and physical states and attack action and attack	Reinforcement and c Iffects of Dash and th tack Action deals an a issidvantage, and 20 our body in an explos our body in an explos our body in an explos our body in an explos our body in an explose suits, and restores it we it of have it remov- and is refunded to you alls and other magical of the variants for eag- erath of a Dragon, will de & Meles DMG. Ado de AC, and Nevement but is unaffected by i but is unaffected by i but is unaffected by i beased by a divine j but eag eranted death driving them flow MG. and are granted death. driving them flow MG. and are granted death. driving them flow the per short rest you tage, and act as if you under Lill cover regg age and make an Ath hort rest. under till cover regg age and them you or we targeted the same al location of the same al location of the same al location cover bases and the same the same al location of the same al location cover bases and location cover bases and and the an Ath them you or bases and bases and bases and the same al location cover bases and the same the same and location cover bases and an and the an Ath and the same the same and an and the same the same and the same the same the same and the same and the same the same an	bether abilities. Y a Jump spell. Juliional CON in Mana for a thire we wave. Creat effects. If or a friendly c self when the air effects. 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Ranged & Me sures as your body Lvl/2 (round ug) hit sures as your body Lvl/2 (round ug) hit cond, and or discourse points. Any effected ore discourse of the sure vitrout tosing an Act vitro, and the calamitie hake and Attack of C is your attacker. applicable to Exacili wing, explicit vs imp DMs discretion on w	nust make a CON Savii alled as a Bonus Action. and subtance like norr immediately outputs en immediately outputs en immediately outputs en indly creatures within 32 may creatures are prevente aller DMG. 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Any damage de unt as either Force or Nac ough Magical Energy to n Ott of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you to give the follow does are raised to 1 HL P th of you have	e DMG and be moved ' Ily creature you must to ne to the armor is undo the creature you must to the creature you. and Damage. -reinforce you. and Damage. -reinforce you. and the creature you. and the creature you on the creature and provess has develop ous, and may continue at provess has develop ous, and may continue at provess has develop ous and creature you on the the differ, a +5 from the thir cs, dwarves, etc).	10ft away from you, tak uch them. Only one sui ne by your Magical En- your Magical En- modifier)d4 Temporary acting past 0 Hit Pointi ped to aid yourself and u do not need to see th developed to counter a	It of armor can be cr ergy repairing it at n r Hit Points. s, but must continue others in a defensiv he attacker as a non nd punish your ener	eated at a time. o cost to your Mai	na Pool.		ts roll with disad	lvantage, unless	s they are immu	une to magic.	

	"The battle must not be against one pure of heart" - DMs discretion. Alternatively the target cannot be of a Good Alignment.
	The balls must be a planet on part of net the second market and the ball of th
Superior Reinforcement	You have learned new ways increase your abilities using your Mana.
Fly	Gather all of your Mana into your legs and launch yourself at a target, becoming a shooting star and crashing through anything in your path. Using your Movement and Altack Actions, you can spend 40 Mana to launch yourself livice your movement speed in a straight line. Anything caught between you and your target must make an opposing CON Saving Throw or be thrown 20fl away from you, knocked prone, and take falling damage equivalent to the distance you have crossed at the time +CON Modifier Force Damage. Each additional 10 Mana added to the action increases the possible range by 10ft.
Defense	As a Borus Action, you may spend 20 Mana to increases your AC by your CON Modifier. You may spend and that a dod double your CON Modifier.
Blast	As an attack action you may spend 20 Mana to gather Magical Energy in your hand and then fire it as an explosive blast. Creatures caught in the 30t cone blast must make an opposing CON Saving Throw or take 5d8 DMG and be forced 15tt away from you, taking half damage and not moving on a successful save. Inorganic objects roll with disadvantage, unless they are immune to magic.
Helm Breaker	Reinforce your body during a fail to crush a target under you. Spend 10 Mana per 100 f your Failing Damage to target a creature within your Movement Speed below you. You land in front of this creature, slamming your weapon into them and transfering your Failing Damage into them.
Superior Mana Weave	At 14th level you have gained better control over Mana Veave amor. You are now able to form it hot a suit of Full Plate amor. Creating the amore increases you Hanana Pool by 20 Mana as long as the amore in setsis, and restores sets Hanni et here amore is dispelled. The amore or dispelled as a Bonus Action. To be used on an a friendly creature you must touch them. Only one suit of amor can be created at a time. The amore xists as a physical object separate from its owner. They can remove it for them the same as normal amor. It possesses weight and subtance like normal amor. Any damage done to the armor is undone by your Magical Energy repairing it at no cost to your Mana Pool. It is dispelled by an Anti-Magic Field). Dispell Majc, or similar ability. Your Mana is refunded by you in this case.
Stats	Mana Waave Full Plate AC: 18 Strength 15 Strength 15 Strength 25 S
Crown of the Stars	A sign of Authority given to King Arthur by the planet. A radiant coven forged in the planet inner sea. Similar to Chartisma, the presence of the crown engowers within 30d 1 or you, increasing the inst TR, DEX, and CON Modifiers by +1.

st	Incarnation of																							
	the King					Sealed	Rhongomyniad																	
	Dragon Factor Mana Pool.			11th	Subclass	Excalibur	Mythos																	
	Reinforcement			12th	Ability Score																			
ď	Subclass	Sword of Selection	Lance of the End	13th	Thirteen Restriants																			
					Superior Reinforcement,																			
h					Superior Mana																			
n	Ability Score			14th	Weave	Excalibur/True	Rhongomyniad																	
h	Extra Attack			15th	Sub Class	Name Release	Rhongomyniad /True Name Release																	
			Protection of				Release																	
h	Subclass	the Lake	the End	16th	Ability Score Crown of the																			
	Mana Weave			17th	Stars																			
h	Ability Score		Second Stage	18th	Extra Attack																			
h	Subclass	Invisible Air	Restraints	19th	Ability Score																			
	Superior Dragon		Lineu				God/ess of the																	
th	Factor			20th	Subclass	Avalon	Lance																	
	At 3rd level, havi	ing chosen the	path of the Sword, you rea	tieve a vision of your	past life. In it you s	land in a field at	dawn, before you	is the Sword of S	Selection, Calib	urn, which will se	et you on the pa	th to kinghood. L	pon approachin	g the the stone	and pulling the	sword from it yo	u awaken. The	sword lays in yo	r hand outside	of the dream, ar	nd is bound to you	forever more.		
word of	Caliburn can be	summoned and	dispelled as a Bonus Act crystalized mystery repre-	ion. Despite bing form	ned of Magical Ene	rgy, it exists as a	physical object a	nd is not effected	l by Dispell Mag	gic or Anti-Magic	Fields. If the s	vord is removed t	rom your posse	ssion, it can be	called back to	ou instantly.								
			ngsword. The body of the					ourpose as a sign	of authority, th	e primary abilitie	es of the sword	are to grant the o	wner immortality	and to magnif	y their Magical B	nergy while usi	ng it.							
	melee weapon (r Category: Items	martial, sword)																						
	Damage: 1d6 (1d	d8)																						
	Damage Type: S Properties: Versa		а																					
	Weight: 3 Caliburn's encha	intment halts a	ny and all aging to its own	er's body. They are ef	fectively frozen in t	ime from the mo	ment they came i	1 to possession o	f the sword Yo	u still require for	d and water to	survive, but your	vill not die of old	age.										
ourney of	Grants advantag	e on Death Sa	ves. cast False Life using Calib																					
oly Sword	Use 20 Mana to	increase Calibi	urn's Damage Die to 2d8+	1d8 Fire Damage																				
elease: tarlight	You fill Caliburn	with Magical Er	nergy causing the blade to	shine and increasing	its attack power.																			
Convergenc	After using Holy	Sword Release	, as a Bonus Action you n	nay make a ranged sp	ell attack against a	single creature	Deals 1d8+CON	modifier Fire DM	G on hit.															
	A blessing given	to King Arthur	Energy from Caliburn's tip by the Lady of the Lake, in	hereted by you at 6th	Level																			
rotection of	Grants Freedom Increases Mana	of Movement v	when standing in or on wa	er or water based su	bstances. Should y	ou wish it, you m	nay walk on water	, the surface solid	lifying under yo	ur feet, or move	freely under wa	iter. You cannot c	rown, the water	will simply pus	sh you back to th	e surface.								
	A spell used by H	King Arthur to h	ide their sword after losing	its sheath. It is a ton	ent of air, moving s	o fast it renders	whatever it surro	unds invisible.																
	Creating the Invi:	sble Air lowers	your Mana Pool by 10 Ma ures that there be air in th	na as long as it is in u	use, and restores its	self when the arr	nor is dispelled. I	fultiple instances	of Invisible Air	can be created, gic Field Dispel	but each one b I Magic, or simi	eyond the first rea ar ability. Your M	uires a Concent ana is refunded	ration Saving	Throw to mainta ase	in every turn in o	combat.							
nvisble Air	Weapons coated	f in Invisible Air	act as if under the effect of	of the Invisible Weapo	n spell, and gain 1	d8 Bludgeoning.	The damage typ	o for the following	abilities can be	changed to Ne	crotic or Radiar	t based on the va	riant of Mana B	urst chosen at	level 10.									
	For 50 Mana, cre	eate a tunnel 3	nerated by releasing Invis off wide and as long as yo	ur Movement Speed i	n a straight line tha	t last until the er	d of the Round. I	verything caught	in the initial cre	eation of the tunn	nel is dealt 5d8	Force Damage a	nd must make a	n opposed CO	N Saving Throw	. On a succesful	Saving Throw t	ney are thrown 1	Oft away from th	ne tunnel, on a f	ailed Saving Thro	w they are mov	ed to the other e	nd of the
			equal to the distance the ed by releasing Invisible A																					
iner Air	For 50 Mana, fire	e yourself your	Movement Speed in a stra	ight line at a single ta	irget dealing 5d8 F	orce Damage in	a 30ft wake behir	id you, and makir	ng an Attack Act	tion against your	r target dealing	Falling Damage e	quivalent to the	distance you t	raveled. Creatur	es caught in the	30ft wake must	make CON Sav	ng Throws or b	e knocked prone	э.			
	A projectile attac For 10 Mana you	k made by firin fire a projectil	g off gusts of wind. e in a straight line that dea	ls 3d6 Bludaeonina c	n hit. This can be a	onhanced for 10	Mana to generate	a 15"v15"v15" oi	llor of ouriding (ir where the Ru														
	An o honus onlin										rst Air struck th		ning to anyone to	ouchina it for a	ne round.									
			nd 5 Mana to release a gu	st of wind that deals	1d6 Slashing and p	ushes the target	backwards 10ft	in a failed CON S	aving Throw.		rst Air struck th	it deals 306 Slas	ning to anyone t	ouching it for a	ne round.									
	A dashing attack	using Invisible	nd 5 Mana to release a gu Air to carry you forwards. rget up to 10ft away, deali	st of wind that deals	1d6 Slashing and p	ushes the target	backwards 10ft	n a failed CON S	aving Throw.							creature each tir	ne.							
ïrst Air	A dashing attack For 10 Mana you A rising slash to	using Invisible can Rush a ta send your oppo	Air to carry you forwards. rget up to 10ft away, deali ments skyward.	ist of wind that deals	1d6 Slashing and p ige and knocking th	ushes the target nem prone on a f	backwards 10ft	n a failed CON S Throw. This can	aving Throw. be repeated tw	vice for 10 Mana	each time (tota	l 30 Mana, 30ft, 3	attacks). You d	o not have to t	arget the same	creature each tir	ne.							
irst Air	A dashing attack For 10 Mana you A rising slash to For 20 Mana you On a failed CON	using Invisible can Rush a ta send your oppo make a Meleo Saving Throw	Air to carry you forwards. rget up to 10ft away, deali onents skyward. Attack action against one the target is launched 30f	ist of wind that deals ing half weapon dama creature, on a succe into the air and at th	1d6 Slashing and p ige and knocking the sful hit you deal we	ushes the target nem prone on a f	ailed CON Savin	n a failed CON S Throw. This can t make a CON Sa	aving Throw. be repeated tw aving Throw. Or	vice for 10 Mana n a miss you do	each time (tota	l 30 Mana, 30ft, 3	attacks). You d	o not have to t	arget the same	creature each tir	ne.							
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irst Air Ving Air ross Air arrier of the	A dashing attack For 10 Mana you A rising slash to : For 20 Mana you On a failed CON Flying creatures During Helm Bre An expanded ver	using Invisible a can Rush a ta send your oppo a make a Melee Saving Throw have disadvan taker, if you hav rsion of its norr	Air to carry you forwards. rget up to 10ft away, deali onents skyward. Attack action against one the target is launched 30ft tage on their CON Saving re Invisible Air on your we: al function as a concealir	st of wind that deals ng half weapon dama creature, on a succe into the air and at th Throw. apon, you may spend ig wind. Surrounds a	1d6 Slashing and p ige and knocking the sful hit you deal we e end of the round 30 Mana to increase targeted area with a	ushes the target nem prone on a f eapon damage a will fall back to th se your Fall Dan a tornado that pr	ailed CON Savin added CON Savin nd the target mus e ground taking hage by 30ft. events entry or e	n a failed CON S g Throw. This can t make a CON Sa alling damage an kit unless allowed	be repeated tw aving Throw. Or d being knocke	vice for 10 Mana n a miss you do id prone.	each time (tota	I 30 Mana, 30ft, 3	i attacks). You d target must still	o not have to t make a Con S	arget the same									
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