

TIR AVAŁON

TALAMH NA DTRI RONTA DEAG

THE SPELL CASTER

A stolen and expanded spellcasting system
for Dungeons & Dragons 5e.

V 1.0.1



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FOREWORD

On TikTok recently I had a FYP entry by a DM who had this system I have documented below. I added some names and wrapping around it, but it is his idea.

But I am not sharing the link, because it's gone already by the time this is being published, as it's TikTok, so someone would have reported it by now for something inane....

Moving on. Enjoy!

-WarbearPrime

-May 2022

INTRODUCTION

The idea for this system came from TikTok, and this system details and explains it with examples.

The principle behind this system is to take away the multiple class options, and have ONE class, that allows for expanded story and character customisation than possible to really think about.

SYSTEM BASICS

Players when building a PC in this system start with the following 4 principles, and then from them steer their character towards a sub class. See the examples afterwards for (hopefully) some clarity.

The four Principles of Choice are:

1. The MECHANICAL CLASS the character is going to use (Wizard, Warlock etc.). This will give access to the class abilities at what levels, spell slots and how spells are handled etc.
2. The SOURCE of your magic.
3. The SPELL LIST you get your spells from.
4. What MODIFIER your caster is going to use.

There is ONE rule for the system to work, a class is considered a spell caster ONLY if it has spell spots, so the following classes (and sub-classes) are the only ones (currently) that work in this system.

- Artificer
- Bard
- Cleric
- Druid
- Fighter (Eldritch Knight)
- Paladin Ranger
- Rogue (Arcane Trickster)
- Sorcerer
- Warlock
- Wizard

Given that, then some basic math yields the following as the equation and sum for the above list of classes:

$10 \times 10 \times 10 \times 10 = 10,000$ possible combinations of spell casters. **Not** including the sub classes....

THE PRINCIPLES OF CHOICE

Let's go over how and what the Principles of Choice allow and are:

The CLASS Principle

The classes are made up of the other three principles, however it is noted individually as it determines the options unlocked as the character levels their character.

The SOURCE Principle

This details the HOW you got your power, and adds to the aesthetic of the class more than it impacts on any mechanical element.

Think Green Lantern (Hal Jordan) gaining his ring.

The SPELL LIST Principle

Choosing the spell list allows the player to make some creative choices both thematically, but also mechanically to mix classes, with different spells, and some using different modifiers (see next).

The MODIFIER Principle

This details what spell casting modifier the caster uses, most would be using modifiers from Intelligence, Wisdom and Charisma I can see a case for the future where there could be an argument for a Dexterity based modifier as well.

EXAMPLES

Two examples to use to see if I can make this clear. The Class principle will be the actual class for purposes of naming them, and identifying them.

EXAMPLE 1 - ARTIFICER

Class: Artificer (Battle Smith)
Source: Wizard
Spell List: Druid
Modifier: Wisdom

This build does not really kick into gear (excuse this pun later) when they get the "*Steel Defender*" ability.

The theme is what needs to be brought up at the start, by having it be an Artificer of Nature. Instead of metal mechanical constructs, they are more like wooden puppets and made from natural materials, they are stat wise identical to those made by the RAW version of the class. All the features of the Artificer would switch from metal to natural based, tools, gear, parts etc, but otherwise would work mechanically the same, as the druid ran around the forest making forest friends to help him defend it (literally).

The spell list fits the druidic nature of the character, and the Wisdom as the Modifier principle comes from his ability to see the wisdom that not all mechanical things are bad, and that in fact if done right could even do good for nature.

EXAMPLE 2 - WARLOCK

Class: Warlock (Pact of the Tome)
Source: Sorcerer (Draconic Bloodline)
Spell List: Wizard (Enchantment)
Modifier: Intelligence

The thing that would make this build work at level 1-3, is if it is a Human (Var) with the Magic Initiate Feat (Warlock) and select Eldritch Blast as one of the cantrips.

Or from level 4 onwards you could take it as the ASI for reaching level 4 etc, and choose another class.

The theme behind this build would be the draconic bloodline coursing through their body, making them aware of the magic. They were contacted by a powerful patron that helped them unlock powers, and spells, to make others do the spell caster's bidding. To enslave their enemies.

I will even give them some of the physical appearance if a player so wish it.

They were never as charismatic, but the patron took them on due to their sheer cunning and their possible potential Intelligence wise.