

SHARDBEARER

Deep within the earth there is a great power. The ancient soil that we step on hides wonders and mysteries, after all, it's one of the few things that has been witness to all of history.

Shardbearers are warriors that, through tradition and generations, have established a deep connection to the soil beneath their feet, extracting elemental powers and bending stone to their will.

Now they march to protect the needed, to be the pillars of the world.

SHARD SHAPER

3rd-level Shardbearer feature

You have gained the capacity to shape the earth and the minerals into shard weapons. These earthy armaments will resemble their metallic counterpart, but you can define their details.

Whenever you roll initiative, or as a bonus action on your turn, you can manifest any weapon you're proficient with into your hand. Additionally, if you choose to summon a light weapon, you can conjure one in each hand as part of the same action. These weapons will maintain their form for as long as your holding them. If the weapon is a melee weapon, it gains the *thrown(15/30)* property, if it's a ranged weapon, it loses the *loading* property, and it generates its own ammunition.

Additionally, when you attack with these weapons you can choose to call the earth, augmenting the weapons with one of the following options:

- **Stabilisation:** Earth steadies your stance. The attack is made with advantage.
- **Eruption:** The weapon temporarily shatters upon impact, You can roll one additional weapon damage die if the attack hits.

You can augment your weapons a number of times equal to your constitution modifier, and you regain all spent uses after a long rest.

STONESEEKER

3rd-level Shardbearer feature

Your knowledge studying and searching for these shards and minerals honed your abilities. You gain advantage in Survival checks made underground or inside caves, as well as in History or Investigation checks related to stone and stonework.

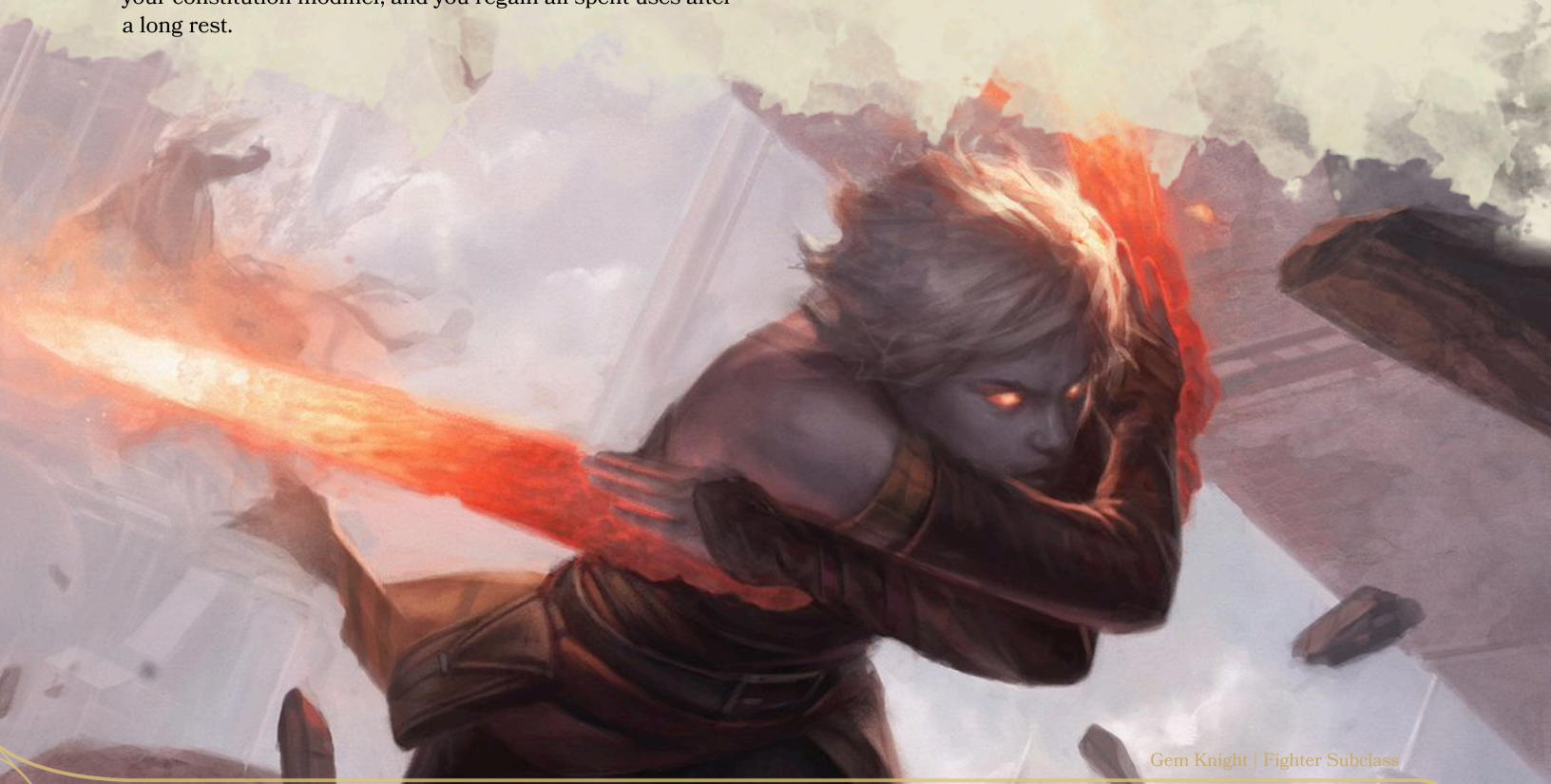
EARTH'S CRUST

7th-level Shardbearer feature

You can assemble minerals into an immovable fortress, or a floating quick buckler. You learn how to coalesce a shield with the Shard Shaper feature. Whenever you create this shield, you can choose to create it as a **stone tower shield** or as a **flying buckler**, which have special properties:

- **Stone Tower Shield:** While you are wielding this shield and are not prone or incapacitated, allied creatures directly behind you gain the benefits of three quarters cover.
- **Flying Buckler:** Whenever a creature within 30 feet of you is hit with an attack, you can use your reaction to send the shield towards them. The creature gains the benefit of a shield, if it's not wearing one already, potentially causing the attack to miss. The shield will return to you at the beginning of your turn.

Additionally, your weapons made with Shard Shaper count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Gem Knight | Fighter Subclass

LITHIFICATION

10th-level Shardbearer feature

You gain the ability to absorb magical weapons. During a long rest you can perform a ritual using any +1, +2, or +3 weapon—excluding artifacts and sentient weapons—to transfer the magic into your Shard Shaper weapons. For example, you can absorb a +1 weapon to grant your shard shaper weapons the same bonus.

You can't transfer any properties from a magical weapon besides a bonus to attack and damage rolls, and the original weapon is destroyed in the process.

TUNNELER

10th-level Shardbearer feature

Earth listens to you, creating a path for you when you need to. You gain a burrowing speed equal to half your walking speed. When you burrow, you leave behind a tunnel equal to your size.

TECTONIC HEART

15th-level Shardbearer feature

Your connection with the earth has deepened, letting you bend the earth with ease by calling to the elements within it. You learn *Mold Earth* and you can cast it at will, and you learn *Maximilian's Earthen Grasp*, *Erupting Earth*, *Stone Shape*, and *Wall of Stone*. You can cast each spell once using Constitution as your spellcasting ability, and you regain all spent uses after a long rest.

ONE WITH EARTH

18th-level Shardbearer feature

You've learned to amplify the force that keeps us bound to this earth. As an action, you can amplify the gravitational force around yourself, tethering everyone to the ground. You gain the following benefits for 1 minute:

- You can't be knocked prone or moved against your will.
- Creatures around a 30-foot radius of you lose their flying speed.
- You gain resistance to bludgeoning, piercing, and slashing damage.

Once you've used this feature, you can't do so again until a long rest.

ART CREDITS

The first artwork is done by Micah Epstein. The second artwork is done by Antti Hakosaari.



CHANGELOG

1.1 ----- 1.2

- Stoneseeker feature changed from tools proficiency to skill checks advantage in stone related situations.
- Shard Shaper flavour changed from resizing weapons to a more general 'augment'
- Bound to the Ground moved to be the 18th level feature and renamed to 'one with earth'. Increased the range to 30 feet, and added resistances to bludgeoning, piercing, and slashing damage.
- One with the Earth moved to be a level 15 feature and renamed to Tectonic Heart. Added Wall of Stone to the granted spells
- Level 10 feature now grants absorption capabilities, to help with high level scaling.
- Small typo fixes

1.0 ----- 1.1

- Shard Shaper feature has been rewritten to try to clarify and simplify the weapon generation of that feature.
- The level 15 feature has been changed from Shardwings giving you flying speed to Bound to the Ground, which nullifies flying speed.
- Tectonic Heart now clarifies that the you can switch weapons even between attacks.



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