

Chapter 13

Born of DME: The Adept

Origins

The Adept is one of the newest class of Adventurer to come to the world of Vendrosa. They only started to come about after the Bekkr Plague that ripped through the world of Vendrosa and killed so many of the population. When those born with the inherent ability to tap into DME started to surface, there were a few within those numbers that had what seemed like an untapped and uncontrollable font of power that flowed through them. Some found their way into schools and learned to harness their powers into being a Medic or Sage, but these were few and far between and only in the wealthy districts of the civilized world.

For most of those few exceptionally touched with DME talents, they were born with these powers in the villages, towns, and the Wild Territories and had to learn how to harness this power on their own. Some found this focus with intense study of whatever they can find. Others find that focus in martial training, and others in charming all those around them, while others still found a more primal focus in the elements. There are other focuses as well not listed here as well, as diverse as the people born with DME inside them.

These unique individuals can tap into DME in remarkable and in a somewhat unrestrained manner. They do not have the fine control to use their energy in an effective way, so they burn out their reserves quickly, but that inherent gift within them sparks back much quicker than the other Adventurers that can draw on DME. Because of this raw talent, they do have a wild verity of powers that they can tap into without restriction of class and focus, so long as the power is more primal in nature.

While some look to seek out ways to harness this power from others, hoping to tame their powers, others are proud of their gifts and feel that they are gifted above others. Some do not even realize they have unique abilities, forming blocks that hide their powers even from themselves. They have diverse backgrounds and origins, but throughout the past 200 years of research, there seems to be a common theme.

The Wilds

In the Wild Territories, these Adepts often find themselves in places of elevated position. The less educated see these people as touched by some long forgotten or non-existent god that they worship. They might see them as simply gifted or chosen by fate, or through selective breeding. However, they find their way to this belief, they are typically in a place of leadership from a hedge doctor to a warrior.

Villages

Villages have a more mixed view of the Adept. Most are familiar with DME, though they may not understand its background as manipulating Dark Matter and Energy. Some feel it is some form of voodoo or magic and will try to run the Adept out of their area or kill them outright. Many village-born Adepts learn to hide their gifts and use them sparingly. Those with a talent for healing will hide their gifts behind medicine, healing those with injuries and ailments through the guise of nature. Others will be Village leaders, using their persuasive nature to deflect suspicions.

Towns

Towns are much more used to the idea of DME, and the Adepts are something to be celebrated and cultivated to provide their gifts in the benefit and protection of their people. With the withdraw of much of the civilized world over the past 2 centuries, each town is responsible for protecting themselves from the wilds more frequently.

Playing an Adept

Adepts are one of the most diverse and multifaceted classes in Orin's Gate. The Adept has a deep pool of customization to play with and can fill many rolls. The level of customization can go from a DME Damage Dealer, to a Melee Fighter with DME support, or a backup healer with heavy Support features. Or you can mix and match to be able to fill in the gaps of where ever your party is lacking. It allows the player nearly endless customization and features.

An Adept has a unique pool of DME powers, having only a few slots even at high levels, but they regenerate those slots over a short rest instead of a long rest. Additionally, those slots are always at the maximum level available. This allows for dramatic effects to be brought out during encounters of nonviolent and combative scenarios, and they can use them more freely due to this rapid regeneration. They also gain other special features and powers as they level up, which further makes their growth as DME users an interesting one to play with.

Adept: Base Features

The Base features are things that the class gains if they start at 1st level as an Adept. Some of these features are gained after each level up within the class.

Hit Points

Hit Dice: 1d8 per Adept level.

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

Hit Points at Higher Levels: 1d8+ your Constitution modifier per Adept level after 1st.

Proficiencies

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- **Armor:** Light armor.
- **Weapons:** Simple weapons.
- **Tools:** None
- **Saving Throws:** Constitution and Charisma
- **Skills:** Choose two from Cultures, Deception, DME, History, Intimidation, Investigation and Nature

Equipment

(a) a light crossbow and 20 bolts or (b) any simple weapon

(a) an Adventurers pack or (b) a dungeoneer's pack

Leather armor, any simple weapon, and two daggers

Alternatively, you can ignore the equipment from your class and background and start with 160 Bekkr.

Level	Prof	Features	Talents	Tricks	Powers	Power Slots/Circle Level
1	2	Tricks, DME, Lifepath Focus	-	2	2	1/1
2	2	2 Adept Talents	2	2	3	2/1
3	2	Lifepath Specialization	2	2	3	2/2
4	2	ASI	2	3	4	2/2
5	3	1 Adept Talent	3	3	4	2/3
6	3	Lifepath Focus	3	3	4	2/3
7	3	1 Adept Talent	4	3	5	2/4
8	3	ASI	4	3	5	2/4
9	4	1 Adept Talent	5	3	6	2/5
10	4	Lifepath Focus	5	4	6	2/5
11	4	Adept Secret (6 th Level)	5	4	6	3/5
12	4	ASI, 1 Adept Talent	6	4	7	3/5
13	5	Adept Secret (7 th Level)	6	4	7	3/5
14	5	Lifepath Focus	6	4	8	3/5
15	5	1 Adept Talent, Adept Secret (8 th Level)	7	4	8	3/5
16	5	ASI	7	4	8	3/5
17	6	Adept Secret (9 th Level)	7	4	9	4/5
18	6	1 Adept Talent	8	4	9	4/5
19	6	ASI	8	4	10	4/5
20	6	Adept's Surge	8	4	10	4/5

Adept: Class Features

The Class features section allow you to further customize the base class of the Adept through level up features. Each time a character levels within the Adept class, they can potentially gain minor to major benefits, so consult these pages each time you level up your character.

DME Tricks (Level 1)

As an Adept, you start with a few inherent abilities. You start with 2 tricks at first level as an Adept. These Tricks come from the DME Category of the Lifepath Focus you take. For the progression of Tricks increased power, they gain strength at 5th, 11th, and 17th DME levels.

DME Manipulation (Level 1)

At level 1, you can manipulate DME naturally. It is not yet known how and why these unique individuals have started to be discovered and appearing. At 1st level you pick 2 powers from the Lifepath Focus DME Category list, See the level chart for power output per level. Charisma is your ability. The unique thing about adepts is this DME Power Slot pool is separate from other classes and is regenerated after a short rest in addition to long rests instead of only a long rest. Each level, an adept can drop 1 power for another. Because they develop with a unique DME Level path, their level indicates their DME level.

Lifepath Focus (Level 1)

At level 1 you pick a lifepath in which your abilities tend to lean towards. This is the focus of which your character has channeled their energies into in order to somewhat harness the overflowing DME within them. You gain benefits from this focus at 1st, 6th, 10th, and 14th level. Your Lifepath Focus options are detailed at the end of the class description.

Adept Talents (Level 2)

As your focus matures, you have unearthed special abilities that are unique to hard work and sheer force of will and personality. At 2nd level, you gain two Adept Talents of your choice. Your Talent options are detailed at the end of the class description. You learn 2 talents at level 2, and learn 1 additional at 5th, 7th, 9th, 12th, 15th, and 18th level.

Lifepath Specialization (Level 3)

At level 3, you focus your talents even further, gaining even more specialized talents and features

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- Animal Specialization: You learn the find familiar ability. The ability doesn't count against your number of abilities known. Additionally, the familiar is augmented. When you take the Attack action, you can forgo your bonus action to allow your familiar to make one attack of its own.
- Blade Focus: You can use a bonus action to summon a melee weapon in your empty hand. This weapon counts as empowered for overcoming resistance and immunity to non-empowered attacks. You can bond to a new weapon after 1 hour of linking your force essence to it.
- DME Focus: When you take this focus, you gain this feature, choose 2 from any class's ability list. They don't count against your number of Tricks known. Additionally, you can learn any DME Power that has the "protocol" activation by finding a Fractal Scroll and activating it as a Protocol.

Ability Modifier (Level 4)

At 4th, 8th, 12th, 16th, and 19th levels you gain 2 ASI to assign to your base stats. You can substitute 2 ASI for 1 Feat.

Adept Secrets (Level 11)

At 11th level, hard work pays off in the form of an Adept Secret. You can use your Secret ability once without expending an ability slot. The secrets can be picked from any ability within any of the DME power Categories, but it must be within the category that you initially picked. When the powers are activated, it is used at the Circle level selected in the list below. You must finish a long rest before you can do so again. These powers do not count against your known powers list.

- Level 11: 1 6th level power
- Level 13: 1 7th level power
- Level 15: 1 8th level power
- Level 17: 1 9th level power

Adept's Surge (Level 20)

At 20th level, you can regain all your expended normal DME Manipulation ability slots if you spend 1 minute of rest. You can only do this 1 time per long rest.

Adept Talents

Starting at Level 2, Adepts gain highly specialized talents that only someone forced to learn how to control their powers on their own could master. The List below are all the talents accessible. If the talent grants them the ability to activate a power, they can also use one of their DME Power slots to activate the power if they wish. Some talents are level or Lifepath Focus Specific. Adepts gain talents at the following levels.

- Level 2: 2 Talents
- Levels 5, 7, 9, 12, 15, and 18: 1 additional Talent

Generic Talents

- Adepts Bane: You can use bane once without using an Adept ability slot. You can't do so again until you finish a long rest.
- Adepts Mark: Once Per long rest, you can activate Hunters Mark at 1st circle.
- Adepts Vigor: You can use false life on yourself, without expending an ability slot. You can only do this 1 time per short rest.
- Adepts Vision: You can see normally in darkness, regardless of its origin, up to 120 feet.
- Adepts Illusions (Prerequisite: level 5): You can use silent image at will, without expending an ability slot.
- Agonizing blast: When using any Trick add CHA MOD into the damage.
- Agonizing Spear: Doubles the range of any Trick combat technique. If it is touch, extend the range to 30 feet.
- Armor of Force: You can use DME Armor on yourself at will, without expending an ability slot.
- Beguiling Influence: You gain proficiency in the Deception and Persuasion skills.
- Gaze of 2 minds: You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.
- Gravity Blast: Prerequisite: Forceful Tricks | When you hit a creature with a trick, you can pull the creature towards you instead of away from you.
- Unending Endurance: Drawing on DME, you need only ½ the time to get a "full rest".
- Maddening Hunters Mark: Prerequisites: 5th level, Hunters Mark ability or other Mark ability: Once a target is marked, you can use your bonus action to deal additional damage up to your CHA modifier each turn, so long as the target is marked.
- Mask of Many Faces: You can use the power disguise Self at will.
- Mire the Mind: Prerequisite: 5th level: You can use slow once using an Adept ability slot. You can't do so again until you finish a long rest.
- One with Shadows: Prerequisite: 5th level: When you are in an area of dim light or darkness, you can use your reaction to use Misty Step without using a slot. Once per short rest.
- Powerful Tricks (Prerequisite: 5th level): When you use a Trick that has a saving throw and the target succeeds its saving throw, you still deal ½ damage.

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- DME Focused Additional Bonus: Tricks that require an attack roll create more than one attack when you reach higher levels: 2 attacks at 5th level, 3 attacks at 11th level, and 4 attacks at 17th level. You can direct the attacks at the same target or at different ones. Make a separate attack roll for each attack.
- Shield of Force: Prerequisites 5th level: You create a shield of energy around yourself. It lasts for 1 minute and can only be used 1 time per short rest. It deals your CHA mod in damage to anyone that is within 5 feet of you.
- Adepts Confusion: Prerequisite: 7th level: You can use confusion once using an Adept power slot. You can't do so again until you finish a long rest.
- Sudden Burst: Prerequisite: Level 7: After attacking with a Trick, you can activate any 3rd level Power Attack as a bonus action if you have the slot to do so. You can only do this 1 time per long rest.
- Talented Whispers: Prerequisite: 7th level: You can use compulsion once using an Adept ability slot. You can't do so again until you finish a long rest.
- Tricksters Escape: Prerequisite: 7th level: You can use freedom of movement once on yourself without expending an ability slot. You regain the ability to do so when you finish a long rest.
- X-ray Vision: Prerequisites 7th level: You can use DME to expand your senses so keenly, you can essentially see through solid objects at a range of 30 feet. You can do this for 1 minute and cannot do it again until a short rest.
- Companion: Prerequisite: 9th level: You can use Dominate Person once using an Adept ability slot. You can't do so again until you finish a long rest.
- Adepts Truth Sight: Prerequisite: 15th level: You can see the true form of any shape-changer or creature concealed by illusion or Power while the creature is within 30 feet of you and within line of sight.
- Master of Protection: Prerequisite: 15th level: You can use Shield at will, using your reaction.
- Master of Rebuke: Prerequisites: 15th level: You can use Forceful Rebuke at will at 1st level, without using a slot at will.

Specialization Talents: Blade

- Improved Blade Focus: +1 to damage with your weapon (Stacks with existing bonuses.) You can take this ability again at 12th level.
- Adepts Quick Wrists: Prerequisite: 5th level: You can attack with your imbued weapon twice, instead of once, whenever you take the Attack action on your turn.
- Power Smite: Prerequisites 5th level: You can use one of your Power slots to add additional damage to your attack. It deals 1d8 damage + 1d8 damage per power level you use (At 1st level it deals 2d8 additional damage). This can be decided after the attack roll is made.
- Speed Mark: Prerequisites: 7th level, Hunters Mark ability or other mark ability: As a bonus action you can force run to anywhere within 30 feet of your marked target. You must be within 50 feet of your target. You do not take AoO against you
- Adepts Athletics: Prerequisite: 9th level: You can use jump on yourself at will, without expending an ability slot or material components.
- Deep Cuts: Prerequisite: 12th level: When you hit a creature with your empowered weapon, the creature takes extra damage equal to your Charisma modifier (minimum 1).

Specialization Talents: Animal

- Adepts Master Training: You can communicate telepathically with your familiar and perceive through your familiar's senses if you are on the same plane/planet.
- Ethereal Familiar Augmentation: Your Familiar gains additional static value as you do. It gains 1d4 HP, and gains Prof. in your skills and saving throws. Its proficiency modifier grows with yours as well.
- Familiar's Armor: Prerequisite: 3rd level: You gain access to Companions Ethereal Armor power, and you can activate it 1 time per long rest.
- Familiars Defense: Prerequisites 5th level: While your familiar is within 30 feet of you, you gain proficiency in all saving throws.
- Familiars Attack: Prerequisites 5th level: While your familiar is within 30 feet of you, it can make an attack as part of its turn instead of taking your bonus action to do so.
- Adepts Charming: Prerequisite: 7th level: You can use Charm Monster once using an Adept ability slot. You can't do so again until you finish a long rest.
- Faithful Pet: Prerequisite: 7th level: You gain access to the Power Faithful Guardian, and you can use it 1 time per long rest without using a DME slot.
- Adepts Chains: Prerequisite: 12th level: You can use hold Monster at will without expending an ability slot or material components. You must finish a long rest before you can use this on the same creature again.

Specialization Talents: DME

- Adepts Deep Knowledge: Choose two 1st-level abilities from your DME classification. These abilities don't count against the number of abilities you know, and you can use them at 1st level 1 time per short rest without using an ability slot.
- Adepts Sight: You can use detect DME at will, without expending an ability slot.
- Adepts Blight: Prerequisite: 5th level: You can use Loss of Focus once without using an Adept ability slot. You can't do so again until you finish a long rest.
- Ascendant Step: Prerequisite: 9th level: You can use levitate at will, without expending an ability slot.

- Adepts Distant Eye: Prerequisite: 15th level: You can use Scrying at will, without expending an ability slot.

Lifepath Focus: Empathy

You have learned how to channel your inner most thoughts and feelings into increased mental fortitude and prowess. While others would struggle to achieve what they want, an Empath Adept has unique abilities and insights into the mind of man and beast.

DME Powers (Level 1)

Empathy Adepts have access to any DME power within the Psionic Power Category

Additional Powers (Level 1)

These powers listed below are automatically known and do not count against your known powers list.

- 1st Vehement Words or Uncontrolled laughter
- 3rd Detect thoughts
- 5th Sending
- 7th Compulsion
- 9th Modify memory

Awakened Mind (Level 1)

Starting at 1st level, your knowledge of communication gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Balanced Spirit (Level 6)

At 6th level, you learn to ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage or Saving throw against the creature has disadvantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Thought Shield (Level 10)

Starting at 10th level, telepathy or other means can't read your thoughts unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage that you do.

Adepts Compulsion (Level 14)

At 14th level, you gain the ability to infect a humanoid's mind with DME. You can use your action to touch an incapacitated humanoid. You then charm that creature until you remove the effect on it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature if the two of you are on the same plane of existence.

Lifepath Focus: Charm

You learned from an early age how to get what you want with your charm, beauty, and presence. It was only natural to focus your abilities into expanding on that natural gift by manipulating the force in others to get what you want.

DME Powers (Level 1)

Charm Adepts have access to any DME power within the Psionic Power Category

Additional Powers (Level 1)

These powers listed below are automatically known and do not count against your known powers list.

- 1st Vehement Words or Sleep
- 3rd Soothing Emotions
- 5th Slow
- 7th Vertigo
- 9th Dominate Person

Beguiling Presence (Level 1)

Starting at 1st level you can project a beguiling or fearsome presence. As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your Adept ability save DC. If the creatures fail their saving throws, they are charmed or frightened by you (your choice) until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Blinding Escape (Level 6)

Starting at 6th level, you blind (must be blind) your attacker as a reaction to getting attacked. This does not cost you a DME Power Slot, and if you did not already have this ability, you learn blind/deafen. You cannot use your Escape ability again after using it until you.

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Beguiling Defenses (Level 10)

Beginning at 10th level, you have learned how to use the mind-affecting DME powers of your enemies against them. You are immune to being charmed, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your Adept ability save DC or be charmed by you for 1 minute or until the creature takes any damage. get a short rest.

Misty Delirium (Level 14)

Starting at 14th level, you can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your Adept ability save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken. This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion. You must finish a short or long rest before you can use this feature again.

Lifepath Focus: Life

You learned from an early age that life is fragile. Someone in your past may have been injured or dying, and in that desperate hour, you found the strength to heal them with a deep well of energy you did not yet understand. From that day forward, you devoted your life to understanding that gift you had within you.

DME Powers (Level 1)

Life Adepts have access to any DME power within the Organic Power Category

Additional Powers (Level 1)

These powers listed below are automatically known.

- 1st Cure Wounds
- 3rd Lesser Restoration
- 5th Draining Touch
- 7th Blight
- 9th Greater Restoration

Trick (Level 1)

Starting at 1st level, you learn Decompose and Spare the Dying.

Healing Light (Level 1)

At 1st level You can heal someone by touching them as a bonus action. Your healing pool is 1+ Adept level. You can use your CHA Mod worth of dice per turn. You regain your pool at the end of a long rest. The healing is 1d6+CHA Modifier per point.

Organic Soul (Level 6)

At 6th level, you have resistance to Necrotic damage, and you can add your CHA mod to all Organic based damage powers.

Living Resilience (Level 10)

Starting at 10th level, after each short or long rest, you gain temporary hit points equal to your Adept level + Charisma Modifier. Additionally, up your Charisma Modifier worth of companions that have rested with you gain up to ½ the Temporary hit points you gain.

Life's last Stand (Level 14)

Starting at 14th level, the energy you hold within you allows you to resist death. When you must make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of Organic energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes Necrotic damage equal to 2d8 + your Charisma modifier and has disadvantage on their next attack until the end of the current turn. Once you use this feature, you can't use it again until you finish a long rest.

Lifepath Focus: Weapon-Bound

You have devoted your life to learning the art of the combat through means of your weapon. Whatever the reason, when you found a weapon in your hands, you found peace, focus, and safety. You learned through martial training how to focus your adept talents.

DME Powers (Level 1)

Weapon-Bound Adepts have access to any DME power within the Enhancements Power Category

Additional Powers (Level 1)

These powers listed below are automatically known.

- 1st Thunderous Strike
- 3rd Branding Smite
- 5th Blinding Strike

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- 7th Staggering Smite
- 9th Banishing Smite

Weapon Mark (Level 1)

Starting at 1st level, you gain the ability to mark a target with DME to help you focus on that single target. As a bonus action, choose one creature you can see within 30 feet of you. You can't use this feature again until you finish a short rest. The target is marked for 1 minute. The mark ends early if the target dies, you die, or you are incapacitated. Until the mark ends, you gain the following benefits:

- You gain a bonus to damage rolls against the marked target. The bonus equals your proficiency bonus.
- Any attack you make against the marked target is a critical hit on a roll of 19 or 20 on the d20.
- If the marked target dies, you gain temporary hit points equal to your Adept level + your Charisma modifier (minimum of 1 hit point). They disappear once you are out of combat. If you were surviving on the temporary hit points, you are knocked unconscious after the fight, but you are considered stable.

Charismatic Warrior (Level 1)

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and all single-handed melee martial weapons. Additionally, whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest.

All eyes on Me (Level 6)

At 6th level, if the Marked target is within 5 feet of you makes an attack against another opponent, you can use your reaction to attack it a single time with your marked weapon.

Marked Interference (Level 10)

At 10th level, the marked target must roll at disadvantage against you while making melee attacks against you. If you are struck by the target, this benefit fails on all subsequent attacks from the marked target until the start of your next turn.

Marked Mastery (Level 14)

At 14th level you can move your mark from 1 target to another as a bonus action. The mark lasts until you are out of combat. You do not gain temporary hit points if you choose to move the mark.

Lifepath Focus: Elemental

You learned from an early that life is chaos. Your lifepath is free spirited, burns hot, and is dangerous if contained. You are as raw as the elements themselves.

DME Powers (Level 1)

Elemental Adepts have access to any DME power within any of the Elemental Power Categories

Elemental Specialization & Additional Powers (Level 1)

While the Elemental Adept can pick from any Elemental power, the power flows through a similar elemental path. Pick from Heat (Fire & Radiant), Liquid (Acid & Cold), or Storm (Lightning & Resonance)

Level/Elemental Spec.	Heat	Liquid	Storm
1 st Circle/1 st Level	Chromatic Bolt	Chromatic Bolt	Chromatic Bolt
2 nd Circle/3 rd Level	Mote of the Elements	Mote of the Elements	Mote of the Elements
3 rd Circle/5 th Level	Bolt of Radiance or Minute Meteor	Cone of Cold or Corrosive Sphere	Tesla or Thunderstep
4 th Circle/7 th Level	Wall of Fire	Acidic Breath or Storm Sphere	Storm Sphere
5 th Circle/9 th Level	Fireball or Radiant Strike	Circle of Death or Flash Frozen	Destructive Wave

Elemental Surge (Level 1)

Starting at 1st level, when you activate a DME power that has your Elemental Specialization of 1st level or higher, you can attack the same or another target with the level of your DME Circle activated+ your CHA Mod in that elemental damage.

Elemental Adaptation (Level 6)

At 6th level, once per long rest you can pick any Elemental Power that you have access to and change the elemental damage type of that power to one of your Elemental Specialization.

Elemental Resilience (Level 10)

Starting at 10th level, you can choose one Elemental damage type from your Elemental Specialization. When you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature.

Elemental Mastery (Level 14)

Starting at 14th level, you can change any elemental power from the element it is, to one that you are specialized in at will.

Lifepath Focus: Luck

You have learned that life is hard, and that in order to survive, you must be able to move quickly, and keep yourself alive.

DME Powers (Level 1)

Luck Adepts have access to any DME power within the Chronomancy and Dimensional Powers list.

Additional Powers (Level 1)

These powers listed below are automatically known.

- 1st Tracer Burst or Time-Dilation
- 3rd Blur or Misty Step
- 5th Haste or Fly
- 7th Dimension Door or Time Field
- 9th Reverse Time

Weapon Mark (Level 1)

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier+ your Adept level (minimum of 1).

Luck of the Draw (Level 6)

Starting at 6th level, you can manipulate your luck through means of DME time dilation and Dimensional energy. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

Dimensional Resistance (Level 10)

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature.

Temporal & Dimensional Rift (Level 14)

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target to a pocket dimension where time is chaotic. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a Construct, it takes 10d10 Necrotic damage from the time dilation. Once you use this feature, you can't use it again until you finish a long rest.