

Chapter 18

Empaths: Masters of the Mind and the energy that Surrounds it

Origins

The Empath is an interesting and unique trek through the history of DME and the word of Orin's Gate. It is truly unknown when these individuals started to surface, but the influence of DME and Bekkr in the brains and nervous system of these people allows them to feel others through the DME webs of the universe, and control DME through direct manipulation of their brain waves. The first recorded records of these Empaths were found in Human lineage, as great wanderers and travelers that sought out the mysteries of the world through lore, story, and understanding of the humanoid mind.

In recent years as DME has become more readily controllable without the need of implant or cybernetic, the Empath has been cropping up all over the world. While there are schools in the major cities of Vendrosa to educate these rare individuals, most are found in taverns, bars, and criminal organizations. Many others are grabbed up by businesses as corporate spies, while others still are brought in to work with the nobility or ruling classes. They are the wanderers and rogue scholars of the world, the story tellers, the lore keepers, and the bards of the world.

While most learn how to carry themselves more fully with DME, many are capable in the other realms as fighters as well. Only a few Empaths truly focus all their talents into only DME, as they have a wide breadth of talents and skills. In many cases, it is the Empath that keeps a group together, with moral support or music to sooth sore spirits.

Playing an Empath

Empaths are diverse in that they have many rolls they can fill from supportive, to damage dealing, to crowd control. They are frequently good at a great many things but tend to never access at any one thing in particular. Empaths do tend to be the "face" of the party however, as their higher than normal charisma and unique DME powers that are specifically geared towards the mind tend to lean them in that direction.

The Empath is the ultimate support character, though depending on the subclass, they can do nice damage and be the heroes of the group with some of their more unique DME power options.

Empath: Base Features

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

Hit Points

Hit Dice: 1d8 per Empath level.

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

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

Proficiencies

- **Armor:** Light armor.
- **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords
- **Tools:** 1 Musical Instrument and 1 Tool + 1 additional tool or musical instrument.
- **Saving Throws:** Dexterity and Charisma
- **Skills:** Choose any 3 skills

Equipment

(a) a rapier, (b) a longsword, or (c) any simple weapon

(a) a Diplomat's Pack or (b) an Entertainer's Pack

(a) a lute or (b) any other musical instrument

Leather armor and a dagger

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

Level	Prof	Features	Inspiration	Tricks	DME Level
1	2	DME Pool, Tricks, Inspiration	D6/CHA Mod + 1	2	1
2	2	Song of Rest	D6/CHA Mod + 1	2	2
3	2	Empathic Divergence, Expertise	D6/CHA Mod + 2	2	3
4	2	ASI	D6/CHA Mod + 2	3	3
5	3	Blade Flourish	D8/CHA Mod + 3	3	4
6	3	Empathic Divergence	D8/CHA Mod + 3	3	4
7	3	Jack of All Trades	D8/CHA Mod + 4	3	5
8	3	ASI	D8/CHA Mod + 4	3	5
9	4	Countercharm	D8/CHA Mod + 5	3	6
10	4	DME Secrets	D10/CHA Mod + 5	4	7

11	4	Know Your Enemy	D10/CHA Mod + 6	4	8
12	4	ASI	D10/CHA Mod + 6	4	8
13	5	Cutting Words	D10/CHA Mod + 7	4	9
14	5	Empathic Divergence	D10/CHA Mod + 7	4	10
15	5	Peerless Skill	D12/CHA Mod + 8	4	11
16	5	ASI	D12/CHA Mod + 9	4	11
17	6	Superior Inspiration	D12/CHA Mod + 9	4	12
18	6	DME Secrets	D12/CHA Mod + 10	4	12
19	6	ASI	D12/CHA Mod + 10	4	13
20	6	Panache	D12/CHA Mod + 11	4	14

Empath: Class Features

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

Innate Tricks (Level 1)

At 1st level, an Empath starts with 2 tricks, and gain 1 additional at level 4 and 10

DME Pool (Level 1)

At 1st level you know 3 first level Psionic or Enhancement DME Powers. Charisma is your modifier. Every time you level you can add 1 DME Power to your list from the Psionic or Enhancement powers list. DME save DC= 8+ your proficiency bonus+ your Charisma modifier. DME Attack modifier= your proficiency bonus+ your Charisma modifier. Use the Chart to see your DME level.

Inspiration (Level 1)

You give inspiration to another player or use it for various abilities. This inspiration can be used at the players choice for a roll in attacks, Saving throws, or ability checks and recharges after a long rest. Use the chart above to see the amount of inspiration and die rolled.

Restful Thoughts (Level 2)

Beginning at 2nd level, if you sit down to take a rest, you can project peaceful and soothing EM waves with the power of your mind. Any creature within 30 feet of you if you regain hit points by spending hit dice at the end of the short rest, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Empathic Divergence (Level 3)

At 3rd level, you delve into the advanced techniques of an Empathic Divergence of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level. Divergence of Combat, Divergence of DME, Divergence of Glamour, Divergence of Whispers.

Expertise (Level 3)

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

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.

Blade Flourish (Level 5)

At 5th level, you learn to read your enemies bodies and minds almost simultaneously, giving you impressive displays of martial prowess and speed. Whenever you take the Attack action on your turn with a weapon and it hits the creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.

- **Defensive Flourish:** You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Inspiration die. You also add the number rolled to your AC until the start of your next turn.
- **Slashing Flourish:** You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you. The damage equals the number you roll on the Inspiration die.
- **Mobile Flourish:** You can expend one use of your Inspiration to cause the weapon to deal extra damage to the target you hit. The damage equals the number you roll on the Inspiration die. You can also push the target up to 5 feet away from you, plus several feet equal to the number you roll on that die. You can then immediately use your reaction to move up to your walking speed to an unoccupied space within 5 feet of the target. Your walking speed increases by 10 feet until the end of the turn.

Jack of All Trades (Level 7)

The Empath is knowledgeable about much of the world through their wanderings. Any check (excluding attack and saving throws) that a Empath is not proficient in receives a bonus of ½ their total proficiency.

Countercharm (Level 9)

At 9th level, as action or reaction, you disrupt negative energy that can cause charm or fear effects for everyone within 30 feet of you. Until your turn

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starts again, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. The effect ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

DME Secrets (Level 10)

At 10th level, choose two powers from any Category. A power you choose must be of a level you can use according to your DME level (Tricks can be chosen with this feature as well). The chosen powers do not count in the number in the powers known column of the Empath table. You learn two additional powers from any classes at 18th level.

Know Your Enemy (Level 11)

At 11th level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Cutting Words (Level 13)

Also at 13th level, when a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Inspiration, rolling an Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

Peerless Skill (Level 15)

At 15th level, you can inspire yourself as well as others.

Superior Inspiration (Level 17)

At 17th level, you can regain your Charisma Modifier in inspiration when rolling initiative and you have none left.

Panache (Level 20)

At 20th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with an ability, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Divergence of Combat

The Empaths that have spent their Divergence learning to truly study the relationship between the mind and body, and how it relates to combat are fearsome combatants. Using the subtle movements of their opponents' bodies, and the EM waves coming from their minds, they have learned to harness and hone their fighting skills to an outstanding degree.

Bonus Proficiencies (Level 3)

At 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration (Level 3)

Also at 3rd level, a creature that has a Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Extra Attack (level 6)

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Battle DME (Level 14)

At 14th level, when you use your action to activate a Psionic DME Power, you can make one weapon attack as a bonus action.

Divergence of DME

Empaths that have focused on learning the secrets and science behind DME have tapped further into their own minds as well as DME itself. They have a deeper understanding of their own powers, as well as the powers of others throughout the world. They have learned additional secrets that other Empaths will never be capable of when it comes to the powers of the mind.

Additional DME Trick (Level 3)

You learn 1 additional Trick, but from any Category.

Expanded Circles (Level 3)

The Divergence of DME Empaths move from the standard Empath DME power list to the full DME user list. Each level of Empath equals 1 level of DME user, allowing them to become a 20th level DME user instead of a 14th level DME user at level 20.

Additional DME Secrets (Level 6)

Choose 2 additional DME Circle powers from any Category that you can activate.

Inspirational DME Circles (Level 14)

At 14th level, you can Inspire yourself or others to push past their limits and use DME based on the amount of Inspiration you sacrifice. You cannot use more than ½ your Charisma Modifier rounded down in a single burst. If the DME user that is using the power wishes, they can activate a power up to the level of Inspiration used without spending a slot.

Divergence of Glamour

Empaths that have focused on learning the secrets of manipulating all those around them to do their will by making themselves alluring have become Divergence of Glamour Empaths. While beauty is only skin deep, the Glamour Empath has learned how to read the desires and thoughts of those around them and make themselves appear to be what is most desired. Whether it be due to a listening ear, or a physical presentation, the Glamour Empath is as dangerous in a noble's court as they are in a Tavern or Inn. The world's best performers and courtesans are Glamour Empaths.

Additional DME Path (Level 3)

At 3rd level, Glamour Empaths gain access to Resonance DME Category powers as well.

Mantle of Inspiration (Level 3)

At 3rd level, as a bonus action, you can expend one use of your Inspiration to grant yourself a wondrous appearance. When you do so, choose several creatures you can see and that can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks. The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

Enthralling Radiance (Level 3)

Starting at 3rd level, if you channel your EM waves for at least 1 minute, you can attempt to inspire wonder in those around you. At the end of the performance, choose several humanoid within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your DME save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who talks to it, and it hinders anyone who opposes you, although it avoids violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its saving throw, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

Mantle of Majesty (Level 6)

At 6th level, as a bonus action, you use Command, without expending a DME point, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a power). During this time, you can use Command as a bonus action on each of your turns, without expending a DME slot. Any creature charmed by you automatically fails its saving throw against the Command you use with this feature. Once you use this feature, you can't use it again until you finish a long rest.

Unbreakable Majesty (Level 14)

At 14th level, as a bonus action, you can assume a majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your DME save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your powers on your next turn. Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

Divergence of Whispers

Courts often use Whisper Empaths to ferret out information on their enemies from within their own courts or send them to infiltrate an enemy's court. They are often used to scout out potential assassinations or be the instrument of the assassination itself. It is said that Whisper Empaths have led multiple government toppling.

Bladed Tongue (Level 3)

When you become a Whisper Empath at 3rd level, you gain the ability to spend your Inspiration to directly injure an opponent. As a Bonus Action, you can expend 1 Inspiration to deal an extra 2d6 psychic damage to injure a target. The target must make a Successful Wisdom Saving throw of DC equal to 8+Prof. Mod + CHA Modifier to halve the damage taken. The psychic damage increases when you reach certain levels in this class, increasing with the Inspiration die.

Words of Terror (Level 3)

At 3rd level, you learn to infuse innocent-seeming words with an insidious Power that can inspire terror. If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia in its mind, while using the force to attack that part of the mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your ability save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target succeeds on

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its saving throw, the target has no hint that you tried to frighten it. Once you use this feature, you can't use it again until you finish a short or long rest.

Mantle of Whispers (Level 6)

If you can spend more than 1 minute with a person, you can mimic them with near perfect vocal sounds. Anyone making an Insight, Perception, or Investigation is automatically at disadvantage, and your deception roll gains a +5. This ability lasts for 1 hour, and you can only use it 1 time per short rest.

Fearful Whispers (Level 14)

At 14th level, you gain the ability to manipulate a person's deepest fear or secret. As an action, you whisper a phrase that only one creature of your choice within 30 feet of you can hear (Something like "I know your secret"). The target must make a Wisdom saving throw against your ability save DC. The target will automatically succeed if it doesn't share a language with you or if it can't hear you. On a failed saving throw, you charm the target for the next 8 hours or until you or your allies attack it, damage it, or force it to make a saving throw. It interprets the whispers as you truly knowing its most mortifying secret. You gain no knowledge of this secret, but the target is convinced you know it. The charmed creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend. When the effect ends, the creature has no understanding of why it held you in such fear. Once you use this feature, you can't use it again until you finish a long rest.