The Dichotomist

Karmic Channelers

Through out Rhyonis, the acts that individuals perform have direct influence on those around them. This can be either positive or negative, determined by the specific actions, the intentions of the individual, and the Cosmic Patron that watches over them. This Karmic Energy is a resource that Dichotomists are able to pull from to create a variety of mystical effects. While the Dichotomist draws their power from their Patron and has a stored pool of this energy within, they are also able to unlock the potential sleeping within that aren't as in tune with their Cosmic Patron.

Roving Consultants

Higher level Dichotomists are so intune with the flow of Karmic Energy, they are able to awaken the Karma of another they come into contact with. These Dichotomists act as envoys for their Cosmic Patrons, making contact with others who need assistance finding their way into the light of the Patrons. Many throughout Rhyonis will even hire a Dichotomist as a fortune teller or personal consultant to act as a connection to the Cosmic Patrons to gain insights they wouldn't be able to on their own. Despite this potential line of work, some Dichotomists have trouble find their way in the world as many look up them with skepticism and prejudice. Few will let this stop them from pursing their goals and they are known to be ambitious and mysterious. Even since returning to Rhyonis in recent years, those few who have learned this talent have proven themselves as invaluable across the entire realm!

The whims of the Cosmos lie in the actions of *those who tread it. Karma flows as water, as does blood, but Fate and Destiny rely entirely on the shoulders of those they burden. May we guide one another into a Lighter future where all things flow smoothly.*

— Zunari the Light

Class Features

As a Dichotomist, you gain the following class features:

Hit Points

Hit Dice: 1d8 per Dichotomist level
Hit Points at 1st Level: 8 + your Constitution Modifier
Hit Points at Higher Levels: 1d8 + your Constitution Modifier per Dichotomist level after 1st

Proficiencies

Armor: None
Weapons: Daggers, Clubs, Quarterstaves, Slings
Tools: None

Saving Throws: Wisdom, Charisma
Skills: Choose two from; Arcana, Religion, History, Perception, Medicine, Insight, and Survival

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Level	Proficiency Bonus	Features	Karmic Energy	Retributions Known
1st	+2	Cosmic Patron, Patron Karma, Karma Energy	1+Wisdom Modifier	-
2nd	+2	Retributions	2+Wisdom Modifier	3
3rd	+2	Karmic Paths	3+Wisdom Modifier	3
4th	+2	Ability Score Improvement	4+Wisdom Modifier	3
5th	+3	Improved Patron Karma	5+Wisdom Modifier	4
6th	+3	Karmic Path Feature	6+Wisdom Modifier	4
7th	+3	Karmic Exchange	7+Wisdom Modifier	4
8th	+3	Ability Score Improvement	8+Wisdom Modifier	4
9th	+4	Greater Patron Karma	9+Wisdom Modifier	5
10th	+4	Awaken Karma	10+Wisdom Modifier	5
11th	+4	Karmic Path Feature	11+Wisdom Modifier	5
12th	+4	Ability Score Improvement	12+Wisdom Modifier	5
13th	+5	Superior Patron Karma	13+Wisdom Modifier	6
14th	+5	Reincarnation	14+Wisdom Modifier	6
15th	+5	Karmic Path Feature	15+Wisdom Modifier	6
16th	+5	Ability Score Improvement	16+Wisdom Modifier	6
17th	+6	Ultimate Patron Karma	17+Wisdom Modifier	7
18th	+6	Karmic Reward	18+Wisdom Modifier	7
19th	+6	Ability Score Improvement	19+Wisdom Modifier	7
20th	+6	Karmic Path Feature	20+Wisdom Modifier	7

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- *(a)* a dagger and a club or *(b)* quarterstaff
- *(a)* a sling with 20 pellets or *(b)* 3 daggers
- a Zardon Chart, outling your Cosmic Patron

Cosmic Patron

All Dichotomists are lead by the Cosmic Patron they were born under. Each year, a certain constellation, known as a Cosmic Patron, comes into prominence as it shines more powerfully than any other of these powerful spacial entities. This greatly influences this personal philosophies and the way their channel their Karmic Energy. In addition to granting them personal benefits, the Patron also has an effect on the world and the individuals born under them with certain characteristics or phenomena.

Patron Karma

At level 1, your Karma with your Patron grants you a minor boon that is determined by the specific Patron you were born under. This boon increases at levels 5, 9, 13, and 17.

Dragon

Year of Prominence- 1

World Effect
Dragons and Dragonkin are empowered, particularly their elemental prowess.

Individual Effect
A Dragon Champion is exuberant, charismatic, and a great leader, or destroyer.

Karmic Boon
The Karma granted by the Dragon Patron can grant an individual devastating elemental power, capable of enhancing almost every attack empowered by their associated element. Dragon Champions will find their elemental magic far more powerful than that of your run of the mill spellcaster within Rhyonis. In turn, it rewards Champions with +2 to damage rolls with the Dragon's associated element.

Humanoids

Year of Prominence- 2

World Effect
Creators of all walks of life see their work take on new life and inspiration is abound.

Individual Effect
A Humanoids Champion is gifted with renowned crafting ability.

Karmic Boon
The Karma granted by the Humanoids Patron can grant an individual renowned crafting ability. Humanoids Champions will find their innate talent in their chosen craft far beyond that of their peers. In turn, it rewards Champions with +2 to Craft Skill Checks.

Mountain

Year of Prominence- 3

World Effect
The land becomes more rigid, harder, and difficult to utilize as soil

Individual Effect
A Mountain Champion is typically stoic, grounded, and rational

Karmic Boon
The Karma granted by the Mountain Patron can grant an individual thick skin and a durable nature. Mountain Champions will find themselves shrugging off blows and sticking the fight out far longer than other Champions. In turn, it rewards Champions with +1 hit point per level.

Sea

Year of Prominence- 4

World Effect
The Continental Sea becomes extremely turbulent and Shoule's Vortex widens

Individual Effect
A Sea Champion is very fluid and sociable, doing well in any environment

Karmic Boon
The Karma granted by the Sea Patron can grants an individual the fluidity of the ocean. Sea Champions will find their instinctive movements come into play innately during battle as their bodies deftly dodge deadly blows. In turn, it rewards Champions with +1 to Armor Class.

Sky

Year of Prominence- 5

World Effect
The winds blow harder, fiercer, and randomly, swirling clouds above like a snow globe

Individual Effect
A Sky Champion would most likely be an imaginative day dreamer, always excited for the next project

Karmic Boon
The Karma granted by the Sea Patron can grant an individual quick reflexes. Sky Champions will find themselves one step ahead of most people they find themselves walking alongside. In turn, it rewards Champions with +1 Initiative.

Snake

Year of Prominence- 6

World Effect
Vermin are crazed and invasive, sometimes ravenous and deadly

Individual Effect
A Snake Champion is usually tricky, unpredictable, and an expert deceiver

Karmic Boon
The Karma granted by the Snake Patron can grant an individual a natural tongue for lies. Snake Champions will find their ability to pull the wool over the eye of just about anyone they see the need to. In turn, it rewards Champions with +2 to Deception Checks.

Blade

Year of Prominence- 7

World Effect
Tensions escalate and small bouts of violence turn to full blown war

Individual Effect
A Blade Champion is gifted with deadly might and is extremely reactive in battle

Karmic Boon
The Karma granted by the Blade Patron can grant an individual unparalleled and deadly skill. Balde Champions will find their blows dealing much more damage than those not blessed by their Patron. In turn, it rewards Champions with +2 to Attack damage rolls.

Arcane

Year of Prominence- 8

World Effect
Truciluna flares, amplifying the power of magic across the realm as it glows brighter

Individual Effect
An Arcane Champion, sometimes called a Moon Child, is blessed with incredible magic potential

Karmic Boon
The Karma granted by the Arcane Patron can vastly amplify the magical capability of an individual born under it. Arcane Champions will find their spells unerringly striking their target or their spells very difficult to resist. In turn, it rewards Champions with +1 to Spell Attack rolls and Spell DCs.

Horse

Year of Prominence- 9

World Effect
Wild animals migratory patterns wildly differ than normal

Individual Effect
A Horse Champion is expeditious and usually seen as the most dependable of the Cosmic Champions

Karmic Boon
The Karma granted by the Horse Patron can grant an individual the speed of a wild stallion. Horse Champions will find their ability to outrun friends and foe alike greatly improved. In turn, it rewards Champions with +5ft of movement

Tiger

Year of Prominence- 0

World Effect
Predatory animals are bolder, empowered, and much more lethal during the year of the Tiger.

Individual Effect
A Tiger Champion is voracious and cunning, physically strong and perceptive like a natural born hunter.

Karmic Boon
The Karma granted by the Tiger Patron can grant an individual the upper hand on getting the jump on an enemy, or their alertness to incoming danger. Tiger Champions will find their senses hone well beyond the means of a normal Rhyonian, if they act in accordance to the nature of the Tiger. In turn, it rewards Champions with +2 to Perception Checks.

Karmic Energy

At level 1, you have pool of Karmic Energy equal to your Dichotomist level+your Wisdom modifier and you recover all Karmic Energy at the end of a short rest. Also, you are able to tap into your Karmic Energy to release a streaking bolt of energy to assail foes. As an action, you are able to make a ranged spell attack against a creature within 30 ft. of you, dealing 1d6+ your Wisdom modifier in force damage on a success. This damage increases by 1d6 at levels 5, 11, and 17. Lastly, a number of times per long rest equal to your proficiency bonus, if you score a critical hit with Karma Bolt, you recover an amount of Karmic Essence equal to half of your Proficiency Bonus.

Retributions

Starting at level 2, you are able to expend Karmic Energy to perform Retributions which are powerful abilities that utilize Karma to perform wondrous feats. At level 2, you learn three Retributions of your choice but may change these at any point when you reach a new level in this class. Retributions have various Karmic Energy costs and if a Retribution requires an attack roll or saving throw, you use your Karma DC or Karma attack modifier as per the following:

Karma save DC = 8 + your proficiency bonus + your Wisdom modifier

Karma attack modifier = your proficiency bonus + your Wisdom modifier

Karmic Adaptability

As a free action, you may expend 3 Karmic Energy to grant yourself proficiency in something you are not proficient in until you take a short rest. You may only have one Karmic Adaptability active at a time and this may be a Saving Throw, a Skill, a Tool, a Weapon, a Shield, or Armor and if you choose a new Adaptability, you immediately lose the previous one.

Karmic Blast

By expending 3 Karmic Energy as an action, you can target a 30 ft. radius centered on a point within 60 ft. of you. A number of creatures of your choice equal to your Wisdom modifier must make a Charisma saving throw against your Retribution DC, suffering 1d8 force damage per proficiency bonus, or half as much on a success. Additionally, you may choose to expend an additional amount of Karmic Energy, up to your Wisdom modifier, to deal an additional 1d8 damage per point spent.

Karmic Burst

By expending 3 Karmic Energy as an action, you extend your essence from yourself in a 30 ft. radius centered on yourself. A number of creatures of your choice equal to your Wisdom modifier must make a Charisma saving throw against your Retribution DC, suffering 1d8 force damage per proficiency bonus, or half as much on a success. Additionally, you may choose to expend an additional amount of Karmic Energy, up to your Wisdom modifier, to deal an additional 1d8 damage per point spent.

Karmic Erosion

As an action, for 2 Karmic Energy, you force a creature within 60 ft. of you to make a Charisma saving throw against your Retribution DC. On a failure, the creature loses one immunity or resistance of your choice that you are aware it has. This lasts until the end of your next turn.

Karmic Grace

When you fail a saving throw or skill check, you may expend 3 Karmic Energy to reroll, taking the new roll regardless of what the outcome is.

Karmic Insight

As a bonus action, for 1 Karmic Energy, you target a creature you can see within 60 ft. and make an Insight check with a DC equal to the target's Charisma score. On a success, you learn all of the target's damage resistance as well as damage and condition immunities.

Karmic Leap

As an action, you can expend 2 Karma to grant yourself a fly speed of 60 ft. for one minute. After this ability ends, you harmlessly drift to the ground.

Karmic Mind

As a free action, you may expend 3 Karmic Energy to extend your consciousness and grant yourself Telepathy out to 60 ft.

Karmic Shield

As an action, you are able to expend an amount of Karmic Energy up to your Wisdom modifier to wrap yourself in a mystical suit of armor that lasts for a number of hours equal to your proficiency bonus. For the duration, your Armor Class is equal to 10+Dexterity Modifier+Proficiency Bonus+ the amount of Karmic Energy spent on the Karmic Shield.

Karmic Wave

By expending 3 Karmic Energy as an action, you create a wave of force that moves out from you in a direct line 10 ft. wide and 30 ft. long. A number of creatures of your choice equal to your Wisdom modifier must make a Charisma saving throw against your Retribution DC, suffering 1d8 force damage per proficiency bonus, or half as much on a success. Additionally, you may choose to expend an additional amount of Karmic Energy, up to your Wisdom modifier, to deal an additional 1d8 damage per point spent.

Karmic Paths

Starting at level 3, you choose how you channel the Karmic energy of yourself and those around you. Dichotomists can pick from three Karmic Paths being Light, Dark, and Grey. More commonly referred to as Good, Bad, and Balance, the three studies of Dichotomists vary widely from one another is efficiency and practice. As you level up in this class, your affinity with your chosen path will grow, granting you additional Karmic Retributions. These Retributions are specific to their correlated Karmic Path and can be changed to a different one whenever you take a new level as a Dichotomist. These Retributions do not count against the total number you may know. Certain Karmic Path Retributions will increase in power as you reach specific levels (5, 11, and 17), and the power increase depends on the Retribution itself.

Dark

Dichotomists of the Dark philosophy are capable of weaving Karma in an extremely deadly and precise manner. They believe that no one, reagrdless of moral upstanding, is completely free of guilt or fault and all should be brought to face their short comings. Dark Dichotomists are able to devastate their foes by intensifying the damage they deal or hindering them with karmic curses. As you progress in levels as a Dichotomist, you may choose extra features from the following list at levels 3, 6, 11, 15, and 20.

Karmic Drain

Upon successfully dealing damage with an ability that expands Karmic Energy, you may immediately choose to expand an equal amount of Karmic Energy to recover half as many Hit Points as the damage that was dealt.

Karmic Debilitation

As an action, you can expend 3 Karmic Energy to impose disadvantage on an enemy's next attack roll, skill check, or saving throw they make within the next hour. The enemy may make a Charisma saving throw to resist this effect. You may only have a number of active Karmic Debilitations equal to your Wisdom modifier and a creature may only have one debilitation at a time.

Karmic Curse

As an action, you can expend 2 Karmic Energy to cast the *Bane* spell. You may cast this spell at higher levels by expending 2 additional Karmic Energy for each level beyond 1st.

Karmic Destruction

When you deal damage with Karmic Bolt or a Retribution, you deal an additional amount of damage equal to your Wisdom modifier.

Karmic Hindrance

As an action, you can expend 5 Karmic Energy to cast the *Slow* spell. You must be at least level 6 to select this feature.

Karmic Necrosis

As an action, you can expend 2 Karmic Energy to target a creature within 50 ft. of you and force them to make a Charisma saving throw. On a failure, they are unable to recover Hit Points until the end of your next turn.

Karmic Eradication

Upon reaching level 20, you unlock the ultimate ability of the Dark Path; *Karmic Eradication*. By expending 15 Karmic Energy, you are able to attempt to immediately kill a creature you can see within 60 ft. of you. They target must make a Charisma saving throw or die instantly. If they succeed, they instead lose half of their current hit points and their hit point maximum is reduced by half until they complete a long rest. Once you perform this ability, you must complete a long rest before doing so again.

Light

Dichotomists of the Light philosophy believe that there is good in everyone and all should be granted grace and understanding, regardless of the path they've walked. These Dichotomists are capable of blessing their allies with boons as well as restoring damage to those around them by using Karmic Energy to restore wounds. As you progress in levels as a Dichotomist, you may choose extra features from the following list at levels 3, 6, 11, 15, and 20.

Karmic Blessing

As an action, you can expend 2 Karmic Energy to cast the *Bless* spell. You may cast this spell at higher levels by expending 2 additional Karmic Energy for each level beyond 1st.

Karmic Boost

As an action, you can expend 3 Karmic Energy to grant yourself or an ally within 30 ft. of you advantage on their next attack roll, skill check, or saving throw they make within the next hour. You may only have a number of active Karmic Boosts equal to your Wisdom modifier and a creature may only have one boost at a time.

Karmic Recovery

As an action, you can expend 3 Karmic Energy to target one creature and increase their recovery rate. Whenever they would restore Hit Points for the next minute by the roll of dice, they recover the maximum possible.

Karmic Restoration

As a bonus action, you may expend 2 Karmic Energy to target a creature within 30 ft. of you, healing them for 1d6+ your Wisdom modifier. You may expend additional Karmic Energy, equal to your Wisdom modifier, to restore additional hit points equal to 1d4 per extra Karmic Energy spent.

Karmic Resurgance

When you use a Retribution that deals damage, you can spend 2 extra Karmic Energy to instead choose to restore Hit Points to targets in the area of the Retribution equal to half of the damage that would have been dealt by the Retribution.

Karmic Speed

As an action, you can expend 4 Karmic Energy to cast the *Haste* spell. You must be at least level 6 to select this feature.

Karmic Ressurection

Upon reaching level 20, you unlock the ultimate ability of the Light Path; *Karmic Resurrection*. By expending 15 Karmic Energy, you are able to cast the *True Ressurection* spell without requiring components. Once you perform this ability, you must complete a long rest before doing so again.

Grey

Where there is good and evil, or dark and light, there is always a third point of balance; neutral grey. Dichotomists of the Grey philosophy are fairly uncommon among their ilk, though they have the most inclusive belief system of all Dichotomists, that all beings are equal and should be held to the same standard. They are capable of nullifying effects and even weaving together the abilities of their Dark and Light counterparts. As you progress in levels as a Dichotomist, you may choose extra features from the following list at levels 3, 6, 11, 15, and 20.

Karmic Counter

As a reaction, you may cast *Counterspell* by expending 3 Karmic Energy. Alternatively, you may choose a magical effect you are aware of and cast *Dispel Magic* You may expend 1 extra Karmic Energy to cast higher level versions of these spells. You must be at least level 6 to select this feature.

Karmic Nullification

As an action, you may target a creature you can see within 60 ft. of you. By expending 3 Karmic Energy, you can remove a single negative condition from an ally or beneficial effect from enemies. You must be aware of the specific condition you are trying to nullify and if you are targeting an enemy, they do have a chance to resist this by making a Charisma saving throw.

Karmic Versatility

You may choose a feature from either the Dark or Light Path. This ability may be chosen multiple times, selecting a new feature every time it is chosen.

Karmic Balance

At level 20, you may choose either of the *Karmic Ressurection* or *Karmic Eradication* abilities.

Ability Score Improvement

At 4th level, you are able to increase one ability score by 2 or two abilities scores by 1. Alternatively, you may choose a feat. You gain additional improvements at levels 8, 12, 16, and 19.

Karmic Exchange

Once you reach level 7, you are able to exchange Karmic Energy for Life Essence, revitalizing yourself to further the means of your Patron. A number of times per long rest equal to your proficiency bonus, as an action, you can expend an amount of Karmic Energy up to your Wisdom modifier and an equal number of Hit Dice to recover hit points to yourself. You also gain a shield of Karmic Energy that has a number of hit points equal to your proficiency bonus+ the amount of Karmic Energy used for the Exchange. The shield takes damage for you but any damage that would reduce the shield to 0 hit points carries over to your Hit Points. The shield will persist until you take a long rest or reduced to 0 Hit Points, but if you use an ability that uses Karmic Energy, the shield regains Hit Points equal to the amount of Karmic Energy used. The maximum number of Hit Points the shield may have is equal to your proficiency bonus plus your Wisdom modifier.

Awaken Karma

Starting at level 10, you may expend Karmic Energy as an action to touch a creature and awaken their Karma with their Patron. The amount of Karmic Energy required for this equals the target's proficiency bonus and they initially gain the base level of their Patron's Karmic Boon. This Boon can be increased in power determined by the target's actions serving their Patron and this increase must be met at certain thresholds before being improved further. These thresholds are levels 5, 9, 13, and 17.

Reincarnation

Upon reaching level 14, your Patron takes a special interest in you and your existence to serve their means. If you die, spells that would bring you back to life do not require material components

Karmic Reward

Once you reach level 18 as a Dichotomist, you are able to expend a large amount of Karmic Energy to reap the rewards of your deeds. You may cast the *Wish* spell by expending 15 Karmic Energy, following the rules as normal for the spell. Once you use this ability, you may not again for 10 days.