

# *Level Up* Playtest #10

## Adept

Welcome to the 10th *Level Up* playtest document. This playtest contains a candidate for the first 10 levels of the game's adept class. The adept is a renaming of the monk of O5E, and allows us to portray a wide variety of unarmed combatants.

### **What this is**

This is a playtest document. We'd love you to try out the rules presented here, and then answer the follow-up survey in a few days.

### **What this is not**

This is NOT the final game. It's OK if you don't like elements of these rules; that's the purpose of a playtest document. Be sure to participate in the follow-up survey in a few days. All data, positive or negative is useful.

### **What we use this for**

Your survey responses help form the direction of the game as it goes through the development process.

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# Adept

*A drop of sweat trails slowly across the elf's brow as she slowly draws breath. The snake bite still stings and in her mind she sees the poison spreading through her veins. She exhales slowly, in total control of her body in its entirety, and neutralizes the toxin with nothing more than thought and driven focus.*

*The orc looks back and notices that the alley behind him is a dead end. His assailants, clad in leather and steel, block his exit. He cannot help but smile as he jumps towards the wall, plants both of his bare feet on its surface and somersaults well over their heads.*

*As the burly man sneers at her, she thinks to herself that he should know better than to spit in a dwarf's drink. The imposing fellow casually rests a hand on his dagger's hilt and with some amusement she realizes this oaf considers her to be unarmed—it takes only a single headbutt to prove him wrong.*

Adepts are living weapons that have trained their bodies and honed their minds to perfection. This process endows them with considerable mental power and an unusual understanding of the self. Every adept has a different reason for striving towards ever greater heights of personal achievement, but all can be incredibly deadly. Be they rough pugilists used to life in the pits, religious dancers whose prayer is battle, or covert assassins from secret societies adepts all learn amazing supernatural abilities that set them apart from common warriors.

## Power of Discipline

Adepts harness mental and physical power through training, an energy they call focus. While this can be fuel for supernatural feats, in essence it is nothing more than the innate potential every living being has. Adepts channel this power within themselves to accomplish the impossible and surpass the



limitations of their bodies, allowing them to be as deadly unarmed as a trained warrior is with sharp blades. As they grow more powerful, they learn several new ways of using their focus.

## Masters and Students

The art of the adept is old and personal, often taught by one master to a single student, and though the path to perfection is always long, each chooses their own different way to reach it. However they are all united by the generations of adepts that came before them, the ones who discovered these secrets and passed them forward. Adepts are always ready to

Level	Proficiency Bonus	Martial Arts	Features	Knacks Known	Focus Features	Bonus Exertion	Maneuvers Known	Maneuver Degree
1st	+2	1d4	Adroit Defense, Martial Arts	—	—	—	—	—
2nd	+2	1d4	Combat Maneuvers, Exploration Knacks, Exertion Focus	1	—	—	2	1st
3rd	+2	1d4	Adept Tradition, Battlefield Etiquette	1	1	—	2	1st
4th	+2	1d4	ASI	2	2	1	3	2nd
5th	+3	1d6	Extra Attack	2	3	1	3	2nd
6th	+3	1d6	Tradition Feature	3	4	2	3	2nd
7th	+3	1d6	Empty Mind	3	5	3	4	2nd
8th	+3	1d6	ASI	4	6	3	4	3rd
9th	+4	1d6	—	4	7	4	4	3rd
10th	+4	1d6	—	5	8	4	5	3rd

learn, both when it comes to their own abilities and about the world around them. They are also always ready to teach, for they know their craft will never survive unless more adepts are trained like they were.

## Creating an Adept

When creating an adept, ask yourself the following questions. Where did you meet your master? Why did they choose to train you? How was your relationship while you were training? Is your master still alive? Do they have enemies that might know about you? How ingrained are you with the adept community? Are you familiar with other adepts? Have you visited other masters, maybe even trained under them? Do you have any friends or rivals in other schools? Do you have any scars, whether

## Archetypes

We'll talk more about archetypes later, but the adept comes with archetypes which cover a range of character types, including the classic warrior-monk of O5E, the brawler, and an Olympian-style athlete.

physical or emotional, from engaging in battle with your peers?

Why have you chosen to walk the path to perfection? Have you suffered a crushing defeat due to your lack of martial prowess, or lost a loved one because you were not able to defend them? Did you witness a true master in action and hoped you could be like them? Are you the reincarnation of a legendary martial arts prodigy?

## CLASS FEATURES

As an adept, you gain the following class features.

### Hit Points

**Hit Dice:** 1d8 per adept level

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

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per adept level after 1st

### Proficiencies

**Armor:** None

**Weapons:** Simple weapons, shortswords

**Tools:** Choose one type of artisan's tools or one musical instrument

**Saving Throws:** Strength, Dexterity

**Skills:** Choose two from Acrobatics, Athletics, History, Insight, Perception, Religion and Stealth

## Equipment

You begin the game with 20 gold which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen Background.

- **Dungeoneer's Package # 2 (cost 20 gp):** Simple weapon, 10 darts, dungeoneer's pack
- **Explorer's Package (cost 21 gp):** Shortsword, 10 darts, explorer's pack

## Adroit Defense

At 1st level, you learn special defensive techniques. Choose one of the following options.

### Brutal Defense

You are proficient with light armor. While you are wearing light armor, you replace your Dexterity modifier with your Strength modifier for AC. If you know the Adept Speed exploration knack or any other that has it as a requirement, you can use them while wearing light armor.

### Unarmored Defense

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

## Martial Arts

At 1st level, your trail to perfection gives you mastery of combat styles that use unarmed strikes and adept weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only adept weapons and you aren't wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and adept weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or adept weapon. This die changes as you gain adept levels, as shown in the Martial Arts column of the Adept table.

## Exertion

Exertion was introduced in the Fighter playtest document (see that document for more information on combat maneuvers). Exertion also powers special adept focus features in this document. Your exertion points are equal to twice your proficiency bonus.

- When you use the Attack action with an unarmed strike or an adept weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

## Combat Maneuvers

Starting at 2nd level you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Mirror's Glint, Rapid Current, Razor's Edge, Unending Wheel. You learn two maneuvers of your choice from a tradition in which you are proficient. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Adept table shows when you learn more maneuvers from a tradition in which you are proficient, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same level from a tradition in which you are proficient.

As an adept, you gain +1 to your Maneuver Save DC.

## Exertion Focus

At 2nd level, your training allows you to harness your mental energy into a supernatural state of focus. Some cultures refer to this energy as axé, prana, pneuma, or ki. Your access to this energy is represented by your exertion pool.

You can spend exertion to fuel special focus features. You start knowing three such features: Flurry of Blows, Long Step, and Patient Defense. You learn more focus features as you gain levels in this class.

Some of your focus features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

**Focus save DC** = 8 + your proficiency bonus + your Wisdom modifier

## Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 exertion to make two unarmed strikes as a bonus action.

## Long Step

You can spend 1 exertion to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

## Patient Defense

You can spend 1 exertion to take the Dodge action as a bonus action on your turn.

# Exploration Knack

You have picked up a number of tricks in your path towards perfection. At 2nd level you gain an adept exploration knack of your choice. Your exploration knacks are detailed at the end of the class description. The Knacks Known column of the Adept table shows when you learn more exploration knacks. Unless otherwise noted, you can gain each knack only once.

# Adept Archetype

When you reach 3rd level, you commit yourself to an adept archetype: a specialization that defines how you train your body to perfection. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

# Focus Feature

Focus features stem from the mastery of your internal energies. At 3rd level, and again every level after that, choose one option from the list below. Some features have requirements, such as minimum adept level or another focus feature. You must meet

those requirements before you choose that focus feature.

## Battle Dance

You gain proficiency in the Performance skill. As a bonus action, you can spend 2 exertion to bob and sway, starting a battle dance. Until the end of your turn, your Speed increases by 20 feet and attacks of opportunity against you are made with disadvantage. When an attack of opportunity misses you, you can use your reaction to retaliate with an unarmed strike.

## Battle Meditation

As an action, you can spend 1 hit die to regain 1d4 exertion. You can't use this feature again until after you finish a short or long rest.

## Closed Soul

*Requirement: 9th level*

When you make a saving throw, you can use your reaction and spend 2 exertion to gain advantage on saving throws against spells and other magical effects until the beginning of your next turn.

## Deflect Missiles

You can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your adept level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 exertion to make a ranged weapon attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as an adept weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

## Deflect Spells

*Requirement: Deflect Missiles, 9th level*

When you are hit by a ranged spell attack that deals damage, you can use your reaction and spend 2 exertion to deflect the magic. When you do so, the damage you take from the attack is reduced by 2d10 + your Dexterity modifier + your adept level.

If you reduce the damage to 0, you can spend 1 exertion to redirect the spell to another target within 30 feet of you as part of the same reaction. You make this attack with proficiency using your Wisdom modifier.

## Distant Death Dance

*Requirement: 5th level*

As a bonus action, you can inhale air slowly and spend 2 exertion to start the distant death dance. Until the end of your turn, your reach with unarmed strikes increases to 60 feet. You have disadvantage on melee attacks against creatures more than 20 feet away from you.

## Eye for Detail

*Requirement: Proficiency with the Insight skill*

You notice patterns others cannot. As an action, you can spend 1 exertion to study a creature you have watched speak for at least 1 minute. You can ask the GM one of these questions:

- Is the creature hiding any strong emotions?
- Does the creature have a secret agenda?
- Did the creature lie in the last minute?
- Is the creature hiding their true heritage and/or culture?

The GM must give you a truthful answer.

## Focused Strikes

*Requirement: 5th level*

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

## Forbidden Strike

*Requirement: 7th level*

When you hit an opponent with at least one attack from a Flurry of Blows, you can spend 1 exertion to deal additional damage equal to your martial arts die.

## Hooked Swords Dance

When you are fighting with a shortsword in each hand, you use a bonus action and spend 2 exertion to hook them together to start a hooked swords dance. Until the end of your next turn, your shortswords gain the reach property. If you hit a

target with both swords in the same turn, the target takes an additional 1d10 slashing damage.

## Last Dance

*Requirement: any dance*

When the duration of one of your dances ends, you can spend 2 exertion to make the effect last until the end of your next turn.

In addition, if you know two or more dance focus features you can spend 3 additional exertion to activate two dances using the same bonus action.

## Maneuver Rush

*Requirement: 7th level*

When you hit with a maneuver that requires 2 attacks from your Attack action, you can use another maneuver that requires 1 or 2 attacks from your Attack action as part of the same Attack action. You cannot use this focus feature again until after you finish a short or long rest.

## Mind Over Body

You can use a bonus action and spend 2 exertion to gain temporary hit points equal to your martial arts die plus your adept level.

## Mirage Dance

*Requirement: 5th level*

As a bonus action, you can spend 2 exertion to swiftly start a mirage dance. Until the end of your next turn, you are under the effect of the *mirror image* spell.

## Paralyzing Strike

*Requirement: 9th level*

You can deal paralyzing blows. When you hit another creature with a melee weapon attack, you can spend 2 exertion to attempt a paralyzing strike. The target must succeed on a Constitution saving throw or be paralyzed until the end of your next turn.

## Powerful Blow

*Requirement: 5th level*

As a bonus action, you prepare a crushing blow. If you hit a creature with a melee weapon attack before the end of your next turn, you can spend 1 exertion to deal additional damage equal to your martial arts die.

## Pressure Point Secrets

*Requirements: Stunning Strike or Paralyzing Strike*

When you use one of the focus features required, you can spend 2 additional exertion. If you do, your target has disadvantage on its first saving throw made against the focus feature.

## Purity of Body

*Requirement: 7th level*

You can use your action to end one effect on yourself that is causing you to be poisoned or diseased.

## Shockwave

*Requirement: 5th level*

You can spend 3 exertion to hit the ground so hard it sends a shockwave in a 40-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and falls prone on a failed save, or half as much damage on a successful one.

## Slow Fall

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your adept level.

## Stillness of Mind

*Requirement: 7th level*

You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

## Stunning Strike

*Requirement: 5th level*

You can deal incapacitating blows. When you hit another creature with a melee weapon attack, you can spend 1 exertion to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

## Warding Dance

*Requirement: 5th level*

When you are fighting unarmed or with one weapon in one hand and nothing in the other, you can use a bonus action and spend 2 exertion to start a warding dance. Until the end of your next turn, you have resistance against bludgeoning, piercing and slashing damage.

## Weapon Skill

Choose a martial weapon that does not have the Heavy or Special properties. You become proficient with that weapon and it counts as an adept weapon for you.

## Battlefield Etiquette

Also at 3rd level, you learn the unwritten rules of the battlefield. After you have fought beside (or against) any creature for one encounter, you have advantage on Charisma checks against it.

## Ability Score

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## Bonus Exertion

Also at 4th level, your self-awareness and discipline allow you draw upon deeper reserves of willpower than other warriors. Your exertion pool increases by the amount listed in the Bonus Exertion column of Table: Adept. For example, at 4th level your exertion pool increases to 5, at 5th level when your proficiency bonus increases your exertion pool becomes 7, at 6th level your exertion pool becomes 8, and so on.

## Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## Empty Mind

Starting at 7th level, you can empty your mind and easily disguise your emotions. As an action, you can spend 1 exertion to enter a meditative empty mind state. This lasts for 1 hour. While in this state, Insight checks against you have disadvantage.

In addition, you gain advantage on saving throws made against enchantment spells and resistance to psychic damage.

# Exploration Knacks

When you gain access to a new exploration knack, choose one of the following. Some knacks have requirements, such as minimum adept level or another knack. You must meet those requirements before you choose that knack.

## Adept Speed

Your speed increases by 10 feet while you are not wearing armor or wielding a shield. You can choose this knack more than once. Its effects stack.

## Gale Walk

*Requirement: Adept Speed, proficiency with Athletics*  
You have advantage on Athletics checks made to jump. On your turn, you can spend 1 exertion to triple your jump distances until the start of your next turn.

## Hurricane Walk

*Requirement: Gale Walk*  
Your step is so light you seem to float in the air. You can use a bonus action and spend 1 exertion to cast *fly* on yourself. You also have advantage on Stealth checks related to noise. The effect lasts until the start of your next turn.

## Nimble Athlete

You can always choose to use your Dexterity modifier for Athletics checks.

## Power Tumble

You can always choose to use your Strength modifier for Acrobatics checks.

## Religious Training

You are proficient with the Religion skill. When you are in contact with a holy relic, religious artifact, or any kind of similar object or structure, you can spend 2 exertion to learn something about it. You receive a correct answer from the GM for a question about the object that can be answered with a yes or no.

## Wall Walk

*Requirement: Adept Speed, proficiency with Acrobatics*  
You gain the ability to move along vertical surfaces on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *spider climb* on yourself. The effect lasts until the start of your next turn.

## Water Walk

*Requirement: Adept Speed*  
You gain the ability to move across liquids on your turn without falling during the move. You can use a bonus action and spend 1 exertion to cast *water walk* on yourself. The effect lasts until the start of your next turn.

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