

# *Level Up* Playtest #15

## Herald

Welcome to the 15th *Level Up* playtest document. This playtest contains a candidate for the first 10 levels of the game's herald class.

### **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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# Herald

*A merchant stops on the side of the road to nurse a bruised leg as a lone tattoo-covered orc walks by. They give the wounded man a glance before kneeling down, asking to take a look at the injury. The merchant is wary—the last time someone offered aid was how the harm came about to begin with—but accepts the help. With a mere touch from the orc however the merchant feels warmth spread, his suffering eased.*

*Wincing, he stands up to try his legs and finds that he is able to walk again. In gratitude he invites the stoic samaritan to travel alongside him, sharing with him their philosophy on the nature of emotions.*

*Citizens gather in the streets to toss flowers in celebration of the soldiers coming home when a beige steed trots through the city gates. The crowd cheers loudly, reaching their hands up towards the human woman riding on the horse. She waves politely back with a light smile. Half a dozen banners fly behind her, representing the armies she has under her command. They make their way up the winding streets towards the castle on the hilltop, and as she arrives the holy knight retracts her smile while dismounting. She may not see them, but she can feel the whispers among the nobles and priests. The people may have placed their faith in her, yet those ruling have not. For their sake she must keep trying, for if the king continues to ignore the divine warnings it could spell doom for the kingdom—or worse.*

*A confident halfling in a full set of armor examines the break in the fence of the grazing fields, chomping on an apple as she searches for tracks. “I used to own a place like this, you know,” she says. “Awful lot smaller, but it was a good piece of land. Some dire wolves showed up though and I had to kick their asses. Never looked back since!” The farmer makes a face, concerned, and the halfling gives her chest an assuring thump in response. “Don’t worry, that’s not what got your darling cows here. It’s*



**Table: Herald**

Level	Features	Smite Damage	Knacks Known	Maneuvers Known	Maneuver Degree	Cantrips Known	Spells		
							1st	2nd	3rd
1st	Spellcasting, Divine Sense, Lay on Hands	-	-	-	-	2	2	-	-
2nd	Divine Smite, Combat Maneuvers	1d8	-	2	1st	2	2	-	-
3rd	Exploration Knacks, Archetype Feature	1d8	1	2	1st	2	3	-	-
4th	ASI, Empowered Smite	1d8	1	3	1st	2	3	-	-
5th	Extra Attack, Heraldic Sermon	2d8	2	3	1st	3	4	2	-
6th	Sacred Aura	2d8	2	3	1st	3	4	2	-
7th	Archetype Feature	2d8	3	4	2nd	3	4	3	-
8th	ASI, Greater Empowered Smite	2d8	3	4	2nd	3	4	3	-
9th	Inspiring Devotion	3d8	4	4	2nd	4	4	3	2
10th	Improved Sacred Aura	3d8	4	5	2nd	4	4	3	2

*about the same size, but definitely a problem I can take care of. You're in good hands!"*

Dedicated and resolute, heralds are messengers of the oaths, ideology, or faith they represent, seen by some as salvation, others as harbingers of doom. The powers that they wield appear to stem from their devotions, though whether the herald interprets it as such is up to the individual. All are magically-trained combatants who often serve a particular organization formed upon an ideology. Some may have taken up the role simply as a vocation, while others became heralds due to a personal calling. Though they often specialize in combat, most

understand a calm or threatening voice may be much more effective, especially for the cause of spreading the ideologies they live by.

## Rules to Live By

Whether for good or ill, the most important aspect of being a herald is holding oneself to a set of oaths that might define all aspects of their lifestyles or be an important influence on their lives. A herald's promise also often defines their goals (to protect others or to persecute an enemy). For some heralds this may be a personal choice, while others let the

order they serve determine who the threats are.

## Powers That Be

It's said that heralds gain their magic by keeping to their oaths, though certain ideologies see instead an inner strength brought out by living in accordance with a strict lifestyle instead. Another interpretation states that a herald's power is in fact innate. In such cases, oaths are a way to contain them and keep the herald humble, though there are orders that prefer their heralds to flaunt their powers as a show of prowess instead.

Heralds are best known for using their magic to heal, protect, or eradicate. A herald's magic can however also be used to facilitate negotiations or threats, conduct thorough investigations, or detect abnormalities.

## Creating a Herald

When making your herald, ask yourself these questions: What is the cause they have dedicated themselves to? Do they serve a deity, a philosophy, or something else entirely different? Why have they chosen this path? Who do they consider the greatest threat?

What kind of message do they hope to bring to the world? How do they intend to spread this message? Do they do so by action, or with words? What sort of impression do people have of your herald after interacting with them? What does your herald think about the powers they have been given? Do they think this power is bestowed from another, unlocked by another from within, or something that they are naturally capable of?

## Class Features

As a herald, you gain the following class features.

**Hit Dice:** 1d10 per herald level

**Hit Points at 1st Level:** 10 + your

Constitution modifier

**Hit Points at Higher Levels:** 1d10 (or 6) + your Constitution modifier per herald level after 1st

**Armor:** All armor, shields

**Weapons:** Simple weapons, martial weapons

**Saving Throws:** Charisma, Wisdom

**Skills:** Choose two from Athletics, Acrobatics, History, Insight, Intimidation, Medicine, Persuasion, and Religion

## Equipment

You begin the game with 200 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.

- **Blessed Explorer's Package (cost 199 gold):** Mail hauberk, two simple weapons, a shortbow and quiver with 20 arrows, an explorer's pack
- **Divine Warrior's Package (cost 182 gold):** Mail chain shirt, any martial weapon and medium shield, 5 javelins, a priest's pack

## Spellcasting

You have learned to draw on divine magic through meditation and devotion to your oath.

## Cantrips

At 1st level, you know 2 cantrips of your choice from the Herald spell list. You learn additional Herald cantrips of your choice at higher levels, as seen in the Cantrips Known

column of the Herald table. The following cantrips are on the herald spell list: *arcane muscles, guidance, light, mending, message, resistance, thaumaturgy, true strike*.

## Spell Slots

The Herald table shows how many spell slots of each level you have to cast your spells. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all spent spell slots upon finishing a long rest.

You can prepare a number of spells equal to your Charisma modifier + half your herald level, rounded down (minimum 1 spell). The spells must be of a level for which you have spell slots, and must be chosen from the Herald spell list.

For example, if you are a 5th level herald, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st- or 2nd-level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change the spells you have prepared whenever you take a long rest. Preparing a new list of spells requires you to spend time reflecting in meditation; at least 1 minute per spell level for each new spell on your list.

## Spellcasting Ability

Charisma is your spellcasting ability for your herald spells, since their power is derived from your dedication to your oath. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Charisma modifier

**Spell attack modifier** = your proficiency bonus + your Charisma modifier

## Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your Herald spells.

## Divine Sense

Choose one of the following sets of enemies: celestials and fiends, fey and elementals, or aberrations and undead. You can always sense when a creature of one of your chosen types is within 30 feet of you, but cannot determine their number, type, or location. As a bonus action, you can briefly enhance your senses to learn the location, number, and type of any creatures of your chosen types within 30 feet of you. When you do so, creatures of those types that are within range must make a Wisdom saving throw against your spell save DC; if the creature's CR is higher than your herald level, it has advantage. On a failed save, you also learn the creature's identity. Within the same radius, you also detect any locations that have been consecrated or desecrated, as with the *hallow* spell.

You can activate this feature a number of times equal to your Charisma modifier, and regain spent uses upon finishing a long rest. Upon finishing a long rest, you may also swap your chosen set of creature types for another.

## Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your herald level × 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to

the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

## Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two martial traditions from the following list: Sanguine Knot, Spirited Steed, or Tempered Iron. You learn two maneuvers of your choice from a tradition in which you are proficient. The Maneuvers Known column of the Herald 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.

Combat maneuvers are activated using exertion points. Instead of having a pool of exertion points to draw from, at the start of each of your turns you can expend spell slots of 1st-level or higher to gain exertion points that last until your next long rest. You gain 2 exertion points for a 1st-level spell slot, and 2 more for each spell slot level above 1st.

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.

## Divine Smite

Starting at 2nd level, whenever you hit a creature with a weapon attack you can use your bonus action to deal an additional 1d8 radiant damage. The amount of extra damage increases as you gain levels in this

class, as shown in the Smite Damage column of the Herald table.

You can use this feature a number of times equal to your proficiency bonus, and regain spent uses upon finishing a long rest.

## Archetype

When you reach 3rd level, you choose the oath and tenets that you as a herald will swear to uphold. Until now you have merely been preparing, committed to the path but not sworn to it. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level.

## Archetype Spells

Each archetype has a list of associated spells, which you gain access to at the levels specified in the archetype description. Once you gain access to an archetype spell you always have it prepared, and it doesn't count against the number of herald spells you can have prepared at one time.

If you gain an archetype spell that is not on the herald spell list, it is considered a herald spell for you.

## Channel Divinity

Your oath allows you to channel the divine for more magical effects than just casting spells. Each Channel Divinity option granted by your oath explains how to use it. Whenever you use your Channel Divinity, you choose which option to use. Once you have used this feature you can't do so again until you finish a short or long rest.

Some Channel Divinity options require saving throws. When using such an effect, the DC for the saving throw equals your herald spell save DC.

## Exploration Knacks

In preparing to take your oath, you have learned a number of skills and tricks that can help you during your adventures. At 3rd level, you gain a herald exploration knack of your choice. The exploration knacks available to you are detailed at the end of the class description. The Knacks Known column of the Herald table shows when you learn more exploration knacks.

## Empowered Smite

At 4th level, you are able to manipulate magic to add extra power to your smites. Whenever you would use your Divine Smite feature, you can choose one of the following effects. Once you have used this feature you can't do so again until you finish a long rest. Alternatively, you can empower a smite by expending a spell slot of 1st-level or higher. Some empowerments require your target to make a saving throw to resist some of the empowerments effects. The DC for these saving throws is the same as your herald spell save DC.

## Igniting Smite

Your smite instead deals fire damage, and the target must make a Constitution saving throw at the start of each of its turns or take 1d6 fire damage. On a successful save, it takes no damage and the fire is extinguished. The fire can also be put out as an action or by the environment, and extinguishes itself after 1 minute.

## Marking Smite

Your smite causes the target to shed bright light for 5 feet, and dim light for an additional 5 feet. The effect lasts for up to 1 minute, or until you target another creature with a weapon attack. As long as the effect lasts, the target gains no benefit from

invisibility and has disadvantage on checks made to hide.

## Repelling Smite

Your smite instead deals force damage, and the target must make a Strength saving throw or be pushed back 10 feet and knocked prone. On a successful save, the target is knocked back only 5 feet and is not knocked prone.

## Ability Score Improvement

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.

## Extra Attack

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

## Heraldic Sermon

Also at 5th level, your oath has so inspired you that your words seem to be imbued with magic when you talk about it. Choose one of the following features.

### Devout

You gain proficiency in the Persuasion skill. You have advantage when using this skill to influence others by discussing your oath or deity, and witnesses that hear your words are inspired to share any useful or important information they might have.

### Evangelism

You gain proficiency in the Performance skill. You have advantage when using this skill to convert others through preaching about your

oath or deity, and witnesses that hear your words are inspired to donate to your cause.

## Fearmonger

You gain proficiency in the Intimidation skill. You have advantage when using this skill and your faith to intimidate others, and witnesses with opposing views make obvious efforts to avoid you.

## Sacred Aura

At 6th level, you are able to manifest an aura that aids you and your allies. Each aura has a radius of 15 feet, is centered on you, and you must be conscious for you and your allies to benefit from it. You can have only one of the following auras active at a time, and can change which aura is active whenever you finish a long rest. At 18th level, the range of all auras increases to 30 feet.

### Aura of Courage

You and allies within range cannot be frightened.

### Aura of Resistance

Whenever you or an ally within range would make a saving throw, you gain a bonus equal to your Charisma modifier (minimum of +1).

### Aura of Willpower

You and allies within range cannot be charmed.

## Greater Empowered Smite

At 8th level you learn the following new empowerments for your smites, and can use this feature twice at no cost in between long rests. Alternatively, you can use an empowered smite by expending a spell slot of 1st-level or higher.

## Blinding Smite

The target makes a Constitution saving throw. On a failure, it is blinded for 1 minute. At the end of each of its turns, the target can repeat the saving throw, ending the effect on a success.

## Disorienting Smite

Your smite instead deals psychic damage and the target makes a Wisdom saving throw. On a failed save, it has disadvantage on attack rolls for 1 minute. At the end of each of its turns the target can repeat the saving throw, ending the effect on a success.

## Taunting Smite

The target makes a Wisdom saving throw. On a failed save, it takes an additional 1d6 radiant damage when attacking a creature other than you and cannot make attacks of opportunity against anyone but you. This effect lasts up to 1 minute, and the target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## Inspiring Devotion

At 9th level, you can draw upon your oath for extra assistance in social situations. Choose one of the following features.

### Lend Faith

When an ally within 30 feet that can see and hear you would make a saving throw or ability check you can inspire them with your faith, adding your Charisma modifier to the roll. Once you have used this feature you can't do so again until you finish a short rest.

### Reveal Heresy

You gain proficiency in the Insight skill, and add double your proficiency bonus to Insight checks. Whenever a creature is lying to you, it makes a Charisma saving throw against a

DC equal to your passive Insight score. This save is made with disadvantage and done in secret by the Narrator. On a failure, you get a strong sense that they are being untruthful.

### Truth of Conviction

Whenever you or an ally are telling the truth and make any Charisma ability check to do so, you can use this feature to treat any roll of 10 or less as an 11 for that roll. Once you have used this feature you can't do so again until you finish a short rest.

### Improved Sacred Aura

At 10th level, you gain a more powerful aura that is active alongside your Sacred Aura. The range of this aura is the same, and you can only have one Improved Sacred Aura active at a time. You can swap your active improved aura upon finishing a long rest.

### Aura of Healing

Whenever you or an ally cast a spell to heal yourself or another ally while both are within your aura, both the spellcaster and target gain additional hit points equal to your Charisma modifier.

### Aura of Overcoming

Weapon attacks made by allies within your aura are considered magical for the purpose of overcoming damage resistances and immunities.

### Aura of Smiting

Whenever an ally within your aura score a critical hit with a weapon attack, they deal additional radiant damage equal to half your herald level (rounded down).

## Exploration Knacks

When you gain access to a new exploration knack, choose one of the following.

### Bestowed Understanding

When attempting to understand a language with which you are not proficient (whether spoken or written), you can make a DC 15 Wisdom (Insight) check to understand the basic message. If the language is considered forgotten, you roll with disadvantage. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

### Divine Health

You are immune to disease and have advantage on saving throws made to resist the poisoned condition.

### Do Without

Your divine connection and years of training combine to allow you to survive without food or water for a number of days equal to your Charisma modifier without suffering any adverse effects.

### Exemplary

You gain an expertise die on Athletics or Acrobatics checks made to climb, jump, run, and swim. When your party makes a group Athletics or Acrobatics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the Narrator says whether you succeed or fail.

### Miraculous Discovery

You gain an expertise die on Investigation checks, and your passive Investigation score increases by 3. Additionally, when making

Investigation checks you can do so using your Charisma modifier instead of your Intelligence modifier.

## Prophetic Protection

Whenever you would trigger a trap, the Narrator makes a secret Charisma (Perception) check against the DC to spot the trap. On a success, you do not spot the trap but get a strong sense that moving any further will put you in danger.

## Sense Import

Your Divine Sense extends to detect whenever you enter a place that is or once was of great holy or unholy significance, and you learn basic information about why or to whom it was important. Additionally, you have advantage on checks made to learn more information about the area while you are there.

## Undaunted

While exploring a place which you have never been to before, you can use your reaction to gain advantage on ability checks and attack rolls. You can do so a number of times equal to your Wisdom modifier, and regain spent uses upon finishing a long rest.

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