

MAGICAL WARRIOR CLASS

Magical warriors are invested with the powers of the stars, celestial bodies or other magical energies represented by beings who manifest as various forms to recruit this warriors that fight evil on their behalf. They believe and fight for love and justice.

A MAGICAL PACT

Their powers come from a pact magic sealed from the star guardians who gave them their divine essence through a magical item imbued with that power; however, though powerful, their magical abilities depend entirely on that magical item, which serves as a totem of their starlight divine connection. Though uncommon, some of the beings that bestow this powers are not interested in the wellbeing of their warriors and manipulate them to fulfill their own agenda.

INNOCENT HEARTS

The need in the universe for warriors representing virtues originated this way of using magic. Usually young girls are chosen for their pure hearts, but sometimes a young boy gets picked also to be a magical boy, representing the purity of the world, although it originated as a force of good it can become corrupted.

CREATING A MAGICAL GIRL OR A MAGICAL BOY

As you create a Magical Girl or Boy, the most important aspects of your character are why you were driven to make this pact and what you asked in return of becoming a magical warrior, Did you lose a loved one to evil forces and now wish to prevent others from suffering the same fate? Do you seek a sense of purpose and found this in the pact you made?

Magical girls and boys tend to only be of good alignments because their magic relies on their pure hearts, whenever a creature makes a magical pact, they will stop aging and will keep their youthful appearance until they die. Their magic comes from the deep emotions of the wish they make when making their pacts. They need to keep doing good and noble deeds to maintain their magic alive, otherwise they might lose their magic or turn into a corrupted form of themselves.

QUICK BUILD

You can make a Magical Warrior quickly by following these suggestions. First, make Either Charisma or Dexterity your highest ability score. Depending on whether you want to focus on Spells or Weapon attacks. Choose a higher Constitution next. Then, select the Charlatan or Entertainer background.

MAGICAL WARRIOR

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Character Defect
1st	+2	Pact Magic, Totem	2	2	1	1st	—
2nd	+2	Transformation	2	3	2	1st	—
3rd	+2	Improved Totem, Magical Archetype Reveal	2	4	2	2nd	—
4th	+2	Ability Score Improvement	3	5	2	2nd	1
5th	+3	Familiar Companion	3	6	2	3rd	1
6th	+3	Magical Archetype Feature	3	7	2	3rd	1
7th	+3	—	3	8	2	4th	1
8th	+3	Ability Score Improvement	3	9	2	4th	2
9th	+4	—	3	10	2	5th	2
10th	+4	Magical Archetype Feature	4	10	2	5th	2
11th	+4	Clumsy Luck	4	11	3	5th	2
12th	+4	Ability Score Improvement	4	11	3	5th	3
13th	+5	Martial Magic	4	12	3	5th	3
14th	+5	Magical Archetype Feature	4	12	3	5th	3
15th	+5	—	4	13	3	5th	3
16th	+5	Ability Score Improvement	4	13	3	5th	4
17th	+6	—	4	14	4	5th	4
18th	+6	Magical Archetype Feature	4	14	4	5th	4
19th	+6	Ability Score Improvement	4	15	4	5th	4
20th	+6	Divine Rising	4	15	4	5th	4

CLASS FEATURES

You must have a Charisma Score of 13 or higher in order to multiclass in or out of this class.

As a Magical Warrior, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Magical Warrior level

Hit Points at 1st Level: 10 + your Constitution modifier

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

PROFICIENCIES

Armor: None

Weapons: All Finesse Weapons.

Tools: None

Saving Throws: Dexterity and Charisma.

Skills: Choose three skills from Arcana, Acrobatics, Performance, History, Nature, Insight and Investigation.

EQUIPMENT

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

- (a) a Finesse Weapon or (b) an Arcane focus.
- (a) a Diplomat or Entertainer's Pack and (b) an explorer's pack or Dungeoneer's

PACT MAGIC

At first level, your magic pact allows you to cast spells.

CANTRIPS

At first level, you know two cantrips of your choice from the Magical Warrior spell list. You learn additional Magical Warrior cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Magical Warrior table.

SPELL SLOTS

The Magical Warrior table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your Magical Warrior spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short long rest.

SPELLS KNOWN OF 1ST LEVEL OR HIGHER

You know two 1st-level spells of your choice from the Magical Warrior spell list. The Spell Known column of the Magical Warrior table shows when you learn more Magical Warrior spells of your choice from this feature. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. Additionally, when you gain a level in this class, you can choose one of the Magical Warrior spells you know from this feature and replace it with another spell from the Magical Warrior spell list. The new spell must also be of a level for which you have spell slots on the My Pact-Caster table.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your Magical Warrior spells. 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 Magical Warrior 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

The Magical Warriors can only use their Totem to cast their spells.

MAGICAL WARRIOR ARCHETYPE

At First level, you are chosen by a specific magical power but as the pact was done through a proxy you still don't know its origin for sure (you can determine it as a player or you can leave it to chance or your DM's choice) but only at 3rd level you gain knowledge of the true identity of the being you have made the pact with as it reveals its true form to you and you know the Archetype you represent.

TOTEM

Starting at 1st level, you choose either a Weapon or an Arcane focus of your liking and turn it into your magical Totem. Once you choose this, it will be your signature item and the best way to channel your pact magic. If you choose a weapon you can use it as a focus to cast your Magical Warrior spells and can't be disarmed while holding it, Or if you choose an Arcane Focus you can summon it in your hand or dismiss it to the place it was before any time as a bonus action as long as you and your focus are in the same plane.

You can only have one Totem at the time, you can change your Totem Item by performing a ritual at the end of a long rest while holding both the previous and new item.

TRANSFORMATION

At 2nd level you can use your action to make a flashy magical transformation that grants you different magical powers, while in this form your Armor class becomes 10 + your Dexterity Modifier + your Charisma modifier. You choose your appearance in this state and it lasts a number of hours equal to your Magical Warrior level divided by 2.

When you transform at the beginning of a combat you make a Performance (Charisma) Check, other creatures that can see this transformation and are within 60 feet must make a Wisdom saving throw or be Surprised until the end of your next turn, a creature that have seen this transformation before has advantage on the saving throw.

You can only transform if you have your totem with you.

MAGICAL WARRIOR ARCHETYPE REVEAL

At 3rd level You can Reveal the Archetype from the following options: Warrior of Peace, Warrior of the Moon, Warrior of Glamour, Warrior of Darkness. This revelation grants you features at 3rd, 6th, 10th, 14th and 18th level.

IMPROVED TOTEM

Starting at 3rd level, your Totem gains new features.

If you choose to bond with a weapon as your totem you can now choose weapons that don't have the Finesse property and gain proficiency with that specific weapon, while you are transformed the attacks you make with it are considered magical for the purpose of overcoming immunities and resistances to non-magical attacks.

Or, if you choose an Arcane Focus as your totem you can use either your Intelligence or Wisdom Modifier instead of your Charisma for casting your Magical Warrior spells while transformed.

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. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

CHARACTER DEFECT

Starting at 4th level, one of your defects comes into play, enhanced by the ingenuity of being a young soul; however, these defects have some sort of quirky charm and can give you an extra boost in one of your strengths, in compensation for the downside.

Magical Warriors must always have a defect to them, that's what makes them so charming and endearing; however, possible defects at 8th, 12th and 16th level can be skipped and not have any side effect to them... but not gaining any sunny side either. The Magical Defects grants you the following additional bonus in case you decide to choose to embrace one of those defects:

- **4th level:** overtaking a defect at this level is mandatory; since it is when your Magical Warrior character starts to bloom and come out of their shell and mature into a young lady or lad, so in exchange for the character defect, you'll get an additional 2 points to increase your Ability Scores.
- **8th level:** if you choose to overtake another character defect, you may also gain an additional feat or warlock Eldritch Invocation of your choice that doesn't have a mandatory prerequisite (unless you fulfill it).
- **12th level:** if you choose to overtake another character defect, you may also gain an additional spell slot for your pact magic.
- **16th level:** if you choose to overtake another character defect, you can learn an additional warlock Eldritch Invocation of your choice that doesn't have a mandatory prerequisite (unless you fulfill it).

FAMILIAR COMPANION

Starting at 5th level, you gain the Find Familiar spell and cast it as a ritual. This spell doesn't count against your number of spells known.

When you cast this spell the familiar uses the Imp or Quasit stats but it can take the shape of any cute animal you choose when casting this spell, it can never change this appearance unless it uses its shapeshifting feature.

The Cute animal shape it takes counts as their true form, it is considered a Celestial, Fey, Construct or Fiend depending on your Magical Archetype and it can cast your cantrips and any of your spells by using your spell slots.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack or cast a spell with its reaction.

CLUMSY LUCK

Starting at 11th level, Whenever you fail an attack roll, an ability check, or a saving throw, you can save that result of that d20 and add it to a subsequent attack roll, ability check, or saving throw you make.

You choose when to use this feature and you can use it after you roll the die, but before the outcome is determined. You can have up to 3 Clumsy luck results stored to use on subsequent rolls, you lose all this results after finishing a long rest.

MARTIAL MAGIC

Starting at 13th level, you gain Proficiency with Constitution saving throws and also gain one of this features when you transform depending on your Totem:

If your Totem is a Weapon, while you are transformed, when a creature enters your reach you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature.

If your Totem is an Arcane Focus while you are transformed you can use it to attack making a thrown weapon attack with a range of 20/60 that makes 2d8 + your dexterity or spellcasting ability modifier force damage, immediately after the attack hits or misses the Arcane focus returns to your hand.

DIVINE ASCENSION

At 20th level, as a bonus action, you can enter the Divine State based on your magical persona and the totem you choose:

While in this state, if when you transform your totem was an Arcane focus you can cast any spell as a 9th level spell using two spell slots instead of one.

If your Totem was a Weapon you can use one spell slot to add 6d6 force damage to the damage of that weapon.

This divine ascension makes you go into a state between the ethereal and material planes and only creatures with access to the ethereal plane can hurt you.

The Divine Rising effect lasts until you use all your spell slots or after 1 minute; in case the Divine Rising ends before that minute the Magical Warrior takes 1d12 of force damage multiplied by the rounds the state could have lasted because of the strain this has on their physical body.

MAGICAL WARRIOR ARCHETYPES

The Archetype you represent depends on the creature that recruited you at First level.

THE WARRIOR OF PEACE

This were the original Magical Warriors who represent the peaceful and loving nature of traditional femininity, the Warrior of Peace is the purest of them all, if later you gain the Attack restriction Defect it applies to all Celestials. Once you discover your powers come from an all-goodness being, you became caring figure with a tendency to heal and protect others. Warrior of Peace are inspirational and will always help others find their inner strength but can also charm others into doing their bidding.

EXPANDED SPELL LIST

Level	Spells
Cantrips	Guidance
1st	Healing Word, Sanctuary
2nd	Prayer of Healing
3rd	Daylight
4th	Aura of Purity
5th	Mass Cure Wounds

MAGICAL CARETAKER

At 3rd level, You can use your action to tend a creature and restore 1d6 + your Wisdom Modifier hit points, plus additional hit points equal to the creature's maximum number of Hit Dice. You can use this feature a number of times equal to your wisdom modifier.

Also you gain Proficiency with either the Herbalism Kit or Healer's kit.

PEACEFUL FAMILIAR

Starting at 6th level, Whenever an ally regains hit points while your familiar is within 100 feet of you, treat any dice rolled to determine the hit points the creature regain as having rolled their maximum value.

MERCIFUL FRIENDSHIP

Starting at 10th level, During a short or long rest you can whisper the name of one of your allies to your Totem. If that creature is reduced to 0 hit points, but not killed outright, the creature magically drops to 1 hit point instead. This magic cannot benefit that same creature more than once before they take a long rest. You regain a use of this feature after finishing a short rest.

GUARANTEED HEALING

Starting at 14th level, When you roll a die to regain hit points the minimum number of hit points you regain from that roll equals twice your Constitution Modifier (Minimum of 2).

CUTE CHARM

Starting at 18th level, You learn to master your magnetic personality to ease your way through the world. You gain proficiency in the Deception and Persuasion skills. If you're already proficient in either skill, your proficiency bonus is doubled for any check you make with that skill.

Also, you learn to use your cuteness to avoid harm and take advantage of your enemies reactions. When a creatures makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, that creature has disadvantage on the next saving throw against an effect you cause. Once you use this feature, you cannot do it again until you have finished a short or long rest.



WARRIOR OF THE MOON

Warriors of the Moon powers come from the stars above. Imbued by planetary and starlight beings, warriors of the Moon are among the fiercest magical warriors. They are versatile with magic and can be good leaders and both offensive or defensive soldiers, good additions to any tactical quest.

EXPANDED SPELL LIST

Level Spells

Cantrips Blade Ward

- | | |
|-----|--|
| 1st | Heroism, Sleep |
| 2nd | Moonbeam |
| 3rd | Mass Healing Word |
| 4th | Dimension Door |
| 5th | Dream |
| 6th | Investiture of Flame, Investiture of Ice, Investiture of Stone, Investiture of Wind, Sunbeam |
| 7th | Crown of Stars, Reverse Gravity |

STARLIGHT JUMP

At 3rd level, your knowledge of the celestial bodies grants you the power to vanish in a flash of starlight in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 30 ft to an unoccupied space you can see. You remain invisible until the end of your next turn or until you attack or cast a spell. Once you use this feature, you cannot use it again until you finish a short or long rest.

Also you gain Proficiency with the Navigator's tools.

GRAVITATIONAL CHARISMA

Starting at 6th level, using your action you can speak inspiring words to your companions to boost their resolve to fight, creatures close to you gain temporary hit points equal to 30 - the number of feet that they are away from you. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

PLANETARY MAGIC

Starting at 10th level, You choose a 6th level spell from the Expanded Spell list. You can cast this spell once without expending a spell slot. You must finish a long rest before you can cast it again.

At 14th level you choose a 7th level spell.

CELESTIAL BODY

Starting at 14th level, While transformed your speed increases 10 feet, Moving through difficult terrain doesn't cost you extra movement on your turn, if you make an attack against a creature it can't use its reactions against you for the rest of your turn.

MAGICAL PEEVE ATTACK

At 18th level, you can choose a spell that makes an attack roll and add your Spellcasting Modifier to its damage rolls, once you choose this spell it can't be changed.



WARRIOR OF GLAMOUR

Inspired by the most glamorous and glittery Magical Girls, Warriors of Glamour tend to be masters of illusions and versatility. They can adapt to many elements and situations in order to successfully fight the forces of evil. Your powers come from the positive or negative elemental spirits around you.

EXPANDED SPELL LIST

Level	Spells
Cantrips	Minor Illusion
1st	Disguise Self, Chromatic Orb
2nd	Mirror Image
3rd	Hypnotic Pattern
4th	Aura of Life
5th	Telekinesis

IDOL PRESCENCE

At 3rd level, As an action, you can cause each creature in a 10-foot cube origination from you to make a Wisdom Saving Throw against your Spellcasting ability DC. The creatures that fail their saving throws are all charmed by you until the end of your next turn. Once you use this feature, you cannot use it again until you finish a short or long rest.

Also you gain Proficiency with a Musical Instrument or the Disguise kit.

UNUSUAL ELEMENTS

At 6th level, you choose one of the following damage types: Psychic, Necrotic, Force, or Radiant. Spells you cast ignore resistance to damage of the chosen type, in addition In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

MAGICAL MACHINA

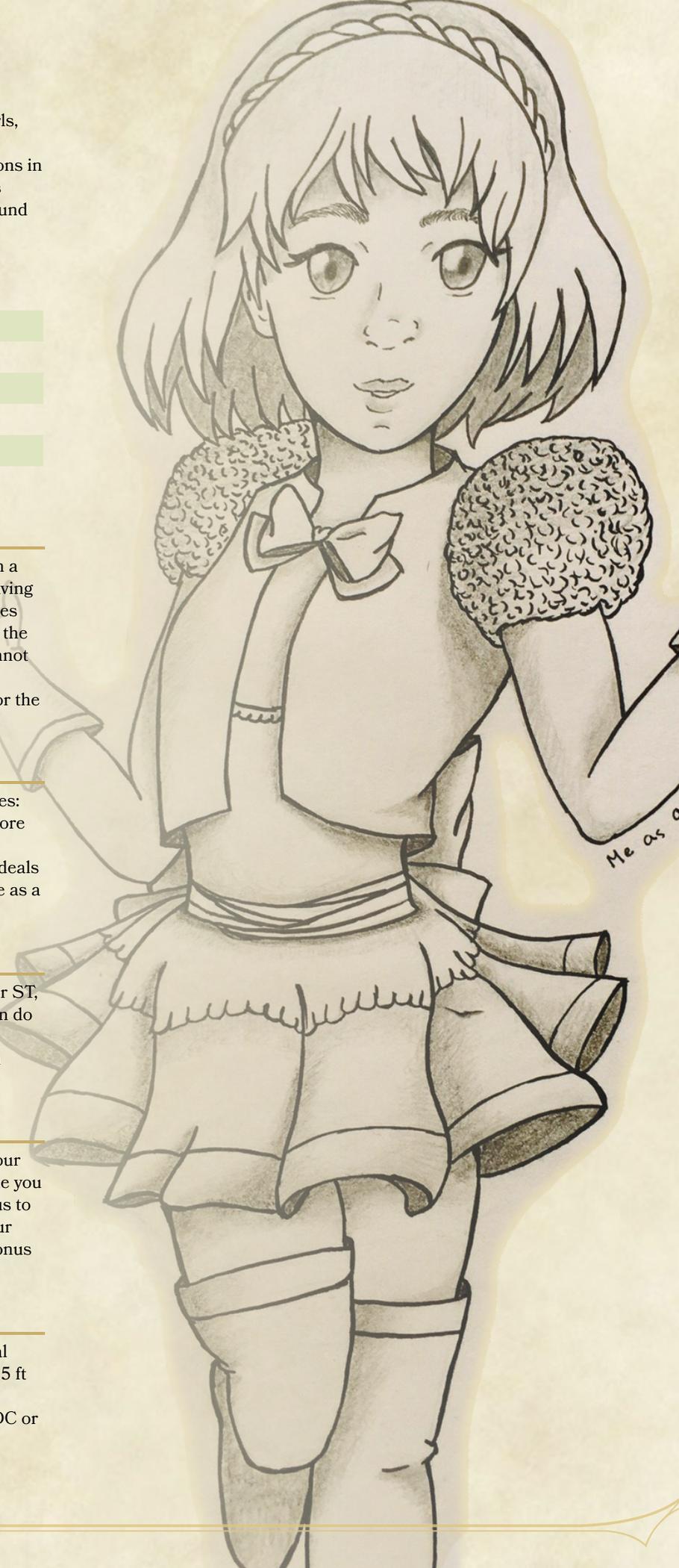
Starting at 10th level, When you make an ability check or ST, you can use this feature to add a d12 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. You cannot use this feature again until you finish a short or long rest.

PRODIGIOUS TALENT

Starting at 14th level, You gain one skill proficiency of your choice, and fluency in one language of your choice, While you are transformed your can add half your proficiency bonus to all the ability checks you make that don't use already your proficiency bonus, additionally double your proficiency bonus with all the ability checks you are proficient with.

SPELL CATHEXIS

At 18th level, Whenever you hit a creature with a magical ranged attack, you can push or pull that creature up to 15 ft from you in a straight line, the creature must make a Strength saving throw against your spellcasting ability DC or be knocked prone.



WARRIOR OF DARKNESS

The Warriors of Darkness find themselves being tricked by a fiendish creature who wanted to dominate their pure soul. Some Warriors of Darkness use their pact magic to do good deeds and defend justice as an act of rebellion against their trickster patron, others embrace darkness and use their powers for selfish purposes. Warrior of Darkness are mysterious and menacing magical users who can cast dark spells and bloody images, despite their innocent appearance.

EXPANDED SPELL LIST

Level	Spells
Cantrips	Booming Blade
1st	Detect Evil and Good, Magic Missile
2nd	Silence, Darkness
3rd	Vampiric Touch
4th	Arcane Eye
5th	Geas

DARKNESS BLESSING

At 3rd level, when you reduce a hostile creature to 0 hit points, you can touch it with your totem to gain temporary hit points equal to your Spellcasting Modifier + your Magical Warrior Level (minimum of 1)

You can safely use this feature a number of times equal to your Charisma modifier, once you use it this times you can continue using it but must make a Charisma saving throw or enter a Delirious state in which you attack any creature within your range randomly.

If you are reduced to 0 hp while in this Delirious state you transform into a Fiend chosen by your DM and loose control of yourself.

Also you gain Proficiency with a weapon of your choice.

WITCH SLAYER

Starting at 6th level, you learn special techniques to fight other spellcaster creatures, specially witches and hags.

If your Totem is a weapon it can now be Any type of weapon, while you are transformed, you can summon a number of weapons equal to your Charisma modifier, this weapons float around you and you use your Charisma for the attack and damage rolls

On your turn when you take the attack action you can attack twice, you can also make another attack as a bonus action and if a creature within 30 feet casts a spell against you, you can make an attack with one of your weapons as a reaction, that weapon dissapears after you use this reaction even if it misses.

If your Totem is an Arcane Focus, while you are transformed, when a creature within 30 feet cast a spell you can use your reaction and absorb the spell into your totem, you can use this feature a number of times equal to your spellcasting ability modifier.

A spell of 3rd level or lower is automatically absorbed. If the casted spell is 4th level or higher, you make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell is absorbed by your totem for you to use on your turn as a bonus action.

BLOODY PACT

Starting at 10th level, When you hit a creature with your Totem weapon or a spell attack, the creature takes extra necrotic damage equals to your Charisma modifier (minimum of 1).

REBUKE OF THE SOULGEM

Starting at 14th level, whenever you are hit by a creature you can see, you can use your reaction to deal psychic damage to the attacker equal to your Spellcasting Ability modifier + your proficiency bonus and push it 10 ft away from you. Once you use this feature you must finish a short or long rest before you can use it again.

DARK DELIRIUM

At 18th level, You can plunge a creature into an illusory realm. As an action, choose a creature that you can see within 60 ft. It must make a Wisdom Saving Throw against your Spellcasting DC.

On a failed save, it is incapacitated you for 1 minute or until your concentration is broken. This effect ends early if the creatures takes any damage. Until the illusion ends, the creature thinks it is lost in a illusory realm, the appearance of which you choose. The creature stays in place with a blank stare, it percieves only itself, you and the illusion. You must finish a shot or long rest before you can use this feature again.



CHARACTER DEFECTS

Magical Warriors are far from perfect, in fact, quite the opposite. Since they are chosen at a very young age, they can be clumsy, naive and quirky, and very often these defects can put them in some trouble if they don't focus on their qualities.

This is the list of the most common character defects for Magical Girls and Boys:

SHOW OFF

Everytime you cast a spell you must make a Somatic gesture, even when the spell doesn't require a somatic component.

This means that you will be unable to cast spells if you are Grappled or Restrained, also when you cast a spell you provoke opportunity attacks, if the attack hits, you must make a Constitution Saving Throw with a DC equal to the damage taken, if you fail you are unable to cast the spell. In case you are unable to cast the spell, you don't expend the spell slot.

GUILTY

You can't attack any other creature that you know has a Good alignment and have disadvantage on all your Attack Rolls against a type of creatures depending on your Magical Warrior Archetype:

Warrior of Peace: Celestial

Warrior of the Moon: Fey

Warrior of Glamour: Elementals

Warrior of Darkness: Fiends

In case you kill a creature by any means of the indicated characteristics, you will have an unbearable guilt that makes you unable to maintain concentration on any spell or effect until you take a long rest.

VERBIAGE

Everytime you cast a spell you must make a Verbal expression, even when the spell doesn't need the verbal component. This means that you will be unable to cast spells if you are silenced by any physical or magical mean and creatures always hear you when casting a spell. In the case you are unable to cast the spell, you don't expend the spell slot.

CLUMSY

Every time you make a Dexterity Saving throw, you roll a d10. If the result is 4 or higher, you make your Saving throw normally, if the result is 3 or lower then you make it with disadvantage. In the case you already had disadvantage on the Saving throw you automatically fail that saving throw.

DELICATE BODY

When you have less than half your total hit points you make any Constitution and Strength Checks and Saving throws with disadvantage always and can't add any other bonus to that rolls.

OVERSENSITIVE

When you choose this Defect you also choose one of the following triggers:

- Watching one of your allies get reduced to 0 hit points or hit by a critical hit.
- Humanoids of a specific Gender and Race talking directly to you.
- Bugs or Vermin touching you.
- Failing an Ability Check in front of someone you care about.

When the trigger happens you have disadvantage on all your wisdom saving throws until you finish a long rest.

NAIVE

You always have disadvantage on Insight, Intimidation and Deception checks.

MAGICAL WARRIOR SPELL LIST

CANTRIPS

Chill Touch
Dancing Lights
Eldritch Blast
Friends
Light
Mage Hand
Mending
Toll the Dead
Vicious Mockery
Word of Radiance

1ST LEVEL

Bless

Charm Person
Cure wounds
Detect Magic
Feather Fall
Shield
Witch Bolt

2ND LEVEL

Aid
Calm Emotions
Enhance Ability
Flame Blade
Gust of Wind
Hold Person

Misty Step
Shadow Blade
Spider Climb

3RD LEVEL

Dispel Magic
Flame Arrow
Fly
Haste
Lighting Arrow
Slow
Water Walk

4TH LEVEL

Fire Shield

Freedom of Movement
Hallucinatory Terrain
Wall of Fire

5TH LEVEL

Cone of Cold
Hallow
Hold Monster
Holy Weapon
Wall of Light

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