

CHOSEN WIELDER



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

A mystic warrior class by Owlbear Culture

CHOSEN WIELDER

<p>Requirements: none Prime Requisite: STR and WIS or INT Hit Dice: 1d6 Maximum Level: 14 Armour: Leather and Shields Weapon: Club, sling and Chosen Weapon</p>	<p>Masterful Sword</p> <p>Starting at 3rd level, once a day for 5 minutes, The chosen wielder adds their level to their attack damage and temporary hp. The damage counts as magical.</p>
<p>Chosen wielders are chosen by a higher power (usually a goddess, sorceress or shrine maiden) to wield a mystic weapon (usually but not always a sword). Chosen wielders are given their weapons by their patrons to achieve a great quest or even as a seal of holy authority. In the end, however, it is the wielder who decides the fate of the weapon as well as their own fate.</p> <p>Chosen Wielders gain experience and level at the same rate as a fighter but gain THAC0, HD and saving throws as a cleric.</p>	<p>Spelblade</p> <p>Starting at 5th level once per day, if a wielder has at least a 13 in your prime requisites you may “feed” their weapon an arcane scroll if their prime requisite is INT or a divine scroll if it is WIS. Performing this feeding allows a wielder’s weapon to cast the spell on the scroll 1d4 times per day with a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect. The wielder may feed the weapon a new scroll on the next day but any remaining spells from the previous day will be destroyed.</p>
<p>Chosen Weapon</p> <p>At first level the chosen wielder receives a +1 weapon of their choice. The weapon is a part of their soul and can instantly be retrieved from anywhere on the material plane. If the weapon is outside the material plane the wielder loses 1d6 constitution a day until they either die or retrieve the weapon. The weapon cannot be destroyed by mundane means but if it is destroyed by magical means (like the disintegrate spell) the wielder will be destroyed along with the weapon.</p> <p>At 5th level the wielder may teleport themselves to the weapon instead of the weapons to themselves.</p>	<p>If the wielder has prime requisite scores of at least 16 they may cast their spelblade spells 2d4 times</p>
<p>Combat</p> <p>A chosen wielder is a capable warrior, but has a far narrower focus than the most specialized fighter. A chosen wielder may use only a club, sling and chosen weapon in combat and can wear only leather armor. They may use shields.</p>	<p>After level 9</p> <p>After level 9 the chosen wielder may form an order of knights. The knights are 12d6 level one fighters and 2d6 level one clerics. The followers are fanatically devoted to the wielder's cause, and as long as the chosen wielder does not betray their alignment or stated values, the knights never need to check morale.</p> <p>Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license”</p>

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