

Shadowhunter

Creating a Shadowhunter

Quick Build

You can make a Shadowhunter quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Constitution. Second, choose the Soldier background.

The Shadowhunter

A Table detailing the feature and power advancements of the class.

-----Known Runes per Rune Level-----

Level	Proficiency Bonus	Features	Novice	Advanced	Expert	Master	Active Runes
1st	+2	Angelic Power, Novice Runes	2	--	--	--	1
2nd	+2	Fighting Style	2	--	--	--	1
3rd	+2	Shadowhunter Order	3	--	--	--	1
4th	+2	Ability Score Improvement	4	--	--	--	1
5th	+3	Extra Attack	5	--	--	--	1
6th	+3	Advanced Runes	5	2	--	--	1
7th	+3	Archetype Feature	5	3	--	--	1
8th	+3	Ability Score Improvement	5	4	--	--	2
9th	+4		5	4	--	--	2
10th	+4	Expert Runes	5	4	2	--	2
11th	+4	Archetype Feature	5	4	3	--	2
12th	+4	Ability Score Improvement	5	4	3	--	2
13th	+5		5	4	3	--	2
14th	+5	Angelic Endurance and Health	5	4	3	--	2
15th	+5	Archetype Feature	5	4	3	--	2
16th	+5	Ability Score Improvement, Master Runes	5	4	3	2	3
17th	+6		5	4	3	2	3
18th	+6		5	4	3	2	3
19th	+6	Ability Score Improvement	5	4	3	2	3
20th	+6	Ancient Angelic Power	5	4	3	2	3

Class Features

As a Shadowhunter, you gain the following class features.

Hit Points

Hit Dice: 1d8 per Shadowhunter level

Hit Points at 1st level: 8 + your Constitution modifier

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

Proficiencies

Armor: Light Armor, Medium Armor

Weapons: Simple weapons, Shortsword

Tools: Herbalism Kit, Thieves' Tools

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, Deception, Intimidation, Medicine, Persuasion, Stealth

Equipment

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

- Studded Leather
- (a) a Shortsword or (b) any simple weapon
- (a) a Shortbow and 20 arrows or (b) a Light Crossbow and 20 bolts
- (a) Burglar's Pack or (b) Dungeoneer's Pack
- Stele (Used to activate and draw Runes)

Angelic Power

Since 1st level, you know the most basic rune. You can draw it on 10 bolts or arrows per long rest, giving them the ability to shed light and deal extra damage to fiend and undead. Arrows/bolts marked with this rune activate these extra effects only when used by a Shadowhunter or an angel, and the rune disappears after one activation.

Scaling:

Level	Extra Damage	Light Radius
1st	1d4	10 ft
9th	1d6	15 ft
18th	1d8	20 ft

Runes

Runes are “tattooed” on your body with the stele the moment you learn them and can only be removed from the conclave or burnt off the skin of the Shadowhunter. The number and the level of the runes you can learn depends on your level. You start with two novice runes of your choice and you can pick more when levelling up (see table on page 1). Runes can be only drawn on Shadowhunters. When runes are drawn on creatures with no angelic blood, they risk death.

Active Runes indicates how many runes you can use the power of at the same time (just “active” and “toggle” runes, “passive” runes, Angelic Power and Silent Brothers and Iron Sisters Runes do not count towards active runes). Active runes work the same way as prepared spells and can be set just once every long rest.

You unlock Novice runes at 1st level, Advanced runes at 6th, Expert runes at 10th and Master runes at 16th level.

Fighting Style

At 2nd level you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Shadowhunter Order

At 3rd level, you choose an archetype that you strive to emulate: Iron Sister or Silent Brother, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

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

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

Angelic Endurance and Health

At 14th level due to your prolonged training and experience as a Shadowhunter you gain a better understanding of the endurance and health conferred to you by your angelic blood. You gain immunity to all diseases. You take no damage when falling 100ft or less and only half the damage when falling more than that.

Ancient Angelic Power

At 20th level you are a veteran Shadowhunter and you are blessed by Raziel. Gain Celestial as a language and you don't need a stele to draw and activate runes anymore.

Class Archetypes

Iron Sister

Seraph Blade

At 3rd level you gain proficiency with Martial Weapons.

You also gain access to a Seraph Blade, an "Iron Sister" Shadowhunter's best friend. You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit a fiend or an undead with it, that creature takes an extra 1d4 radiant damage.

The Seraph Blade can only be wielded by Angels and Shadowhunters, burning the hands of anyone other than them who tries to pick it up. While unsheathed you can make the blade shed bright light in a 10-foot radius and dim light for an additional 10 feet. The sword sheds light until you command it to stop or until you drop or sheathe the sword.

Applicable Weapons. Greatsword, Longsword, Shortsword

At higher levels. The power of the blade grows with its wielder's, increasing in power at 9th and 18th level.

Scaling:

Level	Extra Damage	Light Radius	Bonus on Rolls
1st	1d4	10 ft	+1
9th	1d6	15 ft	+1
18th	1d8	20 ft	+1

Sword Master

At 7th level your training with the Iron Sister makes you an expert sword user. You gain the following:

- You gain *Finesse* with Greatsword, Longsword, Shortsword and Proficiency with heavy armor.
- On your turn, you can use your reaction to assume a parrying stance, provided you have the weapon in hand. Doing so grants a +1 bonus to your AC until the start of your next turn or until you're not holding the weapon.
- When you make an opportunity attack with the weapon, you have advantage on the attack roll.
- You gain access to the Iron Sisters' Class Rune (**Craft:** Turn a normal sword into a Seraph Blade). This rune can be used once per long rest and requires you to undergo a ritual to demand Raziel to turn the blade into a Seraph Blade. You need to spend 10 GP each time you create a blade and after the ritual ends, you can't engage in fight until you take a long rest.

Advanced Fighting Style

At 11th level you adopt a second style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Angelic Strength

At 15th level you have a greater understanding of your angelic strength and you have full control over your physical abilities. You gain proficiency in Strength saving throws and one extra attack during your action.

Silent Brother

Runic Essence

At 3rd level you don't need your Stele to draw and activate your runes anymore. You can learn two more Runes for each level available, and you can have two more runes active at the same time (Check table below).

---Known Runes per Rune Level (Silent Brother)---

Advanced Rune User

At 7th level your studies with the Silent Brothers make you an expert rune user. You gain the following:

- You can set your Active runes after every short rest instead of a long rest
- You gain proficiency in Investigation and Perception
- You gain access to the Silent Brothers' Class Rune (**Voyance** - *Activate 2/long rest* - Gives the ability to read one's thoughts for 1 minute without being noticed).

Blessed

At 11th level you train in one of the following:

- You receive a Minor Seraph (Any *Light* simple weapon of your choice). This weapon has the same powers of an actual Seraph Blade, but it does not have +1 bonus to attack and damage rolls.
- You become proficient in Longbows and you are now allowed to mark 20 arrows with angelic power every long rest, or 1d6 arrows every short rest.

Angelic Wisdom

At 15th level you gain proficiency in Wisdom saving throws and you learn how to apply weaker versions of runes to creatures that have no angelic blood. You can draw runes on others, but they are half as effective.

Level	Novice	Advanced	Expert	Master	Active Runes
3rd	3	--	--	--	3
4th	4	--	--	--	3
5th	5	--	--	--	3
6th	6	2	--	--	3
7th	7	3	--	--	3
8th	7	4	--	--	3
9th	7	5	--	--	4
10th	7	6	2	--	4
11th	7	6	3	--	4
12th	7	6	4	--	4
13th	7	6	5	--	4
14th	7	6	5	--	4
15th	7	6	5	--	4
16th	7	6	5	2	5
17th	7	6	5	3	5
18th	7	6	5	4	5
19th	7	6	5	4	5
20th	7	6	5	4	5

RUNES

Thanks to your studies you gradually learn new runes. You know all the runes listed below based on your level of knowledge.

Runes can be activated during your bonus action unless otherwise stated, with a limit based on your level. Toggling a rune off does not consume your bonus action. Passive runes don't count towards your active runes count.

Runes can be removed by the Council when a shadowhunter is deruned, but they can be cut off or burned off your skin as well.

Runes are divided into three categories:

Activate - The rune must be activated to be used.

Toggle - The rune must be toggled on and off.

Passive - The rune is active at all times, unless otherwise stated.

BASIC RUNES

These runes are available at 2nd level.

Agility - Activate 3/long rest - Double your speed for 1 round.

Accuracy - Activate 3/long rest - Your next Ranged attack gains advantage.

Equilibrium - Activate 2/long rest - You gain advantage to avoid going prone as a reaction.

Guidance - Activate 3/long rest - Add 1d4 to an ability check.

Heat - Activate 2/long rest - Warm yourself or an object.

Knowledge - Passive - Gain advantage on skill checks pertaining to knowledge of fiends or undead.

Nourishment - Activate 2/long rest - Gives the Shadowhunter a nourishment equivalent to one meal.

Precision - Activate 3/long rest - Your next melee attack gains advantage.

Stamina - Activate 3/long rest - Use dash as a bonus action (Using this rune and dashing are considered one bonus action)

Vision - Passive - Grants Dark vision 60 feet and True Sight 30 feet.

ADVANCED RUNES

These runes are available at 6th level.

Acceleration - Activate 2/long rest - Ranged weapons gain an extra D6 of damage for 2 rounds.

Action - Activate 1/long rest - Grants one extra attack.

Awareness - Activate 1/long rest - Gives the Shadowhunter +1 passive wisdom for 2 hours.

Clarity - Passive - Gain Advantage on Wisdom saving throws.

Communication - Passive - Able to read all languages.

Deflect - Activate 1/long rest - As a reaction impose disadvantage on attacks made against you until the beginning of your next turn.

Endurance - Passive 2/long rest - Gain advantage on saving throws made to resist exhaustion, running out of breath, starvation, thirst, heat or cold.

Fortune - Activate 3 Charges/long rest - Per charge may add 1d4 to an attack, skill or saving throw. May use multiple charges on one roll.

Manifest - Toggle - Allows the Shadowhunter to disguise themselves as another humanoid of the same size.

Persuade - Passive - Gain Advantage on Persuasion skill checks.

Recall - Activate - Recall weapon back to your hand.

Sharing - Activate - Share memories to a creature.

Soundless - Toggle - Shadowhunter and equipment make no sound.

True North - Passive - Know where true north is at all times, except when under magic influence. Can't get lost.

EXPERT RUNES

These runes are available at 10th level.

Courage - *Passive* - Gain immunity to Intimidation.

Elemental Resistance - *Activate 2/long rest* - Gain resistance to an element of your choice for 3 rounds.

Fortitude - *Activate 1/long rest* - Can be used as a reaction. If your hit points were to reach 0 because of an attack, they drop to 1 instead. After use, your AC is decreased by 2 until you take a long rest.

Mental Excellence - *Passive* - Gain Immunity to Charm effects.

Mnemosyne - *Activate 2/long rest* - Extract memories from a fallen enemy pertaining to a subject of your choice. Can be used once per enemy.

Protected - *Activate 2/long rest* - Touch a creature within 5 feet of range to grant it +2 AC for 1 round.

Speak in Tongues - *Passive* - Able to speak all languages (Not fluent and can't write).

Stealth - *Passive* - Gain expertise in Stealth.

Sure Footed - *Passive* - No movement penalty for difficult terrain.

Talent - *Passive* - Gain proficiency in a skill of your choice.

Unseen - *Activate 2/long rest* - Conceals Shadowhunters Presence and gives advantage on next stealth roll.

MASTER RUNES

These runes are available at 16th level.

Banishment - *Activate 3/long rest* - Gain Advantage on an attack roll vs fiend or undead.

Heightened Speed - *Activate 1/long rest* - When activated triples speed for 1 round.

Flexibility - *Activate 1/long rest* - Grants the Shadowhunter resistance to piercing, slashing and bludgeoning damage for 4 rounds.

Good Luck - *Activate 2/long rest* - If you roll a 1 on an attack roll, you may re-roll that die but you must use the new result.

Success - *Activate 2/long rest* - You may reroll a failed saving throw against fiend or undead, but you must use the new result.

Strength - *Passive* - Unarmed strikes deal 1d6 + Strength modifier.

Sure-Striking - *Passive 1/long rest* - If you roll a 19, count it as a crit.

Transmission - *Activate 1/long rest* - Transfer your condition to a target creature in range of being touched.

Trust - *Activate 1/long rest* - After touching a creature, the target must make a wisdom saving throw DC 18. If failed, the creature believes you are a trusted ally for 1 minute.

Winged - *Activate 1/long rest* - Gain Angelic Wings for 3 rounds. You are able to fly and your movement speed while doing so is 60 feet.