

SHADOWHUNTER

Welcome and Congratulations. You have been chosen to become one of the Nephilim. Soon, if you have not done so already, you will drink from the Mortal Cup, taking into yourself the blood of angels, and you will become one of the “Shadowhunters,” named for the founder of our order. Our eternal work is the battle against the forces of darkness that encroach upon our world.

We also keep the peace in the Shadow World—the hidden societies of magic and magical creatures wrought by the demons we fight—and keep it hidden from the mundane world. And this now is also your charge. You are protector, defender, knight errant in the name of the angels. You will be trained to fight demons, to protect mundanes, to negotiate the complex landscape of the Downworlders - werewolves, vampires, and the like - that you will encounter. Your life will be spent in the pursuit of the angelic against the demonic. And when you die, you will die with glory.

RAZIEL’S INSTRUMENT

The Nephilim are the appointed warriors in the world of the Angel Raziel. We are appointed specifically to control and preside over the demonic in our world, both demons and the supernatural creatures born of their presence among us.

A thousand years ago Raziel bestowed on us the tools to accomplish this task. These tools are:

- **The Mortal Instruments**, by which we may know truth, speak with angels, and make more of our own kind
- **The country of Idris**, in which we may live safely away from both demons and the mundane world
- **The Book of Raziel** (or “Gray Book”), with which we may make use of the magic of angels to protect and augment ourselves

These were gifts given by Raziel to the first Nephilim, Jonathan Shadowhunter, and so after him we call ourselves Shadowhunters.

THE SHADOWHUNTER OATH

There have been many versions of the oath that is spoken by new Nephilim when they drink from the Mortal Cup and join our ranks. The one currently in use was created a little more than a hundred years ago, as part of the reforms that swept through the Shadow World around that time. It replaced an older oath whose language was very martial in tone and that focused mostly on the fact that Shadowhunters are good at killing things. Typically at that time the oath was spoken in one of several holy languages - Celestial, Riuyarin, Iketi, et cetera - and thus was treated more as a formality to execute rather than words to listen to and reflect upon.

The oath follows. You should commit it to memory. At the time you are made a Shadowhunter, you will need to recite it without any prompting. Many new Shadowhunters have complained that this is an unnecessary burden, to which we respond that half-angelic soldiers against the dark forces of the world should not be fazed by the need to memorize a hundred words.

I hereby swear:

I will be Raziel’s Sword, extending his arm to strike down evil.

I will be Raziel’s Cup, offering my blood to our mission.

I will be Raziel’s Mirror; when my enemies behold me, let them see his face in mine.

I hereby promise:

I will serve with the angels’ courage.

I will serve the angels’ justice.

And I will serve with the angels’ mercy.

Until such time as I shall die, I will be Nephilim. I pledge myself in Covenant as a Nephilim, and I pledge my life and my family to the Clave of Idris.

CREATING A SHADOWHUNTER

Shadowhunters are a special breed of warriors, carrying around powerful blades made by the angels, called Seraph Blades. Seraph Blades are soaked with angelic power, and can therefore only be used by Shadowhunters and Angels, burning the skin off the hands of the fools who might try to wield them. These blades, together with runes, are the true source of power of a Shadowhunter. Thanks to the years of discipline and intense training, Shadowhunters are able to use their own bodies as powerful weapons, even when lacking their blades or runes.

When creating a Shadowhunter, think about how your character became one. Talk with your DM about where your dedication comes from and your character’s origin. Are you completely dedicated to Raziel’s cause and you want to slaughter every form of demonic being in this world? Or are you just following the steps of your father, trying to make your family proud of you? What inspired you to become a Shadowhunter? Why did you decide to start adventuring? Were you attracted to the prospect of riches? Are you out for revenge? Did you anger a prominent member of your society, forcing you to flee? You might have been discovered as an assassin, or displaced from your home by demons.

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.

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: All armor

Weapon: Simple weapons, hand and heavy crossbows, longbows, battleaxes, glaives, greataxes, greatswords, halberds, lances, longswords, mauls, morningstars, pikes, shortswords, warhammers

Tools: Herbalism kit, thieves’ tools

Saving Throws: Dexterity, Charisma

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

EQUIPMENT

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

- (a) studded leather or (b) chain mail
- (a) longbow and 20 arrows or (b) hand crossbow and 20 bolts
- (a) burglar’s pack or (b) dungeoneer’s pack
- Seraph Blade, Stele and Shadowhunter’s Codex



SERAPH BLADE

At 1st level you gain access to a Seraph Blade, a 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 1d8 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, improving its statistics at 7th, 14th and 20th level.

SERAPH BLADE

Level	Roll Bonus	Extra Damage to Fiend & Undead	Light Radius
1st	+1	1d8	10 Feet
7th	+2	2d8	15 Feet
14th	+3	3d8	20 Feet
20th	+4	4d8	25 Feet

ANGELIC POWER

Angelic Power is the basic rune all Shadowhunters get marked with at the beginning of their training and it is the first one they learn how to use. For every long rest you can draw the rune on 20 arrows or bolts to give them the same effects of the Seraph Blade. The rune disappears after being used once.

The arrows or bolts behave normally and have no extra effect when used by someone who is not an Angel or a Shadowhunter.

At higher levels. The power of the rune grows with its user's, improving its statistics at 7th, 14th and 20th level (*check the table above*).

NOVICE RUNES

At 2nd level you expand your knowledge of the most basic runes a Shadowhunter has access to, learning Novice Runes. At this level, you are allowed to have 2 runes active at the same time and you can activate only 1 rune per bonus action due to your basic understanding of their power. The runes levels are detailed at the end of the class description.

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.



THE SHADOWHUNTER

Level	Proficiency Bonus	Features	Runes
1st	+2	Seraph Blade, Angelic Power	Basic
2nd	+2	Novice Runes, Fighting Style	Novice
3rd	+2	Sword Mastery	Novice
4th	+2	Ability Score Improvement, Blending and Concealing	Novice
5th	+3	Extra Attack	Novice
6th	+3	Advanced Runes	Advanced
7th	+3	Tracking	Advanced
8th	+3	Ability Score Improvement, Fearless	Advanced
9th	+4	Seraph Blade Mastery	Advanced
10th	+4	Shadowhunter Order, Expert Runes	Expert
11th	+4	Agility and Grace	Expert
12th	+4	Ability Score Improvement, Advanced Fighting Style	Expert
13th	+5	Enhanced Sight	Expert
14th	+5	Angelic Endurance and Health	Expert
15th	+5	Master Runes	Master
16th	+5	Ability Score Improvement	Master
17th	+6	Angelic Strength	Master
18th	+6	Observation and Deduction	Master
19th	+6	Ability Score Improvement	Master
20th	+6	Ancient Angelic Power	Master

SWORD MASTERY

At 3rd level you master the shortsword, longsword, and greatsword due to your extensive training. You gain the following benefits when using any of them:

- You gain a +1 bonus to attack rolls you make with the weapon.
- You gain *Finesse* with the weapons mentioned above.
- 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.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

BLENDING & CONCEALMENT

At 4th level you have mastered the ability to blend with your surroundings. You have learned that to hunt those who hide in the dark, you have to become one with the darkness and make it your natural habitat. You gain Advantage on Stealth checks.

EXTRA ATTACK

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

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

ADVANCED RUNES

At 6th level you have a much better understanding of the most basic runes a Shadowhunter has access to, and you expand your Runes pool, gaining access to Advanced Runes. At this level, you are allowed to have 4 runes active at the same time. The runes levels are detailed at the end of the class description.

EXPERIENCED TRACKER

At 7th level, thanks to your experience as a Shadowhunter, you have good understanding of the creatures that crawl in the dark and you are able to track them better than anyone else. You gain Advantage on Survival rolls when tracking a Fiend or Undead creature.

LIONHEARTED

At 8th level, through your adventures and training fear has become an ally of yours. You gain proficiency in Wisdom saving throws.

EXPERT RUNES

At 10th level you are an expert of the usage of the most common Runes and you start training to become a well above average Shadowhunter, gaining access to Expert Runes. At this level, you are allowed to have 6 runes active at the same time. The runes levels are detailed at the end of the class description.

ADVANCED FIGHTING STYLE

At 12th 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.

KEEN EYE

At 13th level you have gained a lot of experience in analysing your surrounding and your awareness is higher than normal. You gain proficiency in perception and investigation.

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.

MASTER RUNES

At 15th level you master the art of Runes and you fully understand their power, gaining access to Master Runes. At this level, you are allowed to activate 2 runes per bonus action. The runes levels are detailed at the end of the class description.

ANGELIC STRENGTH

At 17th 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.

KEEN MIND

At 18th level you have great experience concerning tricks and disguises used by demons and you can identify them easily. You gain advantage on Investigation rolls to see through illusions.

ANCIENT ANGELIC POWER

At 20th level you completed your training and you are now a veteran shadowhunter, which makes you finally able to unleash the true power of your Angelic Power rune. You can control your runes and understand their true meaning like never before. Stele no longer required to activate them.



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* - Grants dash action as 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 1 minute.

Action - *Activate 1/long rest* - Grants one full action.

Awareness - *Activate 1/long rest* - Gives the shadowhunter alert feat for 2 hours.

Clarity - *Passive* - Gain Advantage on Wisdom saving throws.

Communication - *Passive* - Able to read all languages.

Deflect - *Activate 3/long rest* - As a reaction impose disadvantage on attacks made against you until the beginning of your next turn.

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

Fortune - *Activate 4 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.

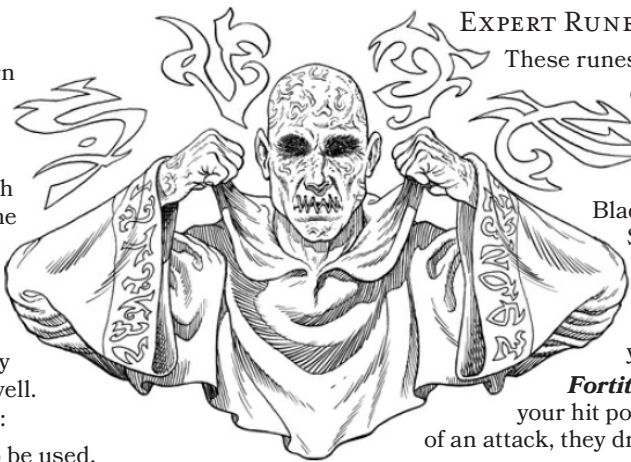
Persuade - *Passive* - Gain Advantage on Persuasion skill checks.

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. Can never get lost.



EXPERT RUNES

These runes are available at 10th level.

Courage - *Passive* - Gain immunity to Fear effects.

Craft - *Activate* - Turn a normal sword into a Seraph Blade. (Rune available for Iron Sisters only)

Elemental Resistance - *Activate 2/long rest* - Gain resistance to an element of your choice for 1 minute.

Fortitude - *Passive 1/long rest* - If your hit points were to reach 0 because of an attack, they drop to 1 instead.

Voyance - *Activate 3/long rest* - Gives advantage on Insight checks and the ability to read one's thoughts. (Rune available for Silent Brothers only)

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 +1 AC for 1 minute or until deactivated.

Speak in Tongues - *Passive* - Able to speak all languages.

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 - *Toggle* - Conceals Shadowhunters Presence. Rune deactivates on attack.

MASTER RUNES

These runes are available at 15th level.

Banishment - *Passive* - Gain Advantage on all attack rolls vs fiend and undead.

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

Flexibility - *Activate 2/long rest* - Grants the shadowhunter resistance to piercing, slashing and bludgeoning damage for 1 minute.

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

Opportunity - *Passive* - You may perform a number of opportunity attacks equal to your dexterity modifier each round.

Success - *Activate 2/long rest* - You may reroll failed saving throws against fiends but you must use the new result.

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

Sure-Striking - *Passive* - +1 bonus to attack rolls and AC against fiends. You also crit when rolling 19 against them.

Transmission - *Activate 1/long rest* - If able to move, 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 1 minute. You are able to fly and your movement speed while doing so is 60 feet.