

Swordsman skills (Way of the sword)

Mega slash

Skill: 2nd level way of the sword skill

Casting time: 1 action

Range: 5 feet

Target: 1 creature

Attack: Melee

Consumes: 50 aura of destruction, gains 25 aura of vitality

Damage: 1d8 additional slashing damage.

Description:

You empower your sword to make a strong cut dealing 1d8 slashing damage.

Roll

Skill: 2nd level way of the sword skill

Casting time: 1 bonus action

Range: 10 feet

Target: 1 creature within 10 feet in front of you

Attack: None

Consumes: 10 aura of vitality, gains 5 aura of destruction.

Damage: 1d4 bludgeoning

Description:

You roll forward dealing 1d4 bludgeoning damage and pushing yourself 10 ft forward.

Flame geyser

Skill: 3rd level Way of the sword skill

Casting time: 1 action

Range: 5 feet

Target: 1 creature in range

Consumes: 75 AOD, gains 30 AOV

Attack: None

Damage: 2d8 fire

Description:

You strike hard on the ground to create a pillar of fire. All enemies hit by this attack must make a constitution saving throw. On a failed save they take 2d8 fire damage or half as much on a successful save

Unlimited blade

Skill: 3rd level Way of the sword skill

Casting time:

Range: 5 feet

Target: 1 creature in range

Consumes: 130 AOV, gains 50 AOD

Attack: Melee

Damage:

Description: 2d6 slashing and 2d4 fire

Swing your sword in a rampage dealing 2d6 slashing and at the end, create an explosion dealing 2d4 fire damage. You can choose to forgo the fire damage and only consume 80 vitality points while gaining 40 destruction points.

Assault slash

Skill: 4th level Way of the sword skill

Casting time: 1 action

Range: 20 feet

Target: All creatures in range

Consumes: 50 AOV, gains 25 AOD

Attack: None

Damage: 2d6 piercing

Description:

You Charge towards the enemy with a piercing stab to continuously deal damage to all enemies in your path. All enemies hit must make a constitution saving throw. On a failed save they take 2d6 piercing damage and half as much on a successful one.

Triple Geyser

Skill: 4th level Way of the sword skill

Casting time: 1 action

Range: 30 feet

Target: All creatures in range

Consumes: 140 AOD, gains 70 AOV

Attack: None

Damage: 3d10 fire

Description:

Slam the ground to create three large pillars of fire dealing 3d10 fire damage. All creatures hit must make a dexterity saving throw. On a successful save they take half damage.

Iron body

Skill: 5th level Way of the sword skill

Casting time: 1 action

Range: Self

Target: Self

Consumes: 75 AOD and 75 AOV

Attack: None

Damage: -

Description:

You harden your body to allow yourself to take more hits. You take half damage from all non-magical attacks.

Swordsman (Sword knight) skills

Kick

Skill: 3rd level Sword Knight

Casting time: 1 bonus action

Range: 5 feet

Target: 1 creature

Consumes: 30 AOV, gains 10 AOV

Attack: Melee

Damage: 1d6 bludgeoning

Description:

You kick an enemy dealing 1d6 damage.

(Enhanced): When you kick an enemy they must make a constitution saving throw. On a failed save they are knocked prone.

Spiral blast

Skill: 3rd level Sword knight

Casting time: 1 action

Range: Initial slash 5 feet, Blast 15 feet

Target: 1 creature within 5 feet then all creatures in range

Consumes: 100 AOD, gains 50 AOV

Attack: Melee

Damage: 1d10 slashing +1d6 fire damage

Description:

Swing your sword widely dealing 1d10 slashing damage and knock the target prone, the target must make a dexterity saving throw. On a failed save they are knocked prone. You then focus your sword to create a wave of energy dealing 1d6 fire damage.

(Enhanced): Activating this skill now only consumes 50 AOD and the skill now deals 2d12 fire damage. This skill can now consume an attack action in order to be used.

Mortal blow

Skill: 5th level Sword knight

Casting time: 1 action

Range: 15 feet

Target: All creatures in range

Consumes: 75 AOV, gains 25 AOD

Attack: None

Damage: 3d6 fire damage

Description:

Rapidly smash the ground to cause flaming rocks to shoot up and hit the enemy dealing 3d6 fire damage.

(Enhanced):

Armor break

Skill: 7th level sword knight

Casting time: 1 action

Range: 5 feet

Target: 1 creature in range

Consumes: 80 AOD, gains 20 AOV

Attack: Melee

Damage: 1d4 bludgeoning

Description:

You slam the hilt of your sword at a creature dealing 1d4 bludgeoning damage. The creature must then make a constitution saving throw. On a failed save their AC is halved and they take an additional 1d6 damage from all nonmagical sources for the next 3 turns.)

(Enhanced): The target gains disadvantage on the saving throw. Activating this skill now only consumes 60 AOD.

Impact smash

Skill: 7th level sword knight

Casting time: 1 action

Range: 5 feet

Target: 1 creature within range

Consumes: 60 AOD, gains 30 AOV

Attack: Melee

Damage: 2d10 slashing damage

Description:

Swing your sword and smash it to the ground dealing 2d10 slashing damage. A creature hit by this attack must make a dexterity saving throw or be knocked prone.

(Enhanced): The target has disadvantage on the saving throw. You also gain 40 AOV when you activate this skill.

Double slash

Skill: 9th level sword knight

Casting time: 1 action

Range: 5 feet

Target: 1 creature within 5 feet

Consumes: 190 AOD, gains 90 AOV

Attack: None

Damage: 2d10 slashing+3d10 slashing damage

Description:

Strike enemies with a stunning slash dealing 2d10 slashing damage then finish them off with a final slash dealing 3d10 slashing damage. Enemies hit must make a dexterity saving throw. On a successful save they are not stunned and take half damage.

(Enhanced): Activating this skill now only consumes 150 AOD and it will deal 2d10+5 slashing+ 4d12+5 slashing damage.

Swordsman (Lord knight) skills

Rolling smash

Skill: 10th level Lord Knight

Casting time: 1 action

Range: 20 foot line in front of the user

Target: All targets in range

Consumes: 85 AOV, gains 40 AOD

Attack: None

Damage: 4d8+5 slashing damage

Description:

Execute an acrobatic roll (make an acrobatics check dc 16) with your sword dealing 4d8+5 slashing damage.

(Enhanced): You gain advantage on the acrobatics check. When you hit an enemy with this ability they must make a dexterity saving throw. On a failed save they are knocked prone.

Sandstorm

Skill: 11th level Lord Knight

Casting time: 1 action

Range: 20 foot by 5 foot line

Target: All creatures in range

Consumes: 140 AOD, gains 60 AOV

Attack: None

Damage: 4d10 bludgeoning damage

Description:

Generate a strong tornado of sand that decreases the enemies' accuracy. All Creatures hit by this must make a dexterity saving throw. On a failed save they have disadvantage on all attack rolls for 1 minute.

(Enhanced): Activating this skill now only consumes 125 AOD and the creatures in range have disadvantage on the saving throw.

[Force enhanced]: Generate an immense tornado that moves in a 40 by 10 foot line. All creatures in range must make a dexterity saving throw. On a failed save they have disadvantage on all attack rolls for 1 minute and a -3 to hit. In addition they also take 7d10+ 10 bludgeoning damage or half as much on a successful save.

Sonic blade

Skill: 14th level Lord Knight

Casting time: 1 attack action

Range: 10 foot circle from self

Target: All creatures in range

Consumes: 100 AOV, gains 50 AOD

Attack: Melee

Damage: 3d12 slashing damage

Description:

Create a circular shockwave by quickly swinging your sword. Enemies hit by the shockwave will be stunned. Enemies hit must make a constitution saving throw. On a failed save they are stunned their next turn and take 3d12 slashing damage. On a successful one they are not stunned and take half damage.

(Enhanced): This skill now deals 3d12+6 slashing damage. The target will have disadvantage on the saving throw.

[Force enhanced]: Swing your sword even faster creating a stronger shockwave dealing 7d12 slashing damage. The sword will have the remaining energy from the shockwave for a short duration of time that may stun enemies. The sword gains an additional 2d12 damage for 3 turns and if you hit an enemy they must make a strength saving throw. On a failed save they are stunned for their next turn.

Counter attack

Skill: 14th level Lord Knight

Casting time: 1 reaction

Range: 5 feet

Target: Creature that attacked

Consumes: 100 OAV, gains 50 AOD

Attack: Melee

Damage: 3d12 slashing damage

Description:

When an enemy makes a melee attack against you make a strength saving throw DC 17. On a successful save you block the attack and counter attack dealing 3d12 slashing damage with your sword. On a failed save you deal 3d12 slashing damage but you do not block the attack.

(Enhanced): You gain advantage on this saving throw. Activating this skill only consumes 75 AOV.

Armageddon blade

Skill: 15th level Lord Knight

Casting time: 1 action

Range: 15 feet

Target: All creatures in range

Consumes: 250 AOD, gains 100 AOV

Attack: None

Damage: 5d10 slashing damage

Description:

You call forth a massive blade dealing 5d10 slashing damage to extend your attacks for a limited time. Enemies hit must make a dexterity save. On a successful save they take half as much damage. Every time you use your sword for an attack you deal an additional 2d12 slashing damage and the range of your blade is extended by 10 feet for 1 minute.

(Enhanced): Activating this skill only consumes 225 AOD. The damage of the initial hit becomes 5d10+6 slashing damage.

Windmill

Skill: 17th level Lord Knight

Casting time: 1 action

Range: 5 feet

Target: 1 creature within range

Consumes: 175 AOV, gains 80 AOD

Attack: None

Damage: 4d12 slashing

Description:

Spin in a furious whirlwind attack dealing 4d12 slashing damage to 1 creature. You can continue using this skill by consuming 50 additional vitality points it is increased by 1 round. If an enemy attempts to use a melee attack against you they take 2d12 slashing damage. You can continue to move while using this skill, you cannot however make a dash action or attack or use any skills.

(Enhanced): Activating this skill only costs 150 AOV and will reward you with 90 AOD.

[Force enhanced]: Spin an insanely powerful whirlwind attack dealing 7d12 slashing damage to 1 creature. You can choose to continue using this skill for an additional turn. Doing so means when the skill ends after that turn you cannot do anything combat related for 2 turns. A small storm will form and attack enemies in the direction you are facing dealing 3d12 slashing damage to all enemies within a 25 foot line of an area you are facing.

Gigantic slash

Skill: 20th level Lord Knight (hyperactive)

Casting time: 1 round

Range: 40 feet

Target: All creatures within range

Consumes: 300 AOD&300 AOV, gains -

Attack: None

Damage:2d12 force+ 20d6 slashing damage

Description:

The user must make a strength saving throw dc 13. On a failed save you fail to use the attack and take 2d12 necrotic damage. You channel your strength and pull all enemies in within a 40 foot circle centered on yourself with killing intent and follow it up with multiple blows. All enemies in range must make a Dexterity saving throw. On a failed save they take 2d12 force + 10d8 slashing damage or half as much on a successful save.

Swordsman (Magic knight) skills

Explosive fist

Skill: 3rd level Magic knight

Casting time: 1 bonus action

Range: 5 feet

Target: 1 creature in range

Consumes: 40 AOD, gain 14 AOV

Attack: Melee

Damage: 1d4 bludgeoning+2d4 fire damage

Description:

Punch enemies with an explosive fist dealing 1d4 bludgeoning damage and 2d4 fire damage.

(Enhanced): Damage becomes 2d4 bludgeoning+ 4d4 fire damage

Wind blade

Skill: 3rd level Magic knight

Casting time: 1 action

Range: 10 feet

Target: 1 creature in range

Consumes: 75 AOD, gains 30 AOV

Attack: Ranged

Damage: 3d8 piercing damage

Description:

You summon a magical blade dealing 3d8 piercing damage.

(Enhanced): You summon an additional blade dealing 3d8 piercing damage. This blade can target another creature in range.

Rising slash

Skill: 5th level Magic knight

Casting time: 1 action

Range: 10 feet in front and behind self

Target: All creatures within range

Consumes: 125 AOD, gains 60 AOV

Attack: None

Damage: 2d10 piercing damage

Description:

You summon 6 large magical swords from the ground dealing 2d10 piercing damage each. All enemies in range must make a dexterity saving throw. On a successful save they take half damage.

(Enhanced): The swords will each deal 4d10 piercing damage and the targets hit can no longer make a saving throw against this.

[Force enhanced]: You summon 4 Giant magical swords from the ground the ground. (Range becomes 40 feet in front of self) All creatures in range must make a dexterity saving throw. On a failed save take 9d10+5 piercing damage or half as much on a successful save.

Sword wave

Skill: 7th level Magic knight

Casting time: 1 attack action

Range: 15 feet

Target: 1 creature within 15 feet

Consumes: 45 AOV, gains 30 AOD

Attack: Ranged

Damage: 2d8 Force

Description:

You make a ranged magic slash forward to create a deadly energy wave dealing 2d8 Force damage.

(Enhanced): The attack will now hit all targets behind the creature within 25 feet and will deal 3d8 force damage.

Critical sword

Skill: 7th level Magic knight

Casting time: 1 action

Range: 5 feet

Target: A sword you are proficient with

Consumes: 80 AOD, gains 30 AOV

Attack: Melee

Damage: 2d4 bludgeoning damage

Description:

You strike down and imbue your sword with magic to gain a critical buff. For the next attack you make your sword must only roll an 18 for it to crit and that crit gains an additional 3d4 damage.

(Enhanced): Your next attack must only roll a 16 or higher for it to crit and the additional damage is increased by 6d4

Storm blade

Skill: 9th level Magic knight

Casting time: 1 action

Range: 15 foot cylinder centered on self

Target: All creatures within the range

Consumes: 190 AOD, gains 95 AOV

Attack: None

Damage: 1d10 piercing+4d12 slashing

Description:

You draw out multiple magical swords and create a storm of blades around

yourself dealing 1d10 piercing+4d12 slashing damage to all enemies in range. All enemies hit must make a dexterity saving throw. On a successful save they take no damage.

(Enhanced): The range for the attack is doubled and activating the skill will only consume 140 AOD.

Swordsman (Rune slayer) skills

Fire Rune

Skill: 10th level Rune slayer

Casting time: 1 bonus action

Range: 10 foot radius

Target: all creatures in range

Consumes: 45 AOV, gains 25 AOD

Attack: None

Damage: 2d4 Fire damage

Description:

You carve a large stationary rune of fire that burns all enemies that are inside it. If you attempt to walk through this you must make a dexterity saving throw. On a successful save you will take half damage. On a failed save you will take 2d4 fire damage. The rune can also be used to light certain things that go through it on fire. The rune lasts 1 minute.

(Enhanced): The rune will deal 3d4+5 Fire damage and can be moved 20 feet as a bonus action.

Phoenix talon

Skill: 11th level Rune slayer

Casting time: 1 action

Range: 10 feet. Then flies 80 feet into the air

Target: All creatures in range

Consumes: 180 AOV, gains 70 AOD

Attack: None

Damage: 4d10 fire damage

Description:

Summons a Phoenix that damages nearby enemies before you absorbs its power to gain a buff. All enemies in range must make a dexterity saving throw. On a failed save they take 4d10 fire damage or half as much on a successful one. After absorbing its power you gain +4 AC, +2 to hit and +10 to movement speed for 1 minute. You also gain 2d8 hit points.

(Enhanced): The Phoenix now deals 4d10+6 fire damage and gives you +6 AC, +4 to hit and +20 to movement for 5 turns. You also gain an additional 4d8 hit points. Casting the skill only takes 150 AOV.

[Force enhanced]: You summon a phoenix that damages nearby enemies. All enemies in range must make a dexterity saving throw or take 8d12 fire damage or half as much on a successful one. You then absorb the powers from the phoenix gaining 5d8+10+Hit dice hp. In addition you gain +6 to AC, +4 to hit and a +30 to movement for 1 minute. In addition for the next 10 minutes you receive half damage from all sources.

Splash explosion

Skill: 14th level Rune slayer

Casting time: 1 attack action

Range: 5 feet

Target: 1 creature within range

Consumes: 100 AOV, gains 50 AOD

Attack: Melee

Damage: 1d6 bludgeoning+3d10 fire damage

Description:

You punch a creature using your strength dealing 1d6 bludgeoning damage then spawn a rune inside of them then releasing it causing a magical explosion dealing 3d10 fire damage.

(Enhanced): Activating the skill now only consumes 75 AOV. In addition A target hit by the skill must make a dexterity saving throw. On a failed save you carve a fire rune on the target for 1 minute. (This fire rune does not deal enhanced damage regardless of whether it is enhanced or not.)

Luna blade

Skill: 14th level Rune slayer

Casting time: 1 action

Range: 120 feet

Target: 1 creature in range

Consumes: 200 AOV, gains 75 AOD

Attack: Ranged

Damage: 6d8+20 cold damage

Description:

Summon a sword from the moon that strikes down an enemy dealing 6d8+15 cold damage.

(Enhanced): The skill now only consumes 160 AOV and deals 6d8+15 cold damage.

[Force enhanced]: You summon a sword from the moon that strikes down on an enemy. The target hit must make a dexterity saving throw. On a failed save the target takes 12d12+10 cold damage or half as much on a successful one. A field of blue flames is then created around the sword's location. All creatures within 20 feet of that will take 2d12 cold damage.

Sword fire

Skill: 15th level Rune slayer

Casting time: 1 action

Range: 20 foot square centered on self

Target: All creatures in range

Consumes: 250 AOV, gains 100 AOD

Attack: None

Damage: 6d10+10 fire damage

Description:

Unleash a flaming sword attack that incinerates the ground and gives your sword a flame buff. All creatures in range must make a dexterity saving throw. On a failed save they take 6d10+10 fire damage or half as much on a successful save. Your sword deals an additional 2d8 fire damage for your

2 turns.

(Enhanced): The skill now deals 6d10+20 fire damage and the buff your sword gains now becomes 2d10+5 fire damage.

Magic counter

Skill: 17th level Rune slayer

Casting time: 1 reaction

Range: 100 feet

Target: A creature using an offensive spell against the user

Consumes: 100 AOD, gains 50 AOV

Attack: Ranged

Damage: 2d12 force

Description:

If an offensive spell is used against you, you can use your reaction to stop the spell. To do so you must make an intelligence saving throw DC 19. On a successful save you stop the attack and shoot a rune towards the creature dealing 2d12 force damage. On a failed save you fail to stop the attack.

(Enhanced): On a failed save you now only receive half the damage. Activating the skill only costs 75 AOD.

Shining rune buster

Skill: 20th level Rune slayer (Hyperactive)

Casting time: 1 round

Range: 60 feet

Target: All creatures in range

Consumes: 300 AOD&300 AOV, gains -

Attack: None

Damage: 4d12 piercing+25d6 Force

Description:

The user must make a strength saving throw DC 13. On a failed save you fail at using the skill and take 3d10 necrotic damage. You imprison surrounding enemies within a magical black hole and call forth a huge wave of rune swords to crush enemies dealing 4d12 damage, then the black hole explodes dealing 20d6 Force damage. Enemies hit by this attack must make a dexterity saving throw. On a successful save they take half damage.

Consumes: 300 AOD&300 AOV, gains -

Swordsman (Sheath knight) skills

Sword shield

Skill: 3rd level Sheath knight

Casting time: 1 bonus action

Range: Self

Target: Self

Consumes: 35 AOV, gains 20 AOD

Attack: None

Damage: 1d4 slashing

Description:

You summon 5 defensive swords that fly around you. For 2 minutes or when you run out of swords when an enemy attacks you with a melee attack they take 1d4 slashing damage(This consumes 1 of the swords)
Ranged attacks made against you have a -2 to hit.

(Enhanced): You now get 10 defensive swords that each deal 1d6 slashing damage. Activating this skill only consumes 25 AOV.

Sword fall

Skill: 3rd level Sheath knight

Casting time: 1 action

Range: 25 foot line

Target: 5 creatures in range

Consumes: 100 AOD, gains 45 AOV

Attack: None

Damage: 2d10 slashing

Description:

You summon Conwell swords that rain down on your enemies dealing 2d10 slashing damage to 5 creatures of your choosing in range. All creatures in range must make a dexterity saving throw. On a successful save they take no damage.

(Enhanced): Activating the skill will only consume 60 AOD and the skill will deal 3d10 slashing damage.

[Force enhanced]: You summon Conwell swords that rain down on your enemies dealing 6d10+5 slashing damage to 5 creatures of your choosing

in range. All creatures in range must make a dexterity saving throw (With disadvantage) on a failed save they take the full damage and the swords will trap them making them unable to move until they make a successful strength save. On a successful save they take half damage.

Crescent cut

Skill: 5th level Sheath knight

Casting time: 1 action

Range: Straight line of 15 feet

Target: All creatures in range

Consumes: 50 AOD, gains 25 AOV

Attack: None

Damage: 2d8 slashing

Description:

Attack and swing the sword 3 times dealing 2d8 slashing damage. Charging 10 feet forwards and causing constant damage. All enemies hit by this must make a constitution saving throw. On a failed save they lose half their maximum move speed.

(Enhanced): The range of the skill is doubled and will deal 4d8 slashing damage.

Mirage sting

Skill: 7th level Sheath knight

Casting time: 1 bonus action

Range: 5 feet

Target: 1 creature

Consumes: 45 AOV, gains 25 AOD

Attack: Melee

Damage: 3d6 piercing

Description:

Conjure 3 Conwell swords that pierce targets dealing 3d6 piercing damage.

(Enhanced): The skill now deals 5d6 piercing damage but will cost 65 AOV.

Fatal slash

Skill: 7th level Sheath knight

Casting time: 1 action

Range: Sword's range

Target: 1 creature

Consumes: 60 AOD, gains 35 AOV

Attack: Melee

Damage: 3d6+ (Dex modifier) slashing

Description:

Charge your sword and slash a creature with a strong cut dealing 3d6+ (Dex modifier) slashing damage. A creature hit by this attack must make a constitution saving throw. On a failed save the creature is knocked prone and loses half its movement speed for 2 turns.

(Enhanced): The skill can now be used as an attack action and the duration of the movement speed loss becomes 3 turns.

Final strike

Skill: 9th level Sheath knight

Casting time: 1 action

Range: 30 feet

Target: All creatures in range

Consumes: 190 AOD, gains 95 AOV

Attack: None

Damage: 3d12 Force+ 2d8 Slashing

Description:

You create a force of energy pulling all creatures within 30 feet in front of you dealing 3d12 force damage. Then you slice all enemies in front of you with your sword dealing 2d8 slashing damage. All enemies in range must make a dexterity saving throw. On a successful save they are not pulled in and only take the force damage.

(Enhanced): Activating this skill now only consumes 150 AOD.

Swordsman (Infinity sword) skills

Harsh chaser

Skill: 10th level Infinity sword

Casting time: 1 attack action

Range: 30 feet

Target: 1 creature

Consumes: 40 AOD, gains 20 AOV

Attack: Ranged

Damage: 2d6

Description:

You throw a sword towards a creature. On hit the sword grabs the creature and pulls them towards you dealing 2d6 damage to them. The creature that was hit must make a strength saving throw. On a successful save they are not pulled in.

(Enhanced): This skill now costs only a bonus action.

Sword blasting

Skill: 11th level Infinity sword

Casting time: 1 attack action

Range: 10 feet

Target: 1 creature in range

Consumes: 100 AOD, gains 50 AOV

Attack: Melee

Damage: 1d12 Slashing+ 2d12+ (Dex modifier) piercing

Description:

You charge forward slashing a creature dealing 1d12 slashing damage Then 3 Conwell blades are summoned charging at the creature dealing 2d12+(Dex modifier) piercing damage.

(Enhanced): This skill now only costs 75 AOD. Sword blasting now deals 1d12+5 slashing and 3d12+ (Dex modifier) piercing damage.

[Force enhanced]: You charge towards an enemy dealing 1d12 slashing damage. Then you summon 3 Conwell blades behind you that charge towards an enemy dealing 3d12+5 piercing damage and launching you and the enemy hit 5 feet forward. You can then choose to use the skill again (Up to 3 total uses) each use must roll to hit but all uses after the first one have advantage. The creature hit must make a strength saving throw. On a failed save he takes half the damage. (He must make a save for each use)

Rage cutter

Skill: 14th level Infinity sword

Casting time: 1 action

Range: 25 foot circle from self

Target: All creatures in range

Consumes: 150 AOD, gains 75 AOV

Attack: None

Damage: 8d6+(Dex modifier) Piercing damage.

Description:

You summon multiple swords from the ground that fly upwards into the air dealing 8d6+(Dex modifier) piercing damage. All creatures in range must make a dexterity saving throw. On a successful save they take half damage.

(Enhanced): You summon multiple swords from the ground that fly upwards in the air dealing 10d6+(Dex modifier) piercing damage. All creatures in range must make a dexterity saving throw on a successful save they take half damage.

[Force enhanced]: You summon multiple swords in front of you dealing

12d10+5 piercing damage to all creatures in range. All creatures in range must make a dexterity saving throw. On a successful save they take half damage. On a failed save they take the full damage and begin to bleed heavily for 3 turns. For the next 3 turns they will take 4d4 damage (Can be stopped with spells that stop bleeding and cure ailments such as lesser restoration).

Maelstrom Rage

Skill: 14th level Infinity sword

Casting time: 1 action

Range: 30 feet

Target: 1 creature

Consumes: 200 AOV, gains 75 AOD

Attack: Melee

Damage: 1d12 Piercing+ 5d12+(Dex modifier) Slashing damage

Description:

You throw a small Conwell dagger towards an enemy dealing 1d12 piercing damage. On hit the dagger bursts into a Conwell vortex dealing 5d12+30 slashing damage. The player hit by this attack must make a constitution saving throw. On a failed save the user is locked in this vortex and must make a save each turn for up to 3. This vortex will deal 2d12 slashing damage every turn. The first time the vortex activates the user cannot move for that turn.

(Enhanced): You throw a small Conwell dagger towards an enemy dealing 1d12+5 piercing damage. On hit he dagger bursts into a Conwell vortex dealing 5d12+(Dex modifier) slashing damage. The player hit must make a constitution saving throw (with disadvantage) on a failed save the user is locked in this vortex and must make a save each turn for up to 5 turns. This

vortex deals 2d12+(Dex modifier) slashing damage every turn. The first time the vortex activates the user cannot move for that turn.

Phantom sword

Skill: 15th level Infinity sword

Casting time: 1 action

Range: 15 feet

Target: All creatures in range

Consumes: 250 AOD, gains 100 AOV

Attack: None

Damage: 5d12+10 Slashing

Description:

You charge your sword and slash the area summoning a phantom sword dealing 5d12+ 10 slashing damage. All creatures in range must make a dexterity saving throw. On a successful save they take half the damage. This phantom sword will mimic your sword attacks (Excluding Conwell) All of the attacks will have a bonus of 15 feet of range and will deal your swords damage (excluding secondary damage) +2d6 for 1 minute. This phantom sword will reward you with aura points.

(Enhanced): You charge your sword and slash the area summoning a phantom sword dealing 5d12+ 15 slashing damage. All creatures in range must make a dexterity saving throw. On a successful save they take half the damage. This phantom sword will mimic your sword attacks (Excluding Conwell) All of the attacks will have a bonus of 15 feet of range and will deal your swords damage (excluding secondary damage) +4d6 for 2 minutes. This phantom sword will reward you with aura points. Activating this skill only costs 230 AOD.

Compact counter

Skill: 17th level Infinity sword

Casting time: 1 reaction

Range: 300 feet

Target: The creature that attacked

Consumes: 75 AOD, gains 50 AOV

Attack: None

Damage: Half of the ranged attacks damage

Description:

When a creature makes a none spell ranged attack against you, you can use a reaction to stop the attack and throw it back at the user. You must make a dexterity saving throw DC 18. On a successful save you grab the attack and throw it back at the enemy. On a failed save you do not stop the attack and the skill fails.

(Enhanced): If you fail the saving throw you receive half damage.

Consumes: 75 AOD, gains 50 AOV

Blade rain

Skill: 20th level Infinity sword (Hyperactive)

Casting time: 1 round

Range: 80 feet

Target: All creatures in range

Consumes: 300 AOD&300 AOV, gains -

Attack: None

Damage: 23d6 slashing

Description:

Before using this skill you must make a strength saving throw DC 13. On a failed save you take 3d10 necrotic damage and fail to use the skill.

You embody the power of Conwell into a huge sheath and summon a massive rain of blades that fly across the battlefield dealing 23d6 slashing damage to all creatures in range. All creatures in range must make a constitution saving throw. On a successful save they take half the damage. On a failed save they take the full damage and have their movement speed cut by half for 1 minute, in addition due to the massive amount of sword slashes the creature will begin to bleed dealing 4d4 damage every turn for 1d4 turns unless it is stopped.

Consumes: 300 AOD&300 AOV, gains -