

Fire Emblem: 5th Edition



A Dungeons and Dragon 5th Edition
Supplement for the Fire Emblem universe
~1st Revision~

Preface

~Made by Stronger for use on /tg/.~

Thank you for reading this supplement. This is a small collection of class guidelines and optional rules made with the intent of emulating the mechanics and classes featured in the Fire Emblem series within Dungeons and Dragons 5th Edition.

As this supplement is made to accommodate an existing universe into a 5e campaign, Dungeon Masters are encouraged to only allow players to select the standard Human found within the Core Rulebook. As the Variant Human is very popular for good reason, players will receive 2 bonus feats depending on their chosen class as detailed later. You may also consider swapping out the Variant Human's bonus feat for an Ability Score Improvement. Other races such as the Manakete or Laguz are currently not planned for, so be sure to consider the racial diversity in your campaign's setting before implementing anything other than humans.



Promoted Classes of the Fire Emblem series

There are a multitude of classes in Fire Emblem, each with their own special abilities and aptitudes. With so many classes and so few archetypes to fit them into due to 5e's basic design, there is bound to be overlap, so the differences between similar classes are made by altering their basic proficiencies.

Every class now uses their listed proficiencies instead of those found in the Core Rulebook. If a class feature were to grant you a new armor or weapon proficiency, it has no effect. Additionally, every class receives a bonus feat at level 1 and level 5.

Both of these changes help accentuate the differences in classes that might be utilizing the same 5e class and archetype. Additionally, a weapon may be utilized as long as it is similar in shape and use to a weapon you are already proficient in.

Assassin

Masters of silent death, Assassins employ stealth tactics to ambush their targets, killing them in a single blow.

5e Class and Archetype: Rogue (Assassin)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dagger, Shortsword, Rapier, Dart, Blowgun, Net

Bonus Level 1 Feat: Burglar

Bonus Level 5 Feat: Skulker

Basara

Flamboyant showmen that wield lances and magics as their weapons of choice.

5e Class: Bard (College of Valor)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Javelin, Spear, Glaive, Halberd, Pike

Bonus Level 1 Feat: Actor

Bonus Level 5 Feat: Polearm Master

Blacksmith

Hardy artisans who excel in constructing equipment and other items. They wield swords and axes.

5e Class: Fighter (Champion), Cleric (Forge Domain [UA])

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Club, Dagger, Handaxe, Shortsword, Scimitar, Longsword, Battleaxe, Light Hammer, Warhammer

Bonus Level 1 Feat: Skilled

Bonus Level 5 Feat: Tough

Bride / Groom

An ecstatic newlywed who protect their loved ones with spears, bows, and supportive magics.

5e Class: Bard (College of Valor, College of Glamour [UA])

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Javelin, Spear, Shortbow, Light Crossbow

Bonus Level 1 Feat: Healer

Bonus Level 5 Feat: Keen Mind

Berserker

Fearsome wielders of mighty axes, Berserkers storm into battle, unfazed by their enemies' blows as they rage onwards. They maximize the damage of their blows by eschewing their own safety and defeat foes with reckless abandon.

5e Class: Barbarian (Berserker)

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Greatclub, Handaxe, Battleaxe, Greataxe, Light Hammer, Warhammer

Bonus Level 1 Feat: Feral Hand

Bonus Level 5 Feat: Great Weapon Master

Bishop

High ranking members of the clergy, Bishops utilize holy magics to subdue their foes and light the darkness within the world. They are quite vulnerable in melee combat and cannot utilize heavier armors for protection.

5e Class: Cleric (Light Domain), Warlock (Undying Light)

New Armor Proficiencies: None

New Weapon Proficiencies: Club, Dagger

Bonus Level 1 Feat: Healer

Bonus Level 5 Feat: Elemental Adept (Radiant)



Dark Falcon

Pegasus Knights clad in black, Dark Falcons fly on blackened wings, utilizing lances and magics equally to gain the upper hand against high priority targets

5e Class: Fighter (Eldritch Knight)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Javelin, Spear, Lance

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Mobile

Dark Knight

Dark Knights are mages clad in armor that wield dark magics as well as elemental magics. They fight atop horseback for more mobility and wield blades in melee combat.

5e Class: Paladin (Oath of Conquest [UA], Oath of Vengeance, or Oathbreaker)

New Armor Proficiencies: Light and Heavy Armor

New Weapon Proficiencies: Dagger, Sickle, Shortsword, Longsword

Bonus Level 1 Feat: Magic Initiate (Warlock)

Bonus Level 5 Feat: Mounted Combatant

Dread Fighter

Oriental warriors who wield axes, swords, and anima magics as specialized mage killers.

5e Class: Fighter (Eldritch Knight, Samurai [UA])

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Club, Dagger, Shortsword, Scimitar, Longsword, Handaxe, Battleaxe, Light Hammer, Warhammer

Bonus Level 1 Feat: Magic Initiate (Wizard)

Bonus Level 5 Feat: Mage Slayer

Druid

Scholars of the complex enigmas of dark magic. Their art has few practitioners and fewer masters, as their power has been obtained from otherworldly beings.

5e Class: Warlock (Fiend, Great Old One, or Undying Patron), Wizard (Theurgy)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Club, Dagger

Bonus Level 1 Feat: Tough

Bonus Level 5 Feat: Magic Initiate (Wizard)

Falcoknight

Mounted atop majestic pegasi, Falcoknights wield lances and swords and study lightly in holy magics to engage their foes over difficult terrain or in the skies.

5e Class: Fighter (Cavalier [UA])

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Javelin, Spear, Shortsword, Longsword, Trident, Lance

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Magic Initiate (Cleric)

General

Clad in mountains of steel, Generals wear the heaviest of armors to render enemy assaults ineffectual and respond with powerful blows of their own.

5e Class: Fighter (Knight)

New Armor Proficiencies: Light, Medium, and Heavy Armors, Shields

New Weapon Proficiencies: Javelin, Spear, Handaxe, Battleaxe, Lance, Shortsword, Longsword, Glaive, Pike, Halberd, Trident, Light Hammer, Warhammer, Maul, Greataxe

Bonus Level 1 Feat: Heavy Armor Master

Bonus Level 5 Feat: Sentinel



Grandmaster

Masters of spell and blade, Grandmasters prove themselves useful in melee combat and spell combat alike.

5e Class: Wizard (Bladesinger)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dagger, Shortsword, Rapier, Longsword

Bonus Level 1 Feat: Keen Mind

Bonus Level 5 Feat: War Caster

Great Lord

Warriors of a noble bloodline. They greatly vary in abilities and weapon preference, giving them great flexibility. Funny hat optional but highly encouraged.

5e Class: Fighter (Any), Rogue (Any), Barbarian (Any), Paladin (Any)

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Choose 2 groups:

Swords: Dagger, Shortsword, Scimitar, Longsword, Greatsword

Axes: Club, Handaxe, Battleaxe, Halberd, Greataxe

Lances: Javelin, Spear, Lance, Pike

Bonus Level 1 Feat: Inspiring Leader

Bonus Level 5 Feat: Resilient

Great Knight

A Great Knight is a Cavalier of masterful skill adorned in thick armor. Great Knights are skilled in a myriad of weapons and make for fearsome foes.

5e Class: Fighter (Cavalier [UA])

New Armor Proficiencies: Light, Medium, and Heavy Armors, Shields

New Weapon Proficiencies: All Simple and Martial Melee Weapons (exclude whip and net)

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Heavy Armor Master

Griffon Knight

These seasoned riders fly atop mythical griffons, soaring through the air with great agility and pursuing key targets with lances and axes.

5e Class: Fighter (Cavalier [UA])

New Armor Proficiencies: Light and Medium Armors, Shields

New Weapon Proficiencies: Mace, Handaxe, Javelin, Spear, Battleaxe, Lance, Trident, Light Hammer, Warhammer

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Mobile

Halberdier

Veteran soldiers able to combat any foe, Halberdiers are solid and well-rounded units who display mastery of spears and shields alike

5e Class: Fighter (Battle Master)

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Javelin, Spear

Bonus Level 1 Feat: Shield Mastery

Bonus Level 5 Feat: Spear Mastery

Hero

A well-rounded combatant known for their reliability and sturdiness, Heroes wield axes and swords along with great shields with equal skill.

5e Class: Fighter (Champion)

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Club, Dagger, Shortsword, Scimitar, Longsword, Handaxe, Battleaxe, Light Hammer, Warhammer

Bonus Level 1 Feat: Tough

Bonus Level 5 Feat: Durable



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Kinshi Knight

Master archers and spearmen who dominate the skies atop a mythical Golden Kite

5e Class: Fighter (Battle Master, Sharpshooter [UA], Cavalier [UA])

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Javelin, Spear, Shortbow, Light Crossbow

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Inspiring Leader

Maid / Butler

A loyal vassal of a noble. Utilize kunai and supportive magic to protect and serve their masters.

5e Class: Bard (College of Valor), Paladin (Oath of Devotion, Oath of the Crown)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dart (Kunai), Dagger

Bonus Level 1 Feat: Observant

Bonus Level 5 Feat: Alert

Malig Knight

Terrifying masters of axes and dark magic who haunt the battlefields atop undead mage dragons.

5e Class: Fighter (Eldritch Knight), Paladin (Oath of Vengeance, Oath of Conquest [UA], Oathbreaker)

New Armor Proficiencies: Light, Medium and Heavy Armor

New Weapon Proficiencies: Handaxe, Battleaxe, Halberd, Light Hammer, Warhammer

Bonus Level 1 Feat: Magic Initiate (Warlock)

Bonus Level 5 Feat: Mounted Combatant

Mage Knight

Mages of elemental magics that ride atop steeds for improved mobility. Many have dabbled into holy arts for supportive magics as well.

5e Class: Wizard (Evocation)

New Armor Proficiencies: Light armor

New Weapon Proficiencies: Club, Dagger

Bonus Level 1 Feat: Magic Initiate (Cleric)

Bonus Level 5 Feat: Mounted Combatant

Master Ninja

Children of the shadows, A Master Ninja executes their target with extreme precision and leaves before anyone can notice.

5e Class: Monk (Way of the Shadow),
Rogue (Assassin)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dart (Kunai),
Dagger, Shortsword, Scimitar, Longsword

Bonus Level 1 Feat: Skulker

Bonus Level 5 Feat: Alert

Master of Arms

Durable opponents with a mastery of all types of melee weaponry.

5e Class: Fighter (Champion, Battle
Master)

New Armor Proficiencies: Light and
Medium Armor

New Weapon Proficiencies: All Simple and
Martial Melee Weapons

Bonus Level 1 Feat: Tavern Brawler

Bonus Level 5 Feat: Martial Adept



Mechanist

Artisans who can craft fearsome beast allies. They are also adept with kunai and bows.

5e Class: Artificer [UA] (Alchemist), Revised Ranger [UA] (Beast Master Conclave) Wizard (Conjuration)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dart (Kunai, Dagger, Shortbow, Light Crossbow)

Bonus Level 1 Feat: Mobile

Bonus Level 5 Feat: Skilled

Merchant

One with a penchant for commerce and all things business. They utilize bows and spears to protect themselves and their goods.

5e Class: Fighter (Champion, Battle Master)

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Javelin, Spear, Shortbow, Light Crossbow

Bonus Level 1 Feat: Linguist

Bonus Level 5 Feat: Actor

Nomad

Outdoorsmen adept with ranged weaponry. They use their skills with the natural world to tame and ride wild stallions for improved mobility.

5e Class: Revised Ranger [UA] (Hunter Conclave), Fighter (Scout [UA])

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Light Crossbow, Shortbow, Longbow, Heavy Crossbow

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Alert

Oni Chieftan

Those who wield axes and magic in tandem like a god of destruction. Their bestial nature allows them to shrug off the deadliest of blows.

5e Class: Barbarian (Path of the Ancestral Guardian [UA], Path of the Storm Herald [UA]) Bard (College of Valor), Fighter (Eldritch Knight, Samurai [UA])

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Club, Handaxe, Battleaxe, Halberd, Greataxe, Light Hammer, Warhammer

Bonus Level 1 Feat: Magic Initiate (Wizard)

Bonus Level 5 Feat: War Caster

Paladin

Warriors dedicated to a purpose, they use holy magic to empower themselves atop shining steeds.

5e Class: Paladin (Oath of Devotion, Oath of the Ancients, Oath of the Crown, Oath of Conquest [UA])

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Dagger, Javelin, Spear, Lance, Shortsword, Longsword, Trident

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Resilient

Rogue

Lithe and quick, Rogues are nimble outlaws with great skill in espionage. While they are less than stellar in a duel, they make up for it in out of combat utility.

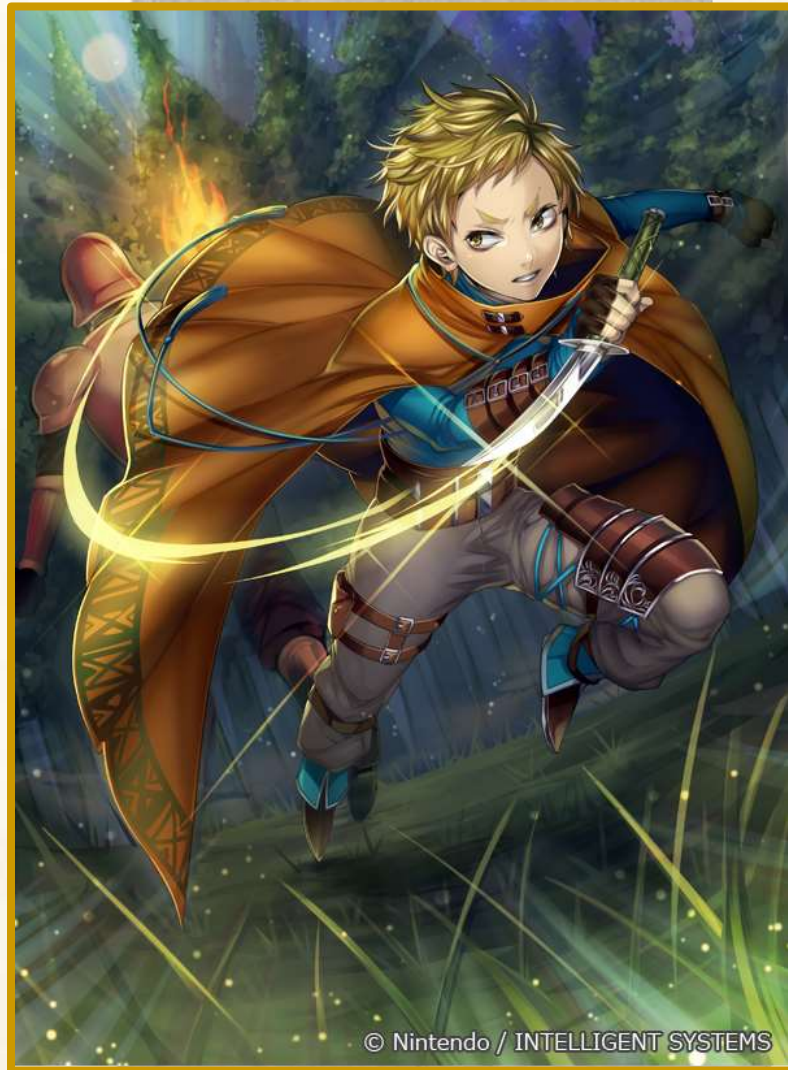
5e Class: Rogue (Thief, Swashbuckler)

New Armor Proficiencies: Light armor

New Weapon Proficiencies: Dagger, Shortsword

Bonus Level 1 Feat: Burglar

Bonus Level 5 Feat: Actor



Sage / Onmyoji

Undisputed masters of the evocative magics, Sages use their immense arcane knowledge to destroy foes from a distance.

5e Class: Wizard (Evocation, Abjuration, or Conjunction)

New Armor Proficiencies: None

New Weapon Proficiencies: Dagger, Club

Bonus Level 1 Feat: Keen Mind

Bonus Level 5 Feat: Elemental Adept

Spear Master

Similar to Halberdiers, Spear Masters eschew their shield to perform impressive acts of mastery with polearms.

5e Class: Fighter (Battle Master), Monk (Way of the Kensei [UA])

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Javelin, Quarterstaff, Spear, Glaive, Halberd, Pike

Bonus Level 1 Feat: Medium Armor Master

Bonus Level 5 Feat: Polearm Master

Sniper

Snipers are those who have spent years upon years learning to master ranged weaponry. Snipers are as perceptive as they are accurate, scanning the battlefield and killing a target from afar in the blink of an eye

5e Class: Fighter (Sharpshooter [UA]), Rogue (Assassin)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: All Simple and Ranged weapons

Bonus Level 1 Feat: Observant

Bonus Level 5 Feat: Sharpshooter

Summoner

Practitioners of magic that animate both inanimate objects and the dead themselves to serve them in battle

5e Class: Wizard (Necromancy, Conjunction), Cleric (Death Domain)

New Armor Proficiencies: None

New Weapon Proficiencies: Dagger, Club

Bonus Level 1 Feat: Keen Mind

Bonus Level 5 Feat: Magic Initiate (Cleric)

Swordmaster

A whirling storm of blades, swordmasters use their superior speed and skill to eviscerate their prey. Those who truly master the blade have been known to have been known as sword demons, a true testament to the class' potential

5e Class: Rogue (Assassin, Swashbuckler), Monk (Way of the Kensei [UA])

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Dagger, Scimitar, Shortsword, Longsword, Rapier

Bonus Level 1 Feat: Alert

Bonus Level 5 Feat: Blade Mastery

Trickster / Adventurer

Glamorous and elusive phantom thieves, Tricksters use charming and illusion magics to carry out stealth missions. In battle, they utilize swords and bows.

5e Class: Bard (College of Valor), Rogue (Arcane Trickster)

New Armor Proficiencies: Light Armor

New Weapon Proficiencies: Shortbow, Shortsword, Scimitar, Rapier

Bonus Level 1 Feat: Actor

Bonus Level 5 Feat: Mobile



Valkyrie / Strategist

Wielders of both holy light magic and evocative anime magic that fight atop sanctified steeds. They use their spells to support allies from afar, yet can use a sword in melee combat if needed.

5e Class: Bard (College of Valor)

New Armor Proficiencies: Light Armor, Shields

New Weapon Proficiencies: Dagger, Shortsword, Scimitar, Longsword

Bonus Level 1 Feat: Inspiring Leader

Bonus Level 5 Feat: Mounted Combatant

War Monk / War Cleric

Worshippers of the gods who fight alongside their allies in combat. They utilize axes and holy magic with equal proficiency.

5e Class: Cleric (Life Domain, War Domain)

New Armor Proficiencies: Light and Medium Armor, Shields

New Weapon Proficiencies: Handaxe, Greatclub, Battleaxe

Bonus Level 1 Feat: Durable

Bonus Level 5 Feat: Resilient

Warrior

Warriors are the strongest of fighters, hardened by numerous battles that wield massive weaponry. They can easily take hits as deadly as those they deal to their unfortunate foes.

5e Class: Fighter (Champion, Battle Master), Barbarian (Berserker)

New Armor Proficiencies: Light and Medium Armor

New Weapon Proficiencies: Handaxe, Battleaxe, Greataxe, Maul, Halberd, Shortbow Light Crossbow, Light Hammer, Warhammer

Bonus Level 1 Feat: Tough

Bonus Level 5 Feat: Great Weapon Master

Wyvern Lord

The all-powerful conquerors of the sky, Wyvern Lords ride atop fierce wyverns, wielding axes and lances with massive power.

5e Class: Fighter (Cavalier [UA])

New Armor Proficiencies: Light, Medium, and Heavy Armor, Shields

New Weapon Proficiencies: Club, Handaxe, Spear, Battleaxe, Halberd, Lance, Pike, Trident, Light Hammer, Warhammer

Bonus Level 1 Feat: Mounted Combatant

Bonus Level 5 Feat: Great Weapon Master

Variant Rule: The Weapon Triangle

In the Fire Emblem universe, certain weapon types have an advantage against others. These bonuses are of a one way cyclical trinity of sorts called the Weapon Triangle.

Swords and Magic

Axes and Bows

Lances and Kunai

Swords and Magic

Every weapon is considered to have the weapon triangle bonus against an opponent wielding the weapon type below theirs. If a creature has the weapon triangle bonus and successfully deals damage to a target, they may reroll one damage die of their choice and use the better result.

Variant Rule: Flying Unit Vulnerabilities

In the Fire Emblem series, flying units and their riders are very vulnerable to the attacks of those utilizing bows. If a creature's flying mount is hit with a ranged weapon attack from a bow or crossbow, the creature takes an additional 2d6 piercing damage. If the damage is redirected to its rider, the damage is lessened to 1d8 piercing damage.

Variant Rule: Divide and Conquer via Squads

The Fire Emblem games sometimes employ separated groups of allied soldiers to carry out missions in different locations. With coordination, this can lead to widespread operations involving multiple squads of troops working towards individual objectives for a greater goal.

The party as a whole has use of squads, or a small party of player characters within an assigned group. A squad maximum size is equal to the number of players currently playing at the table plus 1. Every player controls an assigned character within the squad for their missions and swaps control of their designated characters to their other character in another squad when the DM changes focus to another squad. For example, a player may control the Swordmaster in squad 1 when squad 1 is in play, and then switch to their Druid in squad 2 when squad 2 is in play. The maximum number of squads the party has influence over is equal to their highest level character's proficiency bonus.

While not only allowing players to play multiple characters, each with their own personalities and goals, this allows the players to focus their efforts on two separate areas while keeping the party together so the Dungeon Master does not have to split their attention between numerous individual characters, instead just switching focus from one group of characters to another. Over time, this collection of squads can lead to an impressive army capable of influencing the nations around them.

Variant Rule: Heroic Ragtag Army

Throughout the Fire Emblem games, one rarely has access to a trained regiment of specially trained knights. Protagonists usually start small and recruit willing adventurers or persuade enemies with similar goals to their side. With this variant rule, one may attempt to build their ranks with plucky upstart travellers, ex-soldiers with a mission, and other characters who fight for your cause.

When you enter a settlement, you may make a Charisma (Persuasion) check at a local hotspot. If you succeed a DC set by the Dungeon Master, prospective adventurers may ask to join your ranks. This DC is subject to the town's population and resources, with more deserted or poor villages having higher DCs than large, wealthy cities.

Additionally, when you would drop a hostile creature that you know shares a goal or interest with you to 0 hit points, make a Charisma (Persuasion) or Wisdom (Insight) check contested by their choice of a Constitution or Wisdom save. If successful, the target of your attack instead drops to 1 hit point and is willing to travel with you to some degree. They will fight with you in battle and work with you towards their goals, but if one does not work towards their interest, they may eventually desert or sabotage you depending on their disposition towards you.

Variant Rule: Weapon Durability and Specialty Weapon Modifiers

Weapon durability has been a staple of the series for the majority of its history. While the newest title, Fire Emblem Fates, eschewed the use of weapon durability in favor of fewer specialty weapons for the player to access, those who wish to use the system may implement this variant rule.

In the Fire Emblem series, weapon durability is tracked by individual uses. The amount of bookkeeping for that doesn't coincide with 5e's design philosophy and becomes needless micromanaging that players often simply forget about.

To streamline this process, weapon durability is tied to the number of battles it's utilized in. When a weapon is used in a certain amount of battles indicated by its type, the weapon is rendered broken or useless and may either be sold for scrap or repaired.

Specialty weapons also exist that grant a unit that uses them a weapon exclusive ability. For instance, a Killer weapon may score critical hits more easily, or a Brave weapon to allow its user to attack faster than normal. Some weapons may be effective against certain types of enemies and some may change a weapon's damage die.

Weapon Durability and Weapon Specialty effects are linked and are shown on the following table. A weapon may not have more than one Weapon Modifier at once.

Weapon Modifier	Weapon Durability	Price Modifier	Damage Die Modifier	Properties
Bronze	6	x0.75	-1 step	
Iron	5	x1	-	
Steel	4	x2	+1 step	
Silver	3	x4	+2 steps	
Slim	4	x0.75	-1 step	Swords and Lances only. This weapon receives a +1 to hit
Wooden	4	x0.25	-1 step	Damage type becomes bludgeoning
Killer	3	x3	-	This weapon increases the user's critical hit range by 1
Brave	3	x3	-	If attacking with Advantage, can forego Advantage to make another attack as a bonus action
Blessed	4	x1.5	-	Deals an additional 1d6 to undead and fiends
Beastbane	3	x3	-	Deals an additional 1d6 to beasts and mounted units
Poison	4	x1.25	-2 steps	Targets must make a Constitution save or be poisoned for 1 minute (DC = 8 + proficiency + Strength or Dexterity mod)
Heavy	3	x2.5	+1 step	Deals an additional 1d6 to units in heavy armor
Ridersbane	3	x2.5	+1 step	Deals an additional 1d6 to mounted units
Wyrmslayer	3	x2.5	+1 step	Deals an additional 1d8 to dragons
Reaver	3	x2.5	-	Reverses the weapon triangle. +1 step to damage die if attacking with weapon triangle bonus
Bolt, Wind, Rune, Shining, Earth, or Flame	4	x4.5	-	Considered a magical weapon for the purposes of overcoming damage reduction and immunities. Can use an Action to make a ranged spell attack at a target up to 60 feet away. You are proficient in it and add your Strength or Dexterity modifier to the attack and damage rolls. The attack deals 2d6 of lightning (Bolt), slashing (Wind), force (Rune), radiant (Shining), bludgeoning (Earth), or fire (Flame) damage.