

INFLICTED

Ignoring a hail of arrows, a barely-recognizable dwarf lumbers toward a pack of kobolds, trusting in her scaly hide to protect her.

Slinking across the ceiling, a gnome senses more than sees the bandits asleep below him, easy prey for his vicious claws.

Despite the panicked screams around her, an elf trades blows with the golem rampaging through the market square, smashing it to pieces with her long, skeletal arms.

Inflicted are the union between a person's free will and a monster's strength. Possessed of tremendous physical gifts and cunning, they tap into their inhuman power to survive impossible odds and perform feats of which others can only dream.

HEROES OF CIRCUMSTANCE

Most inflicted do not choose their situation. The great majority of them are victims of monsters who propagate via curse or disease. While these victims usually die or become monsters themselves, a rare few survive due to the efforts of a healer, a deity, or their own dogged persistence. Even those who intentionally embark on the path of the inflicted soon find their physical changes and intrusive thoughts to be stronger than they had anticipated. Each inflicted handles the change differently, but all understand the weight of their growing power.

DUAL NATURE

Inflicted occupy a unique place in the world. Most people with a monstrous nature become proper monsters, losing their personality and free will to the creature they become. An inflicted acknowledges these savage instincts but does not surrender to them. They straddle the line between the person they once were and the creature they might have become, merging both dispositions and becoming stronger because of, not despite, their blended attributes.

Not all people view the inflicted so nobly. To many, anyone with monstrous powers might as well be a monster, and most inflicted know the pain of friends or family turning on them after their change. They often hide their true selves when possible, living as hermits or traveling under the safety of heavy cloaks, all the better to stave off the ire of wary passers-by.

CREATING AN INFLICTED

As you create your inflicted character, consider the event that led you down your path. Were you attacked by a monster and subjected to its curse? Are you the subject of a magical experiment gone wrong—or right? Or are you the victim of something that happened long before you were born, passed down from previous generations, that only manifested now?

How do you feel about your current state? Do you willingly embrace your monstrous nature, ready to use its power to make your mark on the world? Do you accept it as a burden, acutely aware of the struggle between dueling aspects of your own nature? Or do you loathe your curse and search for a way to return to the person you once were? Do you hide your power from those closest to you, or do you flaunt it at every opportunity?

Most importantly, what sort of monster caused your transformation? It is a common scourge in your hometown, or a rare beast from far away, or a specific individual who sought you out specifically? Why did you retain your mind instead of succumbing to the curse like others before you?

QUICK BUILD

You can make an inflicted quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution or Wisdom. Second, choose the folk hero background.

CLASS FEATURES

As an inflicted, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per inflicted level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per inflicted level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose two skills from Acrobatics, Athletics, Insight, Intimidation, Perception, Stealth, and Survival.

EQUIPMENT

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

- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor and two daggers

MONSTROUS WEAPONS

At 1st level, your new physiology gives you an edge in combat. You gain claws, a bite, a horn, or other natural weapon. This weapon deals 1d6 damage. This die changes as you gain inflicted levels, as shown in the Monstrous Weapon column of the Inflicted table. If you gain a natural weapon you already have, this natural weapon replaces it.

MONSTROUS SOURCE

The type of creature you are determines how your abilities manifest. Choose one monstrous source: lycanthrope or undead. Each is detailed at the end of the class description. Your choice grants you monstrous source features when you choose it at 1st level, and additional benefits at 2nd, 5th, 8th, 14th, and 17th levels.

THE INFLICTED

Level	Proficiency Bonus	Natural Weapon	Savagery Points	Features	Evolutions
1st	+2	1d6	—	Monstrous Weapons, Monstrous Source	0
2nd	+2	1d6	2	Inherited Savagery, Monstrous Source Feature, Evolutions	2
3rd	+2	1d6	3	Monstrous Form	2
4th	+2	1d6	4	Ability Score Improvement	2
5th	+3	2d4	5	Monstrous Source Feature	3
6th	+3	2d4	6	Savage Vitality	3
7th	+3	2d4	7	Strange Form	4
8th	+3	2d4	8	Monstrous Source Feature, Ability Score Improvement	4
9th	+4	2d4	9	Awesome Blow	5
10th	+4	2d4	10	Hard to Kill	5
11th	+4	1d10	11	Acute Senses	5
12th	+4	1d10	12	Ability Score Improvement	6
13th	+5	1d10	13	Strange Form	6
14th	+5	1d10	14	Monstrous Source Feature	6
15th	+5	1d10	15	Pounce	7
16th	+5	1d10	16	Ability Score Improvement	7
17th	+6	2d6	17	Monstrous Source Feature	7
18th	+6	2d6	18	Additional Saving Throw	8
19th	+6	2d6	19	Ability Score Improvement	8
20th	+6	2d6	20	Endless Tenacity	9

INHERITED SAVAGERY

At 2nd level, you can let your inner monster out in short bursts without losing yourself. This release is represented by savagery points, which allow you to perform a variety of actions.

SAVAGERY POINTS

You have 2 savagery points, and you gain more as you reach higher levels, as shown in the Savagery Points column of the Inflicted table. You can never have more savagery points than shown on the table for your level. You regain all spent savagery points when you finish a long rest.

RENDING STRIKE

When you hit a target with a natural weapon, you can spend savagery points to deal a decisive blow. The maximum number of points you can spend at once equals your Wisdom modifier (minimum of one point). For each point you spend, you deal an extra 1d6 damage of the same type dealt by the attack to the target.

EVOLUTIONS

At 2nd level, you gain two evolutions of your choice. Your evolution options are detailed at the end of the class description. When you gain certain inflicted levels, you gain additional evolutions of your choice, as shown in the Evolutions column of the Inflicted table.

MONSTROUS FORM

At 3rd level, your monstrous form begins to take shape. You gain one of the following features of your choice.

FORM OF THE BRUTE

When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. Also, select one of the following energy types: acid, cold, fire, lightning, necrotic, poison, psychic, and radiant. You have resistance to damage of the chosen type.

FORM OF THE PREDATOR

You gain a second monstrous weapon, which uses the same damage die as your initial natural weapon. You can use a bonus action to attack with this weapon. You don't add your ability modifier to the damage of this weapon, unless that modifier is negative. Both of your monstrous weapons gain the light property.

FORM OF THE STALKER

You can take a bonus action on each of your turns in combat. This action can be used only to take the Disengage or Hide action. Also, select one of the following movement modes: burrow, climb, swim. You gain that movement mode at the same speed as your walking speed. If you select a swim speed, you can breathe underwater.

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.

SAVAGE VITALITY

At 6th level, whenever you make a saving throw, you can spend 1 savagery point to roll 1d6 and add the die to your saving throw total. You can wait until after you roll the saving throw before deciding to use Savage Vitality, but you must decide before the DM says whether the saving throw succeeds or fails.

STRANGE FORM

At 7th level, you can select one of the following conditions: charmed, frightened, paralyzed, restrained, stunned. You are immune to the chosen condition.

At 13th level, add the following options to the above list: grappled, petrified, poisoned. Choose a second condition. You are immune to both conditions."

AWESOME BLOW

Starting at 9th level, when you score a critical hit with a natural weapon, you can push the target 10 feet or knock it prone.

HARD TO KILL

Starting at 10th level, whenever you regain hit points, you regain 1 additional hit point for each die of healing you receive.

ACUTE SENSES

At 11th level, you can spend 1 savagery point to gain advantage on Wisdom (Perception) checks for one minute.

POUNCE

At 15th level, you can spend 3 savagery points to move your speed as a bonus action. If you use this movement to move at least 10 feet straight toward a target and then hit it with a natural attack on the same turn, you can knock the target prone.

ADDITIONAL SAVING THROW

At 18th level, choose one ability score. You gain proficiency in saving throws using the selected ability score

ENDLESS TENACITY

At 20th level, when you roll for initiative and have no savagery points remaining, you regain 4 savagery points.

MONSTROUS SOURCES

LYCANTHROPE

ANIMAL ASPECT

Starting at 1st level, you can split your nature between your animal side and your humanoid side. Choose a type of beast, such as wolf, bear, hawk, or shark, as your animal aspect. You can cast the *Speak with Animals* spell on yourself, but you can only communicate with beasts of this type. Also, you have darkvision with a range of 60 feet, and you gain proficiency in the Nature skill.

BLEEDING WOUND

Starting at 2nd level, you can inflict terrible wounds on opponents. When you hit a creature with a natural weapon, you can spend 1 savagery point to inflict a bleeding wound. While a creature has a bleeding wound, when it starts its turn it takes damage equal to 1 + one-quarter your level. A creature can only have one bleeding wound at a time. Any creature can take an action to stop the bleeding with a successful DC 10 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

ANIMAL FORM

Starting at 5th level, you can cast the *Polymorph* spell, no material component required, and it lasts up to 1 hour. You do not need to concentrate to maintain this spell. You can only target yourself and you can only change into a creature of your animal aspect. Once you use this feature, you can't use it again until you finish a long rest.

STRONG CLAWS

Starting at 8th level, your natural weapons dig deeper into your opponents. Once on each of your turns when you hit a creature with a natural weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the natural weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

ANIMAL COMMAND

Starting at 14th level, you can cast the *Dominant Beast* spell with a duration of 1 minute. You do not need to concentrate to maintain this spell. You can only target a creature of your animal aspect. Once you use this feature, you can't use it again until you finish a long rest.

REGENERATION

Starting at 17th level, you regain hit points equal to your Constitution modifier (minimum of 1) if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated. This healing does not occur if a silvered weapon deals damage to you in the previous round.

UNDEAD

UNDEAD FORM

Starting at 1st level, you gain resistance to necrotic damage or poison damage (your choice) and proficiency in the Religion skill.

LIFE DRAIN

Starting at 2nd level, you can steal life force from your enemies. When you hit a creature, other than an undead or a construct, with a natural weapon, you can spend 1 savagery point to regain a number of hit points equal to your Constitution modifier (minimum of 1).

UNDEAD NATURE

Starting at 5th level, you do not require air, food, drink, or sleep.

NECROMANTIC TOUCH

Starting at 8th level, your blows carry some of your necromantic power. Select either cold or necrotic damage. Once on each of your turns when you hit a creature with a natural attack, you can cause the attack to deal an extra 1d8 damage of the chosen type to the target. When you reach 14th level, the extra damage increases to 2d8.

CLING TO LIFE

Starting at 14th level, you can keep fighting even when your body is about to fail. Having 0 hit points does not knock you unconscious. You must still make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points.

UNDEAD PHYSIOLOGY

Starting at 17th level, whenever a creature scores a critical hit against you, that attack is instead a normal hit.

EVOLUTIONS

If an evolution has prerequisites, you must meet them to learn it. You can learn the evolution at the same time that you meet its prerequisites.

DRAG ALONG

You can move your full speed when you move a grappled creature of your size or smaller. If an effect removes a creature you are grappling from your reach, you can use your reaction to prevent the effect from moving the creature.

ENERGETIC BITE

Select one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder. When you use your Rending Strike to deal bonus damage, this damage can be of the selected type.

EXTRA RESISTANCE

Prerequisites: 3rd level, Form of the Brute feature

Select one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, thunder. You gain resistance to damage of the chosen type.

HUMANOID FORM

Prerequisites: Lycanthrope monstrous source

You can cast *alter self* at will, but you can only change your appearance to a version of yourself without monstrous features.

IMPROVED RESISTANCE

Prerequisites: 5th level

Select one of the damage types for which you have resistance from a class feature. You gain immunity to damage of the chosen type.

INNATE UNDERSTANDING

Whenever you make an Intelligence check to recall information about creatures related to your monstrous source, you gain a bonus to the check equal to your Wisdom modifier.

INSUPPRESSIBLE

Prerequisites: 9th level, Form of the Stalker feature

You can spend 3 savagery points to cast freedom of movement on yourself.

LASH OUT

Prerequisites: 12th level, Form of the Predator feature

You can spend 1 savagery point to make two attacks with your secondary natural weapon as a bonus action.

LIFESENSE

Prerequisites: 9th level, Undead monstrous source

You are aware of the location of any living hidden or invisible creature within 10 feet of you.

LUNGE

You can spend 1 savagery point to increase your reach by 5 feet until the beginning of your next turn.

MINOR REGENERATION

When you roll a Hit Die to regain hit points, you regain 2 additional hit points per Hit Die you roll.

ONE LAST PUSH

Prerequisites: 5th level

You die after four failed death saving throws instead of three.

PARTIAL INCORPOREALITY

Prerequisites: 12th level, Undead monstrous source

You can spend 2 savagery points to become incorporeal for 1 minute. While incorporeal, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 damage if you end your turn inside an object.

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push or drag.

PRODIGIOUS LEAPER

You can spend 1 savagery point to cast *jump* on yourself.

PROTECTOR

Prerequisites: Form of the Brute feature

When a creature you can see attacks a target other than you that is within 5 feet of you, you can spend 1 savagery point as a reaction to become the target of the attack instead.

SCURRY

Prerequisites: 3rd level, Form of the Stalker feature

Your walking speed increases by 10 feet.

STABLE

Prerequisites: 5th level

Whenever an effect pushes or pulls you, reduce the distance it pushes or pulls you by 5 feet.

TWO-WEAPON COMBAT

Prerequisites: 3rd level, Form of the Predator feature

You can add your Strength modifier to the damage of your second natural weapon.

UNNATURAL CUNNING

You gain proficiency in the Insight and Perception skills.

WINGS

Prerequisites: 15th level

You gain a fly speed equal to your walking speed. To use this speed, you can't be wearing medium or heavy armor.

OPTIONAL RULE: MULTICLASSING

If your group uses the optional rule on multiclassing in the Player's Handbook (p. 163), here's what you need to know if you choose inflicted as one of your classes.

Ability Score Minimum. As a multiclass character, you must have at least a Wisdom score of 13 to take a level in this class.

Proficiencies Gained. If inflicted isn't your initial class, you gain no proficiencies when you take your first level as an inflicted.