Usaliti

"Usaliti, which is Swahili for treasonous, these aren't sneaks but genuine politicians who win hearts with lies , are nigh untouchable with their shadow step ability, and nails made out of black diamond. They are identified by their golden glass eyes which allow them to see through walls and strategize their next scheme. The Shadowed Diplomats" - *Zairoo Lore Bible*

Design Goals

- Dexterity primary stat, Charisma secondary stat
- Sneaky both in and OUT of combat, emphasis on out
- Should feel tactical and always one step ahead
- Should feel reliable as a Lone Wolf, allowing scouting and sneaking without great risk
- High single target damage, able to avoid being surrounded and focusing on one target
- Minimal resources to match Rogue, but introducing some new resources for depth

Inspiration

- Blades in the Dark (https://evilhat.com/product/blades-in-the-dark/)
- Sherlock Holmes (https://bakerstreet.fandom.com/wiki/Sherlock_Holmes)
- Batman (https://dc.fandom.com/wiki/Slade_Wilson_(Prime_Earth))
- Peacekeeper (https://forhonor.fandom.com/wiki/Peacekeeper)
- Loba (https://apexlegends.fandom.com/wiki/Loba)
- Talon (https://www.leagueoflegends.com/en-us/champions/talon/)
- Blackwidow (https://en.wikipedia.org/wiki/Black_Widow_(Natasha_Romanova))
- Thorfinn (https://vinlandsaga.fandom.com/wiki/Thorfinn)

The Usaliti			
Level	Proficiency Bonus	Features	Exploit Weakness Damage
1st	+2	Tools of the Trade, Agile Combatant	
2nd	+2	Exploit Weakness, Evasive Actions	2d6
3rd	+2	Pursuit of the Usaliti	2d6
4th	+2	Ability Score Improvement	3d6
5th	+3	Vipers Sway	3d6
6th	+3	Pursuit of the Usaliti Feature	4d6
7th	+3	Always Prepared	4d6

8th	+3	Ability Score Improvement	5d6
9th	+4	Cull the Weak	5d6
10th	+4	Serpents Evasion	6d6
11th	+4	Pursuit of the Usaliti Feature	6d6
12th	+4	Ability Score Improvement	7d6
13th	+5	Spaida's Speech	7d6
14th	+5	Execution	8d6
15th	+5	Evasive Expert	8d6
16th	+5	Ability Score Improvement	9d6
17th	+6	Pursuit of the Usaliti Feature	9d6
18th	+6	No Mistakes	10d6
19th	+6	Ability Score Improvement	10d6
20th	+6	Death's Hand	12d6

Calling Features

As an Usaliti, you gain the following Calling features.

Hit Points

Hit Dice: 1d8 per Usaliti level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Usaliti level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, Light Weapons, Blowgun, Rapier, Whip
Tools: Choose two from Disguise Kit, Forgery Kit, Poisoner's Kit, Thieves Tools, (Bomb Making kit?, and maybe an Ammunition Kit?)
Saving Throws: Dexterity, Charisma
Skills: Choose four from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Early Game

(Defining an agile combat style with a focus on mixing up opponents with Bonus Actions)

At 1st level, choose two of your skill proficiencies and one of your tool proficiencies and gain expertise in them. Your proficiency bonus is doubled when rolling an ability check for any of these skills.

When you reach 5th, 9th, and 17th level in this class you can pick one more proficient skill, tool, or light weapon to gain expertise in. You may not pick the same skill, tool, or weapon twice with this feature.

At 1st level, you have developed a unique fighting style that makes use of a weapon in each hand. While dual wielding weapons that you are proficient in, you gain the following benefits.
- You can make grapple checks with Dexterity and while both your hands are full.
- You can add your ability modifier to the damage rolls of your off hand attack.
- While unarmed or while wielding a weapon with the *Light* property in your off-hand, you can forgo the added ability modifier damage on the attack to instead use one of your off-hand weapon's *Weapon Techniques* as a bonus action.

Light Weapon Technique Concepts: Dagger, Light Crossbow, Poison Nails
- **Dagger:** (Bleeding Wound, Throwing Step)
    - **Bleeding Wound:** As part of a successful attack action with the dagger, you can make the target make a Constitution saving throw against your Weapon Technique DC. On a failure, they suffer from the *Bleeding* condition until they regain hit points or patch the wound in some way.
    - **Throwing Step:** As part of a throw weapon attack, if the target is within 15 ft of you, you can close the gap, moving within 5 ft of them without expending movement and retrieve your dagger as part of the same action.
- **Hand Crossbow:** (Pinning Shot, Hasty Retaliation)
    - **Pinning Shot:** You can make a ranged attack roll targeting a creature's feet with the shot. On a successful attack, the creature must make a Strength saving throw against your Weapon Technique DC. On a failure, their movement is halved until they regain hit points or until they take an action to remove the bolt. This effect does not stack.
    - **Hasty Retaliation:** As a reaction to being targeted by a weapon attack, you can make a ranged attack roll against the creature who made the attack against you. The creature must be within your weapons normal range.
- Poison Nails: (Envenomed Rake, Pythons Grasp)
    - **Envenomed Rake:** As a part of a successful attack action with the Poison Nails, you can make the target make a Constitution saving throw against your Weapon Technique DC. On a failure, they take an additional 1d4 poison damage. They must repeat this saving throw at the start of each of their turns, with each failure repeating the 1d4 poison damage.

- **Python's Grasp:** As part of a grapple ability check, you can dig your claws into the target, dealing flat damage equal to your Strength or Dexterity modifier (whichever is higher) and granting you advantage on the next grapple check you make.

Exploit Weakness: Alternative to sneak attack

Starting at 2nd level, your underhanded tactics throw opponents off leaving them vulnerable to devastating attacks. When a creature fails a saving throw that you have prompted this round, your next weapon attack deals an extra 2d6 damage of the weapon's damage type.

This damage scales with your level in this class as shown by the *Exploit Weakness* column on the Usaliti table.

Evasive Actions: Bonus action defensive skill

Starting at 2nd level, your agile combat style extends into your evasiveness. You can take the Hide, Dash, and Disengage actions as a bonus action.

Pursuit of the Usaliti: Subclass

At 3rd level, you pursue a cunning profession with unique Usaliti abilities. Your pursuit grants you features at 3rd level and then again at 6th, 11th, and 17th level.

Pursuit	Features
Kiongozi	Influence, Trusted Companions, VIP, Devout Family, Kill Order
Shadowbroker	Core Mechanic, Defensive Feature, Quality of Life, Capstone
_____	Core Mechanic, Defensive Feature, Quality of Life, Capstone

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. You can also switch out one of your Skill, Tool, or Weapon expertise for another at these levels as well.

Mid Game

(*Giving powerful defensive skills and out of combat abilities to enhance class fantasy*)

Vipers Sway: Alternative to Uncanny Dodge

Starting at 5th level, when you are hit by a weapon attack, you can use your reaction to roll a Dexterity saving throw. If the number rolled on the saving throw is higher than the total damage from the attack, then you ignore the attack's damage entirely.

Starting at 7th level, when you are in need of a tool or piece of equipment that you do not have on hand, you can manifest it into reality. For example, if your thieves' tools break on a difficult lock, you may manifest a new pair that you conveniently packed without telling anyone.

The equipment must be with economic reason for your character to acquire and you must have visited a settlement that would sell the equipment within the last 7 days. The item can not be magical in any way and can not be heavier than what your character could reasonably carry around for a week.

You can do this once per long rest, or you may use this feature again if you expend 50 gp.

Cull the Weak: Lone wolf assassin feature

Starting at 9th level, when targeting a creature that is at least 15 ft away from another hostile creature, they have disadvantage on saving throws that you prompt through weapon attacks and class features.

Serpents Evasion: Better Dexterity saving throws, 10th level

Starting at 10th level, You can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Additionally, when you use your *Vipers Sway* feature, you reduce the attack's damage by the number rolled even if it is not higher than the total damage of the attack.

Late Game

(*Solidifying features with quality of life improvements and reliable ways to make things happen*)

Spaida's Speech. In combat speech and deception, 13th level

Starting at 13th level, you can pick between the Deception, Intimidation, or Persuasion skills to gain expertise in (if you already have expertise in all three of these skills then you can instead gain expertise in a skill that you are already proficient in). Additionally, when you are an expert in these skills you gain a unique bonus action with these skills to use in combat. The save DC for these actions are equal to 8 + your added bonus with these skills. The skills actions are listed below.
- **Deception.** As a bonus action, you can force a creature to make a Charisma saving throw. On a failure, the creature doesn't find you threatening, your next attack against them has advantage and can crit on a 19 or above.
- **Intimidation.** As a bonus action, you can force a creature to make a Charisma saving throw. On a failure, your presence shakes them to their core, they suffer from the

frightened condition and must repeat the save at the end of each of their turns. The condition ends when they succeed or after 1 minute.
- **Persuasion.** As a bonus action, you can force a creature to make a Charisma saving throw. On a failure, the creature feels empathy towards you, granting disadvantage on attack rolls against you this turn and their attacks can not reduce you below 1 hit point.

Execution: Better at securing kills

Starting at 14th level, if a creature takes damage from you, a summon or companion you control, or a condition you have applied, and it reduces them to a hit point amount that is equal to or less than your Usaliti level or below, they automatically drop to 0 hit points.

Evasive Expert: Reliable Dex Saves

Starting at 15th level, you gain expertise in Dexterity saving throws. Doubling your proficiency bonus whenever you roll a saving throw related to Dexterity.

End Game

(*Capstone features that fulfill the class fantasy and feel narratively satisfying*)

No Mistakes: Ultimate reliability with expertise, 18th level

Starting at 18th level, You have reached perfection with your skills. Whenever you make an ability check or saving throw that you are expert in, you can choose to treat a d20 roll of 9 or lower as a 10. You can do this a number of times equal to your proficiency bonus per long rest.

Death's Hand: Ultimate Assassin

Starting at 20th level, You gain an additional bonus action. Additionally, When you reduce a creature to 0 hit points on your turn, you regain a bonus action if one has already been expended. This can only occur once per round.

Subclasses

Pursuit of the Kiongozi

Usaliti of the Pursuit of the Kiongozi are natural born leaders that have friends in every corner of Zairoo. They are strong political forces that can start or end a war with a single message. They fight with team orientated tactics, ensuring that their allies always have the upper hand. They are always accompanied by a few trusted colleagues that help them excel both in and out of combat.

Level 3 Feature: Trusted Companions

Starting at 3rd level, you surround yourself with companions you can trust to help you accomplish your goals. When you finish a long rest you can pick between three Companions

with unique stat blocks; The Advisor, The Muscle, and The Scout. They can be real people, spectral assistants, animated armor, or any other humanoid shape that fits your character's vision.

You can only have one companion following you at a time. In combat, they act simultaneously on your initiative count. Their hit points scale with your level in this class. Their armor class, attack roll bonus, and saving throw DC all scale with your proficiency bonus.

On your turn as an action, you can order your companion to do actions on their stat block. Companions have unique *Order Actions* which you can order them to do once as an action and then they will continue to repeat that action until you say otherwise or until it is impossible to complete. Your companion's movement requires no action from you. If no action is given or if they are not doing an *Order Action*, then your companion will take the *Dodge* action.

Companions will regain health upon finishing a long rest. If a companion is reduced to 0 hit points then they are out of commission until you finish your next long rest. The stat blocks for the three companies are given at the end of the subclass features.
- The Muscle excels in up close combat. They have more hit points than the other companions and regain health on a short rest. can be ordered to repeatedly attempt a grapple check on a creature, holding the target still for the Usaliti to strike. A successful grapple check does count as a failed saving throw for the *Exploit Weakness* feature.
- The Scout excels in exploration and gathering intel. They move faster than other companions and have 60 ft of darkvision. They can be ordered to stealthily keep track of a target, both in and out of combat. Out of combat they track them for 1 hour and then return with information of where they went. In combat, they can be ordered to force a creature to make a dexterity save, on a failure the target's movements are read and reported, giving a +1 bonus to attack and damage rolls against them, scaling with acquired subclass features up to +3.
- The Advisor excels in research and political intrigue. They can assist you or an ally in Intelligence, Wisdom, and Charisma ability checks, giving advantage and adding a +1 bonus that scales up to a +3 with each subclass feature acquired. In combat they can be ordered to make a history check to research a target creature revealing information like their highest stat, lowest stat, vulnerabilities, resistances, or immunities.

Level 3 Feature: Influence

Also starting at 3rd level, you begin to gain renown and influence through our Zairoo. As an action, you can roll a D20 to manifest a connection with a character that you did explicitly have before. If the number rolled is equal to or less than your level in this class, you manifest a beneficial connection with a character that could help you in some way.

For example, if you and your party were recently thrown in jail, you can manifest a connection with the warden who will let you out with a warden. Spotted by a guard as you were sneaking into a palace, you can manifest that you had previously paid the guard off and he "sees nothing".

You can do this once per long rest, or can use the feature again by expending 100 gp.

Level 6 Feature: VIP (needs better name)

Starting at 6th level, your companions will put their lives on the line to protect you. Your companions gain defense reactions that are detailed in their stat blocks. This uses your companions reaction not your own, requiring no order or reaction of your own.
- The Muscle as a reaction to you being targeted by a ranged attack roll can take the damage for you instead as long as they are within 15 ft. (Get down Mr. President)
- The Scout as a reaction to you being detected by a failed stealth check can cause a distraction turning the attention on them instead as long as they are within 120 ft.
- The Advisor as a reaction to you failing a Intelligence, Wisdom, or Charisma saving throw can instead transfer the effect of the failed save to them instead.

Level 11 Feature: Devout Family

Starting at 11th level, you can switch your companions out on a short rest, including switching out a companion who has been reduced to 0 hit points.

Additionally, when you roll for initiative, you can decide to take a -5 to your initiative roll to immediately give your companion an action without expending an action yourself. Your companion still goes on your initiative count but they will immediately perform their action when it gets to your turn.

Level 17 Feature: Kill Order

Starting at 17th level, your authority demands respect. As an action, you can command every allied creature that can see and hear you to make one weapon or spell attack against a creature of your choice within 60 ft. This requires no actions or reactions from allied creatures to make the attack, but they can use their reaction to move into range if they have movement available. Multiattack and extra attack features do not apply to this attack. You can use this feature once per long rest.