

## ALPHA MARKED ONE

A pack leader who bears magical runic tattoos and marks on his/her skin, the Marked One leads the pack with the aid of ritualistic markings that provide arcane or divine power to the alpha and the pack.

While not as focused on movement and damage as the Cragwalker or supportive as the Animist, the Marked One provides a wider range of utility and resilience through the wide range of marks available for you to take. You gain access to one third of the marks in the list by 14th level, so the room for customization is high with the ability to play this subclass multiple times with a different experience each time.

### RITUALISTIC SCARRING

Starting at 3rd level, you gain proficiency with shields and gain three marks from the list of runic marks below:

**Mark of Beauty:** You gain advantage on Performance (Charisma) and Persuasion (Charisma) ability checks.

**Mark of Beguilement:** You gain advantage on Deception (Charisma) and Stealth (Dexterity) ability checks.

**Mark of Duty:** You and your pack members are immune to the *Frightened* and *Charmed* conditions.

**Mark of Endurance:** Your running speed increases by 10 feet, and your swim speed increases by 10 feet (or you gain a swim speed of your normal speed if you do not have a swim speed).

**Mark of Fear:** You gain advantage on Charisma (Intimidation) ability checks and gain proficiency in Charisma (Intimidation) ability checks (or expertise if you already have proficiency).

**Mark of Ferocity:** Whenever a pack member rolls for damage, it may use the number “3” instead of the result on the die.

**Mark of Fortitude:** You gain advantage on Wisdom and Intelligence saving throws.

**Mark of Heaven:** You and your pack members gain resistance to lightning and radiant damage.

**Mark of Hell:** You and your pack members gain resistance to acid and necrotic damage.

**Mark of Inspiration:** Conscious pack members and allies within 5 feet of you recover hit points equal to your proficiency modifier at the start of your turn.

**Mark of Lurking:** You and your pack members add your proficiency modifier to Stealth (Dexterity) checks you make.

**Mark of Regeneration:** At the start of your turn you and your pack members recover hit points equal to your proficiency modifier if you (and they) are conscious.

**Mark of Resilience:** You add a +2 to your Armor Class.

**Mark of Savagery:** Whenever you roll for damage, you may use the number “4” instead of the result on the die.

**Mark of the Bear:** You and your pack members gain resistance to non-magical piercing and bludgeoning damage.

**Mark of the Dragon:** You may perform a breath attack after performing an Attack action, dealing 3d6 fire damage to all targets within a 15-foot cone. The target may attempt a Dexterity saving throw (DC 8 + Constitution modifier + Proficiency modifier), with a successful save suffering half damage and an unsuccessful save suffering the full damage.

The damage increases to 4d6 at 11th level and 5d6 at 16th level.

After you use this breath attack you can't use it again until you complete a short or long rest. Depending on the style of dragon represented with the mark, you may change the damage type to acid, cold, lightning, or poison damage.

**Mark of the Elk:** You and your pack members add +2 to damage rolls when dealing bludgeoning damage to a creature.

**Mark of the Fox:** You and your pack members gain advantage on Dexterity saving throws, and successful saving throws that would result in half damage deal no damage.

**Mark of the Hawk:** You gain advantage on Wisdom (Perception) ability checks and gain proficiency in Wisdom (Perception) ability checks (or expertise if you already have proficiency).

**Mark of the Hog:** You and your pack members add +2 to damage rolls when dealing piercing damage to a creature.

**Mark of the Steeled Mind:** You and your pack members gain resistance to thunder and psychic damage.

**Mark of the Tiger:** You and your pack members add +2 to damage rolls when dealing slashing damage to a creature.

**Mark of the Wide Walker:** You and your pack members gain resistance to fire and cold damage.

**Mark of the Wild:** You gain advantage on Wisdom (Animal Handling) and Wisdom (Survival) ability checks.

**Mark of Unity:** Whenever you or a pack member perform an attack against a target within 5 feet of another pack member, you may use the number “8” instead of the result on the die.

**Mark of Vigilance:** You gain advantage on initiative rolls.

**Mark of Zeal:** Pack members add +2 to their Armor Class.

Your runic marks are considered to always be in effect, and once they are applied to your flesh they may not be removed. Your zeal to embrace them holds them fast so long as life runs through you.

### WOADIST'S RESILIENCE

Starting at 6th level, you gain two additional runic marks from the list above, and gain an added fervor and resilience in battle. You may spend your reaction after being hit with an attack to give yourself temporary hit points equal to your alpha level.

Your pack members may spend a reaction after being hit with an attack to gain temporary hit points equal to your proficiency modifier.

### CALLOUSED SKIN

Starting at 11th level, you gain two additional runic marks from the list above, and years of worn and weathered skin gives you an added innate defense against cuts and scratches. You and your pack members gain resistance to magical and non-magical slashing damage.

Pack members also add +2 to their Armor Class.

### ENDURING SPIRIT

Starting at 14th level, you gain two additional runic marks from the list above, and your years of scarring grant you incredible resilience to damage. Critical hits against you and your pack members are treated as normal hits for the purposes of damage (they still count as an automatic hit regardless of Armor Class).