

## CACI WARRIOR

### *Taunt and Perform with Whip and Shield*

The martial art of Caci is often taught generation to generation within cultures. While used as part of sacrificial rituals, dispute settlement, and community bonding, the art of fighting with whip and shield in hand is an ancient one. While traditional Caci warriors were skilled one-on-one fighters, many who have kept this fighting style alive have learned to manipulate the entire battlefield in far more unique ways than their ancestors.

### LEVEL 3: BONUS PROFICIENCIES

Part of the fighting style of a Caci is the performance one gives to a crowd of onlookers, or the taunts made toward an opponent. You gain proficiency in the Performance and Intimidation skills.

### LEVEL 3: CACI FIGHTER

Your mastery of the Whip and Shield has given a variety of benefits while wielding one or both of these:

**Whip Training.** You gain a +2 to damage rolls with Whips. Additionally, the damage die of a Whip increases for you as you gain levels in this class. 1d6 at level 5, 1d8 at level 11, and 1d10 at level 17. You also can utilize the Weapon Mastery property of Whips, and doesn't count against the number of weapon masteries you know.

**Shield Training.** While wielding a Whip and a shield, you gain a +1 bonus to your AC. Additionally, when you are hit by an attack while wielding a Whip and shield, you can use your reaction to add 1 + your shield's AC bonus to your AC for that attack, potentially causing the attack to miss.

### LEVEL 7: WHIP DUELIST

If you are within 10 feet of a hostile creature, and no other creatures are within 5 feet of you, you have Advantage on the first attack roll you make against that creature on a turn, if you attack with a Whip.

### LEVEL 10: TAUNTING SHOUT

You can give an intimidating shout or dance to enemies around you. As a bonus action, you can roll an Intimidation or Performance check. Hostile creatures within 10 feet of you must succeed a Wisdom saving throw, against a DC equal to your Intimidation or Performance check, or become frightened of you until the end of your next turn.

You can use this feature a number of times equal to your Proficiency Bonus and regain all expended uses when you finish a Long Rest.

### LEVEL 15: BLINDING STRIKE

When you make an attack against a creature, you can give yourself disadvantage on the attack roll aiming for the eyes. If the attack hits, the creature suffers the attack's normal effects and has the Blinded condition until the start of their next turn.

### LEVEL 18: CACI MASTER

You have mastered all of the techniques of Caci fighting. You gain the following benefits.

**Expert Taunt.** You gain Expertise in the Intimidation and Performance skills. If you already have Expertise in one or both of these skills, you gain Expertise in one or two skills you already have Proficiency with.

**Enured to Caci.** You have Resistance to Slashing damage from weapon attacks.

**Blind Fighter.** You gain Blindsight out to a range of 10 feet. If you already have Blindsight from another source, this range increases by 10 feet.

**Deep Slash.** Once per turn, when you make an attack with a Whip, you can add your Proficiency bonus to the attack's damage roll.

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