DUALINK

Nail Knight

Fighter Subclass



Hollow Knight Edition

Nail Knight

Nail Knights are disciplined warriors who draw strength from each strike. Through relentless combat, they gather Soul and use it to endure wounds and empower their attacks, fighting with unwavering momentum.

Soul Gathering

At 3rd level, your strikes generate Soul, a resource you use to fuel your abilities.

You have a pool of Soul points equal to your proficiency bonus + your Constitution modifier, minimum of 1. You regain all expended Soul points when you finish a short or long rest.

Once on each of your turns, when you hit a creature with a weapon attack, you gain 1 Soul point.

Focus

Also at 3rd level, you can channel Soul to restore yourself.

As a bonus action, you can spend 2 Soul points to regain hit points equal to 1d10 + your Fighter level.

Soul Strike

At 3rd level, you can empower your attacks with stored Soul.

When you hit a creature with a weapon attack, you can spend 1 Soul point to deal extra damage equal to 1d8 + your proficiency bonus.

Hardened Shell

At 7th level, your resilience grows through constant battle.

Whenever you spend one or more Soul points, you gain temporary hit

points equal to your proficiency bonus.

In addition, you have advantage on saving throws against being stunned.

Refined Soul

At 10th level, your control over Soul improves.

When you hit a creature with a weapon attack, you can spend multiple Soul points on that attack. For each Soul point spent, the attack deals an additional 1d8 damage.

Additionally, when you hit two different creatures with weapon attacks on your turn, you can gain 1 Soul point from each of them, instead of only gaining Soul once per turn.

Soul Mastery

At 15th level, your connection to Soul deepens.

When you reduce a creature to 0 hit points, you regain 1 Soul point.

Additionally, when you use your Focus feature, you regain hit points equal to 2d10 + your Fighter level instead of 1d10 + your Fighter level.

Knight of the Abyss

At 18th level, your Soul reaches its peak.

When you roll initiative and have no Soul points, you regain a number of Soul points equal to half your maximum.

In addition, once on each of your turns when you spend one or more Soul points, you can choose to gain advantage on the attack roll or deal an extra 1d10 damage.