

CLASS PACK 1

MIDDLE FINGER OF VECNA



PRIMAL PATHS

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE RAGE MAGE

Few things are more terrifying than being in the path of a rage mage. Those who follow this path unlock something deep within them, a well of arcane power fueled from the depths of their fury. When a rage mage unleashes his rage, he channels his brute strength into primal eldritch might and uses it to devastate his foes in a hail of fire, blades, and blood.

SPELL RAGE

Beginning at third level, you can cast spells while in a rage, as long as the spell's casting time is no more than 1 action, the spell does not require concentration, and you are wearing no armor. Your rage damage applies only to damage from spells cast in a rage. If a spell cast damages more than one target, you may only apply extra rage damage to one of the targets. In addition, casting spells during rage counts as attacking for the purposes of ending rage. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must be in a rage and expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the evocation and necromancy spells on the wizard spell list. The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an evocation or necromancy spell of your choice, and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your wizard spells. You use your Wisdom

whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

SPELL FURY

Beginning at 6th level, weapons and magic are equally an extension of your rage. When you attack recklessly, you can choose not to take advantage on your attack and attack only once with your attack action to cast a spell as a bonus action. This spell must use a spell slot of the lowest level you have available.

ARCANE INTUITION

By 10th level, you have become intuitively aware of all magic auras. After you have been in the presence of a magic aura for 1 minute, you can sense its presence, though you cannot discern its origin or the school of magic to which it belongs.

ELDRITCH STORM

You can expel the might of your rage all at once to unleash a devastating storm of eldritch magic. Beginning at fourteenth level, when you can end your rage early as an action, all creatures within 15 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d6 force damage for each round you've spent in rage, or half as much on a successful one. After you use this ability, you cannot use it again until you complete a short or long rest.



BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF MASKS

Bards in the College of Masks (or Masters of Masks, as they have come to be called) are virtuoso performers who practice becoming the figure they portray, rather than merely imitating them. Bards who practice in this college come to believe that all life is performed, rather than lived, and that to become an actor in this Great Play requires that one merely put on the metaphorical mask of another.

Because each person wears a mask every day, a Master of Masks carries with him a number of masks, each a potent magical artifact of a specific archetypical character or creature to allow them to better enter those roles.

BONUS PROFICIENCIES

When you join the College of Masks at 3rd level, you gain proficiency in Deception and Performance. If you are already proficient in one of these skills you may instead gain skill proficiency in another 1st level bard skill.

PERSONA MASKS

Also at 3rd level, you learn to craft potent magical masks, each of which allows you to take on a different persona and gain some aspect of that archetypical character.

At 3rd level, you gain the ability to create two masks of your choice. Creating a mask requires 8 hours of work and 100 gp. You may only use masks created by yourself. No one else (even another Master of Masks) can benefit from a persona mask you create. You may switch masks as a bonus action.

HIDDEN MASK

At 6th level, you can craft 1 additional mask of your choice. You wear a mask, even when others cannot see it. You may make a mask you wear become invisible, or return an invisible mask to visibility, as a bonus action.

MASTER OF MANY MASKS

At 14th level, you can craft 1 additional mask of your choice. You have become a master of assuming the archetypes contained within the masks, and may wear two masks simultaneously, gaining the benefits of each.

If your masks disagree for how your alignment appears, for each alignment axis (good/evil or lawful/chaotic), your alignment appears neutral.

PERSONA MASKS

ANGEL

The image of an androgynous face with eyes serenely upturned to the heavens forms this mask, carved from flawless alabaster. When you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 4d8. Beginning at 6th level, you may expend a Bardic Inspiration die as an action to heal a creature you touch by the amount rolled plus your Charisma modifier. Your alignment appears to be lawful neutral while you are wearing an Angel mask.

ARCHMAGE

This mask of deep purple fluorite is sculpted in the image of a heavily wrinkled old man. While wearing the mask of the Archmage, you have the spells burning hands, expeditious retreat, grease, and magic missile prepared in addition to the spells you have prepared. Beginning at 6th level, add scorching ray and gust of wind to your spell prepared. In addition at 6th level, you can expend a Bardic Inspiration die as a bonus action to increase the save DC of a spell cast by you by half the amount rolled, rounded down. You must finish a long rest before using this ability again. Your alignment appears to be chaotic good while you wear the Archmage mask.

ASSASSIN

Hardened black leather and metal clasps create the disturbing aspect of the assassin. While wearing this mask, you gain the Rogue Sneak Attack class feature with damage as a rogue of half your level. Beginning at 6th level, when you make a melee attack against a creature who hasn't taken a turn in combat yet, you can expend a Bardic Inspiration die as a bonus action to increase damage your damage against that creature by the amount rolled. Your alignment appears to be lawful evil while you wear an Assassin mask.

BEAST

Bright, flaking warpaint streaks this battered wooden image of a snarling, fang-toothed wild man. While wearing this mask, you gain the Barbarian Reckless Attack class feature. In addition, beginning at 6th level, when you score a critical hit with a melee weapon attack, you can expend a Bardic Inspiration as a bonus action increase your damage by the amount rolled. Your alignment appears to be true neutral while wearing a Beast mask.



DEMON

This obsidian mask bears the visage of a darkly handsome fiend. Small, black horns adorn the demon's forehead, and its black ears rise to points. You have resistance to fire and cold damage while you are wearing this mask. At 6th level, you can glare at a single target when they make an attack against you and expend a Bardic Inspiration die as a reaction to reduce their attack roll by the amount rolled. Your alignment appears to be chaotic evil while wearing a Demon mask.

DRAGON

This multihued mask of precious metals and scintillating gemstones forms the terrible visage of a snarling wyrm. While you wear this mask, you can use your action to exhale destructive energy. Each creature in a 15-foot cone must make Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, and half as much damage on a successful one. You cannot use this ability again for 1d4

rounds after using it. Beginning at 6th level, you may expend a Bardic Inspiration die as a bonus action to gain resistance to an energy type of your choice for a number of rounds equal to the amount rolled. Your alignment appears to be neutral evil while you wear a Dragon mask.

FACELESS

Only a pair of empty eyeholes break this otherwise featureless oval, porcelain mask. While you wear this mask, you have advantage on saves against spells. Beginning at 6th level, you can spend a Bardic Inspiration die as a bonus action to gain advantage on Stealth checks for a number of rounds equal to the result rolled. Your alignment appears to be neutral while you are wearing a Faceless mask.

GLADIATOR

This wyvern-hide mask is shaped like the face of a grim warrior. Scars cover its surface, and silver chainmail rings surround its outer edge. While you wear this mask, you have proficiency with martial weapons. Beginning at 6th level, when you make a melee weapon attack, you can expend a Bardic Inspiration die as a bonus action to increase your attack roll by the amount rolled. Your alignment appears to be chaotic neutral while you wear a Gladiator mask.

HIGH PRIEST

This mask of rose porphyry has a wide mouth open in song, but instead of eyes it has slits twisted into runes, which somehow do not restrict your vision. While wearing the mask of the high Priest, you have the spells *bless*, *detect evil and good*, *healing word*, and *shield of faith* prepared in addition to the spells you have prepared. Beginning at 6th level, add *aid* and *zone of truth* to your spells prepared. In addition at 6th level, you can expend a Bardic Inspiration die as a bonus action to increase the save DC of a spell cast by you by half the amount rolled, rounded down. You must finish a long rest before using this ability again. Your alignment appears to be neutral good while you wear a High Priest mask.

MONK

This smoothly sanded wooden mask depicts the stern face of a bald man. While wearing this mask you gain the Monk Martial Arts class feature using Unarmed Strike damage of your level. Beginning at 6th level, you may roll a Bardic Inspiration die as a bonus action to cast *feather fall* targeted only on yourself for a number of rounds equal to the amount rolled. Your alignment appears to be lawful neutral while you wear a Monk mask.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the worlds of the Forgotten Realms, Greyhawk, Dragonlance, and Eberron campaign settings, as well as from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

LUCK DOMAIN

The gods of Luck - Fharlanghn, Olladra, Mask, Tymora, and Oghma, as well as others - revel in randomness, risk-taking, and chance. Often, they pay close attention to their devotees, and intervene only slightly, turning the tide when a bout of ill-fate has overtaken them, or when a slim but fantastic chance presents itself. These gods promote taking on incredible odds and impossible challenges, and reward those who keep the faith in the midst of great peril. As such, the domain of Luck is often a favorite amongst adventurers.

LUCK DOMAIN SPELLS

Cleric Level	Spells
1st	<i>bless, divine favor</i>
3rd	<i>aid, enhance ability</i>
5th	<i>bestow curse, protection from energy</i>
7th	<i>death ward, guardian of faith</i>
9th	<i>antilife shell, legend lore</i>

FORTUNE'S FRIEND

Beginning at 1st level, you are unnaturally good at things in which you are not skilled. Once per turn when you roll an ability check for a skill you are not proficient in, you can choose to roll 2d10s in place of 1d20 and use the result.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: LUCKY HIT

At 2nd level by saying a quick prayer, you sometimes land miraculous blows in a fight. As a bonus action whenever you make an attack roll or an ability check, you can roll an additional d20 and choose which of the d20s is used. If you attack and successfully hit, reroll any damage dice that rolled a 1 and use the new results instead.

CHANNEL DIVINITY: LUCKY DODGE

At 6th level, in a crunch, you are sometimes difficult to land a hit on. As a reaction when an attack roll is made against you or when you make a saving throw, you can roll an additional d20 and choose which of the d20s is used. If the attack lands or you fail your saving throw and take damage, reroll any dice that rolled their highest possible number and use the new results instead.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

FLOW STATE

At 17th level, you can enter a Flow State requiring concentration as an action for up to 1 minute. During this time, you are in harmony with the universe, and gain advantage on all ability checks, attack rolls, and saving throws. The Flow State ends early if you lose concentration or if you choose to dismiss it. You cannot enter a Flow State again until you take a short or long rest.



DRUID CIRCLES

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE BEAST

Growling, snarling, and howling at the moon, druids of the Circle of the Beast most often convene for their terrifying blood hunts. Druids of this circle embrace their animalistic side, forsaking civilization of man and often any foods that are not red meat. The most powerful of their Circle are more beast than man, and fight like savage monsters, howling through the carnage in a flurry of teeth, claws, and fur.



BEAST FORM

When you choose this circle at 2nd level, you gain some of the physical aspects of a beast. Your features become more bestial and you grow your choice of claws, fangs, spines, or horns. Your unarmed strikes deal 1d8 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you choose, and are considered Light Finesse weapons and may be used for Two Weapon Fighting. You are proficient with your unarmed strikes. As an action, you may conceal your bestial traits and revert to your original appearance. This change lasts as long as you maintain concentration on it, or until you choose to end it.

BESTIAL SENSES

At 2nd level, your senses sharpen to an inhuman degree. You gain the ability to see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. If you already have darkvision, your range increases by 30 feet. You also gain advantage on Wisdom (Perception) checks that rely on smell.

ABLE HUNTER

When you reach 6th level, you have become adept at navigating wilderness using your beast form. You have advantage on Dexterity (Acrobatics) and Strength (Athletics) checks made to climb, jump, swim, or otherwise navigate natural terrain.

BEAST'S FURY

Beginning at 10th level, you can attack twice when you take the Attack action on your turn. At least one of these attacks must be made with an unarmed strike.

PRIMAL HEALING

At 14th level, you gain the ability to close wounds on your body as they appear. When another creature damages you with an attack, you may use your reaction to reduce the damage by 1d8 + your druid level. If this reduces the attack's damage to 0, you regain the difference in hit points, up to your hit point maximum. You may use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

MARTIAL ARCHETYPES

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

KENSAI

The archetypical Kensai is an honorable swordsman, possessing great power and mastery over her single chosen weapon. An expert in controlling her life energies, a Kensai imbues her chosen weapon with her own Chi and bonds to it, allowing her to wield it with greater finesse than a normal warrior.

EXTENSION OF BODY

Beginning when you choose this archetype at 3rd level, you may attune to a weapon that you are proficient with by meditating for 24 hours. By imbuing a weapon with your own Chi, the weapon forms a special link with you and becomes your signature weapon. You may only have a single signature weapon at a time. It is now considered a magical weapon which grants a +1 bonus to attack rolls. Additionally, if you can see your weapon and it is within 30 feet, you may have your signature weapon fly to your hand as a bonus action. If you try to make an attack with any weapon other than your signature weapon, you may not apply your proficiency bonus to attacks.

EXTENSION OF SOUL

At 7th level you learn to extend your Chi to affect others. You gain advantage on Charisma (Persuasion) and Charisma (Deception) checks while you are within 5ft of your signature weapon if you are proficient in these skills. After using this ability to gain advantage on a roll, you cannot use it again until you complete a short or long rest.

EXTENSION OF BLADE

At 10th level, through countless battles and days of maintenance, you have gained the ability to wield your weapon with precise control. You may now apply an additional half your proficiency bonus (rounded down) to attack rolls using your signature weapon.

POWER SURGE

At 15th level as a bonus action, you can channel your Chi to guide your blade. While wielding your signature weapon, you may double your proficiency bonus to attack rolls and add your proficiency bonus to damage with your signature weapon for the rest of the round. After using this ability, you cannot use it again until you complete a short or long rest.

EXTENSION OF MIND

At 18th level, you can impart a shard of your consciousness into your signature weapon as a 1 hour ritual requiring concentration and grant it sentience for 1 day. While your signature weapon has sentience, by closing your eyes and concentrating on your weapon as an action, you can enter a Zen State for one minute. Until you lose concentration or choose to end the Zen State as a bonus action, you have blindsight with a range of 30 feet and cannot use your normal sight. You move at half speed and cannot be surprised. While in a Zen state, you may not attack normally, though you can launch a single precise attack each round. As an action, you may make a single weapon attack with advantage using your signature weapon. If this attack hits, you may add your total attack bonus as damage to your damage roll. You may not use Power Surge if you are in a Zen State. After you enter a Zen state, you may not enter it again until you complete a long rest.

MONASTIC TRADITIONS

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE DRUNKEN FIST

Monks who follow the Way of the Drunken Fist swear off any notion of sobriety when beginning on their path. By wobbling, tripping, and blundering about with expert intention, as if completely inebriated, you can surprise even the most trained enemy and strike them when it's most unexpected. Moreover, when you do imbibe alcohol, you can perform astounding feats of strength and bravery.

DRINK LIKE A DEMON

Starting when you choose this tradition at 3rd level, you have learned to catch your enemies off-guard with a drunken, staggering school of martial arts. You are proficient with improvised weapons and improvised weapons are now considered as monk weapons. In addition, creatures have disadvantage on Opportunity Attacks against you.

FOR MEDICINAL PURPOSES

Beginning at 6th level, you can metabolize alcohol differently. You may take a drink of alcohol and spend 1 Ki as a bonus action to regain hit points equal to 1d4 + your Monk level. You must complete a short or long rest before using this feature again.

STAGGERING STRIKE

By 11th level, you have learned how to better take advantage of openings in your opponent's defenses and strike when they least suspect it. When an attack with Advantage or Disadvantage made by a creature within 5 feet of you misses, you may use your reaction to make an attack on that creature with a monk weapon or improvised weapon.

BELCH OF FLAME

At 17th level, you can ignite the alcohol in your mouth and release it in a spray of flame. As an action, you can take a drink of alcohol and spend 3 ki points to ignite it. You can hold this in your mouth for a number of rounds equal to your Constitution modifier, after which the effect is lost. As a bonus action while the alcohol is held in your mouth, you can spray it in a 20 foot cone. All creatures in this area must make a Dexterity save. Creatures take 6d10 fire damage on a failed save, or half as much on a successful one.

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

INQUISITOR

Paladins who take an Oath of Inquisition make a solemn promise to uphold the law and defend the Church from its enemies. As Inquisitors, they root out heretics and those who blaspheme against their god, wherever they might hide, and do so by any means necessary. Unlike other paladins, they are above many of the tenets of their Church, answering to their god first, themselves second, and all others, including other clerics and paladins, third. Inquisitors often keep their ear to the ground, searching for

new threats and chasing down old enemies, using deceit and violence when piety and righteousness is not enough.

TENETS OF INQUISITION

While the tenets of the Oath of Inquisition may vary to suit the nature of the threat encroaching upon the church, paladins who take this oath hold highly the following as a matter of necessity, rather than ideals.

Root Out Heresy. Seek out those who might do harm to the Church or others, even if they hide themselves from sight.

Justice Over Mercy. Above all else, it is the charge of the Inquisitor to bring justice to the wicked, be that by the sword or in a court of law.

Trickery and Guile. In order to learn the truth, it is sometimes necessary to use deception.

Ends Justify the Means. Your methods need not be righteous if the cause is so.



OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3 rd	<i>detect evil and good, disguise self</i>
5 th	<i>detect thoughts, zone of truth</i>
9 th	<i>major image, speak with dead</i>
13 th	<i>greater invisibility, locate creature</i>
17 th	<i>mislead, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Judgement. You can cast judgement upon a creature.

As an action using your Channel Divinity, select one creature you can see within 30 feet of you. If the creature has a different alignment than you, it suffers a disadvantage on all saving throws until the end of your next turn. If its alignment differs from yours in each alignment axis (good/evil and lawful/chaotic), it is also may move only 10 feet during the next round and take either an action or bonus action (not both) on its next turn..

Bane. You can use your Channel Divinity as a bonus action to imbue your weapon with the power to lay low your foes. Select a creature type (aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.) For 1 minute, the weapon you are holding deals 1d8 additional damage against creature of that type.

STALWART

Beginning at 7th level, your unfaltering determination spurs those around you. You and friendly creatures within 10 feet have advantage on Intelligence, Wisdom, and Charisma saving throws.

EXPLOIT WEAKNESS

At 15 level, you can exploit a creature's weakness. As a bonus action, choose one creature you can see within 30 feet. Until the end of your turn, the creature is considered to have vulnerability to your weapon damage. You must complete a short or long rest before using this ability again.

TRUE JUDGEMENT

Beginning at 20th level, as an action you become a visage of true law to cast judgement upon your foes. To lawful creatures, you appear as an unshakable Justicar in shining armor. To chaotic creatures, you appear as a darkly cloaked creature of menace. To all others you appear as yourself, surrounded with an intimidating aura of might. For the next 1 minute, you gain the following effects:

- You may use Judgement once per round as a bonus action requiring no use of Channel Divinity. When you do so, you also have advantage on attack rolls against that creature targeted by Judgement until the beginning of your next turn.
- Creatures with an alignment different than your own within 20 feet of you may not use the Disengage Action during this duration, and may move at most 10 feet away from you when they move.

After using this ability, you cannot do so again until you complete a long rest.

RANGER ARCHETYPES

MASTER THROWER

Master throwers, as is often joked, rely on a fighting style that clearly involves disarming themselves. In truth, someone who can bury a dagger or a handaxe in your skull from across the room is never a force to be underestimated. True Master Throwers depend on quick reflexes, good planning, and, of course, deadly aim to survive in a world that values brute force over clever tactics.

ADDITIONAL FIGHTING STYLE

Starting when you choose this archetype at 3rd level, you gain the Archery fighting style, or the Two-Weapon Fighting fighting style.

DEADEYE

At 3rd level, your uncanny aim grants you the following features.

- Thrown weapons you use have double the normal range.
- You can draw or stow any number of thrown weapons when you would normally be able to draw or store only one.
- You can use two-weapon fighting with thrown weapons, even when the one-handed weapons you are wielding aren't light.

At 11th level, when you engage in two-weapon fighting, you can throw two one-handed weapons, rather than one, as a bonus action.

DEFENSIVE THROW

By 7th level, you have learned to throw weapons to interrupt an enemy's attack. As a reaction when an attacker you can see makes an attack against you, you can make a ranged attack roll with one of your thrown weapons. If the result of your roll is greater than the result of your opponent's, you can reduce the total of the attack roll by 5, to a minimum of 1.

WEAK SPOT

At 11th level, attacks you make with thrown weapons score a critical hit on a roll of 19 or 20.

THROW ANYTHING

By 15th level, your mastery of thrown weapons has grown extensive. You can treat any weapon that isn't heavy as a thrown weapon with a range of 20/60 feet.

ROGUISH ARCHETYPES

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

GHOST-FACED KILLER

The Ghost-Faced, depending on who you ask, are either an order of assassins or specters of death itself. The members of this guild preserve ancient techniques, passed down through generations, by which a man becomes a spirit, and how that spirit can kill. Inducted members are given a porcelain demon masks of ghostly white to hide their identities and their first mission: to slay a man in broad daylight, and escape invisibly into the air.

GHOST STEP

Beginning at 3rd level, as a bonus action, you can become invisible until the beginning of your next turn. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

GHOST SIGHT

At 9th level, you gain the effects of see invisibility at all times.

TRUE GHOST STEP

Starting at 13th level, as a bonus action, you can step into the Border Ethereal until the beginning of your next turn. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you originated from, but everything there looks gray, and you can't see anything more than 60 feet away.

While on the Ethereal Plane, you can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive you and can't interact with you, unless a special ability or magic has

given them the ability to do so. You ignore all objects and effects that aren't on the Ethereal Plane, allowing you to move through objects you perceive on the plane you originated from.

When the duration ends, you return to the plane you originated from having moved the same distance as you did in the Border Ethereal. If this would return you to the same spot as a solid object or creature, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved. After you use this ability, you must complete a short or long rest before using it again.

DREAD STRIKE

Beginning at 17th level, you can make a devastating attack that frightens your target to death. When you make an attack against a creature that can't perceive you, you can designate this attack a Dread Strike. If the attack hits, the creature is frightened and must make a Wisdom saving throw with a DC equal to 10 + your proficiency bonus + your Charisma modifier. On a failed save, the creature takes 6d6 psychic damage. Creatures immune to fear automatically succeed this saving throw and are not frightened.



SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic.



BLUE MAGE

Those who contain the spark of Blue Magic may live their entire lives without realizing it. Until they are struck by the force of a spell and feel the spell imprinting upon them, they live as mundane, ordinary lives as others. From that moment on, the Blue Mage absorbs the energy of any spell cast upon them, learning the spell and fueling their power.

BLUE MAGIC

Beginning at 1st level, the only way you can learn new spells is to experience them. Unlike other sorcerers, you do not learn new spells as you grow in level (though your 1st level spells and cantrips are learned from the sorcerer spell list, as a normal sorcerer). When a spell, spell-like ability, or cantrip is cast on you, and you experience any effect of the spell, you may learn that spell as a reaction. You do not learn a spell if you are required to make a saving throw, you succeed, and the spell has no effect on you.

The Cantrips Known and the Spells Known columns of the Sorcerer table shows how the maximum number of cantrips and spells you may learn through Blue Magic. The spells learned need not be from the Sorcerer spell list. You may forget a spell or cantrip by concentrating on it for 1 round.

INDIGO INFUSION

A 1st level you have the ability to change any equipment in your possession to the match your color affinity. This takes 1 minute of undisturbed concentration to complete. This change is not permanent; when the item in question leaves your person or when you choose to dismiss the infusion, it returns to its normal color in 1d4 rounds. This has no other effect than altering the item's appearance.

The title "Blue Mage" only refers to the most common spellcaster of this type; casters with other color affinities exist and, though uncommon, are not rare. You select your color affinity at 1st level, which may not be changed thereafter.

AZURE AWARENESS

Beginning at 6th level, you are more perceptive to the ambient magic energy around you. As a bonus action, you may cast detect magic without using a spell slot. In addition, you can spend 2 sorcery points to focus this detect magic on a creature as an action to detect if it has any magical properties. When you do this, you learn all of the creature's Spell-Like abilities, Immunities, Resistances, and Vulnerabilities.

TURQUOISE EFFICIENCY

By 14th level, you have learned to be frugal with the magical energy you absorb from spells. When a spell that you know that requires a saving throw is cast on you, you have advantage on that save. In addition, if you save against that spell, you gain a number of sorcery points equal to the level of the spell.

CERULEAN REFLECTION

Beginning at 18 level, you may use your body as a conduit to transmit magic back at other casters. When you are subjected to a spell that allows you to make a 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, you can spend a number of sorcery points equal to the level of the spell as a reaction to reflect the spell back at the caster as though it originated from you, turning the caster into the target.

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence—not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

THE SKIN

You have made a pact with a Fiend from the depths of hell, whose skin you have bonded to your own, affording you a hideous appearance and wicked arcane power. To do this you performed and survived the blasphemous Ritual of Bonding, a foul rite that agonizingly kills most that undertake it. You now wear the essence of a fiend as a second skin, bonded inseparably in body and soul to a beast of hell.

EXPANDED SPELL LIST

The Skin lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

THE SKIN EXPANDED SPELLS

Spell Level	Spells
1st	<i>false life, inflict wounds</i>
2nd	<i>barkskin, enlarge/reduce</i>
3rd	<i>meld into stone, protection from energy</i>
4th	<i>conjure minor elementals, stoneskin</i>
5th	<i>conjure elemental, hallow</i>

WEAR FIEND

Beginning when you make this pact at 1st level, you wear the skin of a fiend as your own. This fiendish skin is for all intents and purposes your own. The skin is unnaturally tough, and your armor class equals 12 + your Dexterity modifier.

HIDEOUS APPEARANCE

At 1st level, your appearance is hideous to behold. You may add double your proficiency bonus to Intimidation checks, but you have disadvantage on Persuasion checks.

FIENDISH HIDE

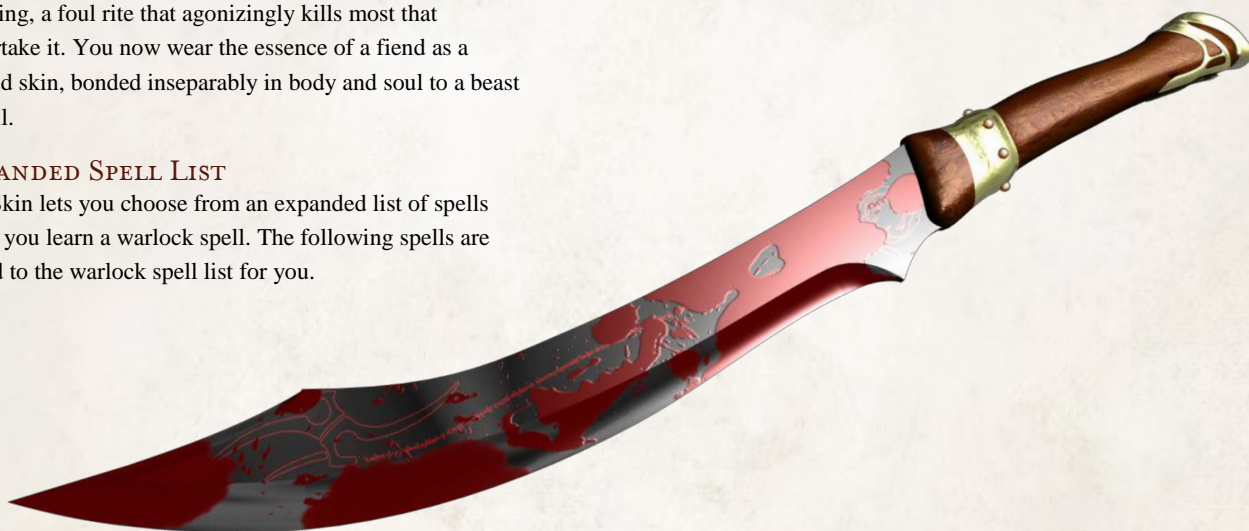
At 6th level, when you are struck with a blow, your fiend skin can toughen and become like armor. When a creature attacks you, you can as a reaction temporarily increase your armor class by 3, to a maximum of 20, and you have resistance against bludgeoning, piercing, and slashing damage until the beginning of your next turn. You must finish a short or long rest before using this feature again.

SKIN ADAPTATION

At 10th level, your fiend skin has become thicker. You gain resistance to fire damage and cold damage.

FELL BLOODED

By 14th level, your fiend skin has begun to intertwine with your blood, closing your wounds as soon as they open. At the beginning of your turn, if you have taken damage since the end of your last turn, you regain hit points equal to your proficiency bonus, to a maximum of the damage you took.



ARCANE TRADITIONS

The study of wizardry is ancient, stretching back to the earliest mortal discoveries of magic. It is firmly established in the worlds of D&D, with various traditions dedicated to its complex study. The most common arcane traditions in the multiverse revolve around the schools of magic. Wizards through the ages have cataloged thousands of spells, grouping them into categories called schools. In some places, these traditions are literally schools; a wizard might study at the School of Illusion while another studies across town at the School of Enchantment. In other institutions, the schools are more like academic departments, with rival faculties competing for students and funding. Even wizards who train apprentices in the solitude of their own towers use the division of magic into schools as a learning device, since the spells of each school require mastery of different techniques.

SCHOOL OF CHRONOMANCY

The focus of the School of Chronomancy is harnessing the energies of flowing time, and manipulating them to suit your gain. It is a most dangerous tradition, as the practice of slowing, reversing, or diverting the flow of time can accidentally tear novices to pieces, spreading them thinly across millennia, or sometimes even drop them wholesale into a new or old era, with no way of returning home. Masters, however, walk the generations as planeswalkers walk the cosmos. Experienced chronomancers can reliably (and literally) end most conflicts before they even begin.

TEMPORAL SAVANT

Beginning when you select this school at 2nd level, the time you must spend to copy a spell into your spellbook is halved.

CHRONOSHIFT

At 2nd level, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. After you use this ability, you must finish a short or long rest before using it again.

ALTER CAUSALITY

At 6th level, you add the spells Slow and Haste to your spellbook, if it they are not there already. You can cast one of these spells without expending a spell slot. If you cast Haste, you can target only yourself. Once you cast one of these spells in this way, you can't do so again until you finish a long rest, though you can still cast it normally.



QUANTUM LAG

At 10th level, when you cast a spell, you can delay its effect one to three turns. Before the spell is cast, you select the duration, the target, and roll any relevant attack rolls. Any effects on the spell's targets, including saving throws, are resolved when the spell triggers. If any conditions change between casting and effect of the spell that would make the spell impossible – such as the target leaving the spell's maximum range before the spell goes off – the spell fails. After you use this ability, you must finish a short or long rest before using it again.

TIMEWALKER

Beginning at 14th level, you can borrow time from the present as an action, and use it in the future. Select a duration, either one round or two rounds. Time stops for you for this duration and you may take no actions. When this duration ends, no time passes for other creatures and you may move and act normally for the chosen duration. Time restores to normal if one of the actions you use during this period, or any effects that you create during this period, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the effect ends if you move to a place more than 100 feet from the location where you cast it. After you use this ability, you must finish a long rest before using it again.