

# Sidekick Rules

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Heavily Inspired: <https://rpgbot.net/dnd5/dungeonmasters/sidekicks/>  
<https://www.gmbinder.com/share/-M8L7-qFCVQLfjAwvGoW>  
<http://dnd5e.wikidot.com/sidekicks>

These are the rules that I am running for my Minaria campaign about Sidekicks. There are two different types of sidekicks, there are Familiar sidekicks and normal sidekicks.

## THIS IS PLAYTEST CONTENT

**These rules are not set, so this documentation may be updated in the future.**

## Familiar vs Normal

The main difference is the level of strength that can be gained from a familiar sidekick and a normal sidekick. Due to the infinite revivability of the familiar and that they are not present throughout the entire adventure, taking refuge in the pocket dimension. They have a lower max of power and different skills gained than a normal sidekick. Also when you make a familiar sidekick you can no longer adjust your familiar's form.

When having a *familiar sidekick*, have an adjusted base stat block that is adjusted slightly based on the original stats of the creature. These stats and hit points are adjusted based on leveling up with the party. The level of sidekick begins at the party's average level divided by 2 minus 1 and rounded up and will grow based on the average level of the player characters.

When having a *normal sidekick*, the stat block and the base hit point value remain the same until they grow due to leveling up which they do when following the player characters. The highest level of a normal sidekick can reach level 10.

If the sidekick does not know the language common, the sidekick can understand basic commands in common, although it will take some learning for it to develop the skills to speak and understand the common language.

A sidekick of CR 1 can join a party if the average party level is 5 and lower, CR 2 for the average level of 10 and lower, CR 3 for the average level of 15 and lower, and CR 4 for the average level of 20. The level of sidekick begins at the average level of the party divided by 2 and rounded up when past .5 and will grow based on the average level of the permanent party members. Any creature that falls under the CR threshold can become familiar using the homebrew spell: [Bind Familiar](#). A final note is that a PC can only have 1 sidekick, familiar or sidekick familiar at a time.

The owner of the sidekick is bound to only a single sidekick for their entire existence. This is due to a sidekick being somewhat like an extension of the owner which they can only give to one other creature, and can not have any more than that one.

# Classes

There are 3 different classes that any of the sidekicks choose from.

- **Expert:** An Expert is an agile and helpful jack of all trades.
- **Spellcaster:** A Spellcaster is a magic user who can cast spells to harm your foes or heal you and your allies. To gain Spellcaster levels, a sidekick must have the ability to perform the verbal and somatic components of spells (i.e. it must have hands and speak at least one language). If it already has some other method of casting spells (such as the Innate Spellcasting feature), it can ignore this requirement.
  - **Mage Subclass**, which follows more a damage spellcaster and is Wizard-like.
  - **Healer Subclass**, which follows a healing Cleric-like or Druid-like spellcaster.
  - **Prodigy Subclass**, gains abilities of all kinds but is not an expert on specifically damage or healing. Making this subclass a kind of mix of offense and defense, a Bard-like caster.
- **Warrior:** A Warrior is a martial companion who specializes in striking your foes or defending you and your allies.

# Expert Class

The Expert is a master of certain tasks or knowledge, favoring cunning over brawn. It might be a scout, a musician, a librarian, a clever street kid, a wily merchant, or a burglar.

## Expert Normal Sidekick

### Hit Points

Hit Points:  $[\text{Level of Sidekick}]d8 + 10 + \text{CON MOD}$

Hit Dice: The sidekick gains one additional hit die, d8, of the base creature's type for each Expert level. For example, a level 3 Expert sidekick has 3d8 hit dice.

### Bonus Proficiencies

- Armor: Light
- Weapons: Simple Weapons
- Tools: Two tools of your choice. (This does not allow the sidekick to use tools it is otherwise unable to use.)
- Saving Throws: Choose 1 saving throw to be proficient in of Dexterity, Intelligence, or Charisma (Unless the sidekick is already proficient with two or more saving throws)
- Skills: A number of skills of your choice such that the sidekick is proficient with a maximum of five skills.

### Statblock Adjustment

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

### Helpful

*1st-level Expert feature*

At 1st level, the sidekick can take the Help action as a bonus action.

## **Cunning Action**

### *2nd-level Expert feature*

Starting at 2nd level, the sidekick can take the Dash, Disengage, or Hide action as a bonus action.

## **Jack of Many Trades**

### *3rd-level Expert feature*

At 3rd level, the sidekick adds half its proficiency bonus to any ability check they are not proficient in.

## **Ability Score Improvement**

### *4th-level Expert feature*

At 4th level, 6th, 8th, and 10th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

## **Inspiring Help**

### *5th-level Expert feature*

At 5th level, when the sidekick takes the Help action, the creature who receives the help also gains a 1d6 bonus to the d20 roll. If that roll is an attack roll, the creature can forgo adding the bonus to it, and then if the attack hits, the creature can add the bonus to the attack's damage roll against one target. At 10th level, the bonus increases to 2d6.

## **Evasion**

### *6th-level Expert feature*

At 6th level, because of extraordinary good luck, the sidekick is skilled at avoiding danger. When the sidekick is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it failed. The sidekick doesn't benefit from this feature while incapacitated.

## **Reliable Talent**

### *7th-level Expert feature*

At 7th level, the sidekick has refined its skills. Whenever the sidekick makes an ability check that includes its whole proficiency bonus, it can treat a d20 roll of 9 or lower as a 10.

## **Inspiring Help Improvement**

### *10th-level Expert feature*

At 10th level, the bonus dice granted by the sidekick's Inspiring Help increases to 2d6.

## Normal Expert Summary Table

Level	Proficiency Bonus	Features
1	+2	BonusProficiencies Helpful
2	+2	Cunning Action
3	+2	Jack of Many Trades
4	+3	Ability Score Improvement / Feature
5	+3	Inspiring Help
6	+3	Ability Score Improvement / Feature Evasion
7	+4	Reliable Talent
8	+4	Ability Score Improvement / Feature
9	+5	–
10	+6	Ability Score Improvement / Feature Inspiring Help Improvement

## **Expert Familiar Sidekick**

### **Hit Points**

Hit Points: [Level of Sidekick]d8 + CON MOD

Hit Dice: The sidekick gains one additional hit die, d8, of the base creature's type for each Expert level. For example, a level 3 Expert sidekick has 3d8 hit dice.

### **Bonus Proficiencies**

- Saving Throws: Choose 1 saving throw to be proficient in Dexterity, Intelligence, or Charisma (Unless the sidekick is already proficient with two or more saving throws)
- Skills: A number of skills of your choice such that the sidekick is proficient with a maximum of five skills.

### **Statblock Adjustment**

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

### **Helpful**

*1st-level Expert feature*

At 1st level, the sidekick can take the Help action as a bonus action.

### **Ability Score Improvement**

*2nd-level Expert feature*

At 2nd level, and 4th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

### **Jack of Many Trades**

*2nd-level Expert feature*

At 2nd level, the sidekick adds half its proficiency bonus to any ability check they are not proficient in.

## Inspiring Fey Help

### *3rd-level Expert feature*

At 3rd level, when the sidekick takes the Help action, the creature who receives the help also gains a 1d8 bonus to the d20 roll. If that roll is an attack roll, the creature can forgo adding the bonus to it, and then if the attack hits, the creature can add the bonus to the attack's damage roll against one target.

## Coordinated Strike

### *4th-level Expert feature*

At 4th level, The sidekick is adept at fighting in concert with a companion. When the sidekick uses its Helpful feature to aid an ally in attacking a creature, that target can be up to 30 feet away from the sidekick, and the sidekick can deal an extra 2d6 damage to it the next time the sidekick hits it with an attack roll before the end of the current turn. The extra damage is the same type of damage dealt by the attack.

## Reliable Talent

### *5th-level Expert feature*

At 5th level, the sidekick has refined its skills. Whenever the sidekick makes an ability check that includes its whole proficiency bonus, it can treat a d20 roll of 9 or lower as a 10.

## Familiar Expert Summary Table

Level	Proficiency Bonus	Features
1	+2	Bonus Proficiencies Helpful
2	+2	Ability Score Improvement / Feature Jack of Many Trades
3	+2	Inspiring Fey Help
4	+3	Ability Score Improvement / Feature Coordinated Strike
5	+3	Reliable Talent

# Spellcaster Class

A sidekick who becomes a Spellcaster walks the paths of magic. The sidekick might be a hedge wizard, a priest, a soothsayer, a magical performer, or a person with magic in their veins.

## Spellcaster Normal Sidekick

### Hit Points

Hit Points: [Level of Sidekick]d6 + 10 + CON MOD

Hit Dice: The sidekick gains one additional hit die, d6, of the base creature's type for each Warrior level. For example, a level 3 Spellcaster sidekick has 3d6 hit dice.

### Bonus Proficiencies

- Weapons: Simple Weapons
- Saving Throws: Depending on the Subclass.
- Skills: The sidekick gains proficiency in two skills of your choice from the following list: Arcana, History, Insight, Investigation, Medicine, Performance, Persuasion, and Religion.

### Statblock Adjustment

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

## Spellcasting

### *1st-level Spellcaster feature*

At 1st level, the sidekick gains the ability to cast spells. (If the creature already has the Spellcasting trait, this feature replaces that trait.) Choose the Spellcaster's role: Mage, Healer, or Prodigy. This choice determines the spell list and spellcasting ability used by the sidekick

- **Mage.**
  - Spellcasting Ability: Intelligence
  - Saving Throws: Proficient in Intelligence saving throws.
  - Spells: Use the [Wizard Spells](#) or [Warlock Spells](#), other than Eldritch Blast, to select what spells to use.



- **Healer.**
  - Spellcasting Ability: Wisdom
  - Saving Throws: Proficient in Wisdom saving throws.
  - Spells: Use the [Ceric Spells](#) or [Druid Spells](#) to select what spells to use.
- **Prodigy.**
  - Spellcasting Ability: Charisma
  - Saving Throws: Proficient in Charisma saving throws.
  - Spells: Use the [Bard Spells](#) or [Warlock Spells](#), other than Eldritch Blast, to select what spells to use.

**Spell Slots.** The Spellcaster table shows how many spell slots the sidekick has to cast its Spellcaster spells of 1st level and higher. To cast one of these spells, the sidekick must expend a slot of the spell's level or higher. The sidekick regains all expended spell slots when it finishes a long rest.

**Spells Known.** The sidekick knows two cantrips and one 1st-level spell of your choice from its spell list. The Cantrips Known and Spells Known columns of the Spellcaster Summary table show when the sidekick learns more spells of your choice. Each of the spells in the Spells Known column must be of a level for which the sidekick has spell slots, as shown on the table. Once spells are taken, they cannot be adjusted or changed like how Clerics have the ability to change their spells after a long rest. Additionally, when the sidekick gains a level in this class, you can choose one of the spells it knows from this class and replace it with another spell from its spell list. The new spell must be a cantrip or of a level for which the sidekick has spell slots.

**Spellcasting Ability.** The sidekick's spellcasting ability for these spells depends on the choice you made on the Spellcasting table.

The sidekick uses its spellcasting ability whenever a spell refers to that ability. In addition, it uses its spellcasting ability modifier when setting the saving throw DC for a spell it casts and when making an attack roll with one.

- **Spell Save DC** = 8 + Proficiency Bonus + Spellcasting Ability Modifier
- **Spell Attack Modifier** = Proficiency Bonus + Spellcasting Ability Modifier

## Potent Cantrips

### *3rd-level Spellcasting feature*

At 3rd level, the sidekick can add its spellcasting ability modifier to the damage it deals with any cantrip.

## Ability Score Improvement

### *4th-level Spellcasting feature*

At 4th level, 6th, 8th, and 10th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

## **Empowered Spells**

### *5th-level Spellcasting feature*

At 5th level, the sidekick chooses one school of magic. Whenever the sidekick casts a spell of that school by expending a spell slot, the sidekick can add its spellcasting ability modifier to the spell's damage roll or healing role, if any.

## **Focused Casting**

### *10th-level Spellcasting feature*

At 10th level, taking damage can't break the sidekick's concentration on a spell.

## Normal Spellcaster Summary Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level		
					1st	2nd	3rd
1	+2	Bonus Proficiencies Spellcasting	2	1	1	-	-
2	+2	-	2	2	2	-	-
3	+2	Potent Cantrips	2	3	3	-	-
4	+3	ASI / Feature	3	3	3	-	-
5	+3	Empowered Spells	3	4	4	2	-
6	+3	ASI / Feature	3	5	4	2	-
7	+4	-	3	6	4	3	-
8	+4	ASI / Feature	4	7	5	3	-
9	+5	—	4	8	5	3	3
10	+6	ASI / Feature Focused Casting	4	10	5	4	3

# **Spellcaster Familiar Sidekick**

## **Hit Points**

Hit Points: [Level of Sidekick]d6 + CON MOD

Hit Dice: The sidekick gains one additional hit die, d6, of the base creature's type for each Warrior level. For example, a level 3 Spellcaster sidekick has 3d6 hit dice.

## **Bonus Proficiencies**

- Saving Throws: Depending on the Subclass.
- Skills: The sidekick gains proficiency in two skills of your choice from the following list: Arcana, History, Insight, Investigation, Medicine, Performance, Persuasion, and Religion.

## **Statblock Adjustment**

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

## **Spellcasting**

*1st-level Spellcaster feature*

At 1st level, the sidekick gains the ability to cast spells. (If the creature already has the Spellcasting trait, this feature replaces that trait.) Choose the Spellcaster's role: Mage, Healer, or Prodigy. This choice determines the spell list and spellcasting ability used by the sidekick

- **Mage.**
  - Spellcasting Ability: Intelligence
  - Saving Throws: Proficient in Intelligence saving throws.
  - Spells: Use the [Wizard Spells](#) or [Warlock Spells](#), other than Eldritch Blast, to select what spells to use.
- **Healer.**
  - Spellcasting Ability: Wisdom
  - Saving Throws: Proficient in Wisdom saving throws.
  - Spells: Use the [Ceric Spells](#) or [Druid Spells](#) to select what spells to use.

- **Prodigy.**
  - Spellcasting Ability: Charisma
  - Saving Throws: Proficient in Charisma saving throws.
  - Spells: Use the [Bard Spells](#) or [Warlock Spells](#), other than Eldritch Blast, to select what spells to use.

**Spell Slots.** The Spellcaster table shows how many spell slots the sidekick has to cast its Spellcaster spells of 1st level and higher. To cast one of these spells, the sidekick must expend a slot of the spell's level or higher. The sidekick regains all expended spell slots when it finishes a long rest.

**Spells Known.** The sidekick knows two cantrips and one 1st-level spell of your choice from its spell list. The Cantrips Known and Spells Known columns of the Spellcaster Summary table show when the sidekick learns more spells of your choice. Each of the spells in the Spells Known column must be of a level for which the sidekick has spell slots, as shown on the table. Once spells are taken, they cannot be adjusted or changed like how Clerics have the ability to change their spells after a long rest. Additionally, when the sidekick gains a level in this class, you can choose one of the spells it knows from this class and replace it with another spell from its spell list. The new spell must be a cantrip or of a level for which the sidekick has spell slots.

**Spellcasting Ability.** The sidekick's spellcasting ability for these spells depends on the choice you made on the Spellcasting table.

The sidekick uses its spellcasting ability whenever a spell refers to that ability. In addition, it uses its spellcasting ability modifier when setting the saving throw DC for a spell it casts and when making an attack roll with one.

- **Spell Save DC** = 8 + Proficiency Bonus + Spellcasting Ability Modifier
- **Spell Attack Modifier** = Proficiency Bonus + Spellcasting Ability Modifier

## Potent Cantrips

### *3rd-level Spellcasting feature*

At 3rd level, the sidekick can add its spellcasting ability modifier to the damage it deals with any cantrip.

## Ability Score Improvement

### *2nd-level Spellcasting feature*

At 2nd level, and 4th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

## Empowered Spells

### *5th-level Spellcasting feature*

At 5th level, the sidekick chooses one school of magic. Whenever the sidekick casts a spell of that school by expending a spell slot, the sidekick can add its spellcasting ability modifier to the spell's damage roll or healing role, if any.

## Familiar Spellcaster Summary Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots per Spell Level		
					1st	2nd	3rd
1	+2	Bonus Proficiencies Spellcasting	2	1	1	-	-
2	+2	ASI / Feature	2	2	2	-	-
3	+2	Potent Cantrips	2	3	3	-	-
4	+3	ASI / Feature	3	3	3	-	-
5	+3	Empowered Spells	4	4	4	2	-

# Warrior Class

A Warrior sidekick grows in martial prowess as it fights by your side. It might be a soldier, a town guard, a battle-trained beast, or any other creature honed for combat.

## Warrior Normal Sidekick

### Hit Points

Hit Points: [Level of Sidekick]d10 + 10 + CON MOD

Hit Dice: The sidekick gains one additional hit die, d10, of the base creature's type for each Warrior level. For example, a level 3 Warrior sidekick has 3d10 hit dice.

### Bonus Proficiencies

- Armor: All Armor and Shields
- Weapons: Simple and Martial Weapons
- Saving Throws: Choose 1 saving throw to be proficient in of Strength, Dexterity, or Constitution (Unless the sidekick is already proficient with two or more saving throws)
- Skills: A number of skills of your choice from among Acrobatics, Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival such that the sidekick is proficient with a maximum of three skills.

### Statblock Adjustment

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

### Martial Role

#### *1st-level Warrior feature*

At 1st level, Each warrior focuses on offense or defense in their training. Choose one of the following options:

**Attacker.** The sidekick gains a +2 bonus to all attack rolls.

**Defender.** The sidekick can use its reaction to impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the sidekick, provided the sidekick can see the attacker.

## **Second Wind**

### *2nd-level Warrior feature*

At 2nd level, the sidekick can use a bonus action on its turn to regain hit points equal to 1d10 + its level in this class. Once it uses this feature, it must finish a short or long rest before it can use it again.

## **Improved Critical**

### *3rd-level Warrior feature*

At 3rd level, the sidekick's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

## **Ability Score Improvement**

### *4th-level Warrior feature*

At 4th level, 6th, 8th, and 10th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

## **Extra Attack**

### *5th-level Warrior feature*

At 5th level, the sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

## **Battle Readiness**

### *6th-level Warrior feature*

At 6th level, the sidekick has advantage on initiative rolls.

## **Improved Defense**

### *7th-level Warrior feature*

At 7th level, The sidekick's Armor Class increases by 1.

## **Indomitable**

### *10th-level Warrior feature*

The sidekick can reroll a saving throw that it fails, but it must use the new roll. When it uses this feature, it can't use the feature again until it finishes a long rest.



## Normal Warrior Summary Table

Level	Proficiency Bonus	Features
1	+2	Bonus Proficiencies Martial Role
2	+2	Second Wind
3	+2	Improved Critical
4	+3	Ability Score Improvement / Feature
5	+3	Extra Attack
6	+3	Ability Score Improvement / Feature Battle Readiness
7	+4	Improved Defense
8	+4	Ability Score Improvement / Feature
9	+5	–
10	+6	Ability Score Improvement / Feature Indomitable

# **Warrior Familiar Sidekick**

## **Hit Points**

Hit Points: [Level of Sidekick]d10 + 10 + CON MOD

Hit Dice: The sidekick gains one additional hit die, d10, of the base creature's type for each Warrior level. For example, a level 3 Warrior sidekick has 3d10 hit dice.

## **Bonus Proficiencies**

- Saving Throws: Choose 1 saving throw to be proficient in Strength, Dexterity, or Constitution (Unless the sidekick is already proficient with two or more saving throws)
- Skills: A number of skills of your choice from among Acrobatics, Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival such that the sidekick is proficient with a maximum of three skills.

## **Statblock Adjustment**

When a familiar becomes a sidekick its stat block gets adjusted. The new stat block starts with the standard array of 15, 14, 13, 12, 10, and 8. The familiar owner can adjust these stats however they want. Once the stat block is made the mods of each of its previous form get calculated into its final stat block. So if a creature gets a 15 for DEX from the standard array, and the creature it's based on is a Raven it gets a plus 2 to that total giving it a 17 for its final DEX score. In the same vein, if the Raven familiar gets a 10 for its STR it then loses 4 because of its original STR mod, making its final STR score 6. If a creature goes below 0 in its final ability score it goes to a minimum of 1 and if the creature gets higher than 20 for its final ability score it goes to a max of 20.

## **Martial Role**

*1st-level Warrior feature*

At 1st level, Each warrior focuses on offense or defense in their training. Choose one of the following options:

**Attacker.** The sidekick gains a +2 bonus to all attack rolls.

**Defender.** The sidekick can use its reaction to impose disadvantage on the attack roll of a creature within 5 feet of it whose target isn't the sidekick, provided the sidekick can see the attacker.

## **Ability Score Improvement**

*2nd-level Warrior feature*

At 2nd level, and 4th level, the sidekick can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, the sidekick can't increase an ability score above 20 using this feature.

## Second Wind

### *2nd-level Warrior feature*

At 2nd level, the sidekick can use a bonus action on its turn to regain hit points equal to 1d10 + its level in this class. Once it uses this feature, it must finish a short or long rest before it can use it again.

## Extra Attack

### *3rd-level Warrior feature*

At 3rd level, the sidekick can attack twice, instead of once, whenever it takes the Attack action on its turn. If the sidekick has the Multiattack action, it can use Extra Attack or Multiattack on a turn, not both.

## Battle Readiness

### *4th-level Warrior feature*

At 4th level, the sidekick has advantage on initiative rolls.

## Improved Defense

### *5th-level Warrior feature*

At 5th level, The sidekick's Armor Class increases by 1.

## Familiar Warrior Summary Table

Level	Proficiency Bonus	Features
1	+2	Bonus Proficiencies Martial Role
2	+2	Ability Score Improvement / Feature Second Wind
3	+2	Extra Attack
4	+3	Ability Score Improvement / Feature Battle Readiness
5	+3	Improved Defense

# Examples for Normal and Familiar

## Example 1

We have a party of 4 adventures, the levels consistent of 3 level 5s and 1 level 4, who come across a Giant Rat. One of the party members wants to adopt this as their sidekick. The party agrees and next, they come across the next steps to add the creature to become a sidekick. They have to determine the strength of their party to see if they can take in the creature, determine the strength of the creature joining the party, what kind of abilities is the creature going to take, and decipher all the capabilities of the creature.

### 1. Determining if the Creature is allowed to join as a Sidekick:

The creature the party wants to add is a Giant Rat as a sidekick which is a CR 1/8 creature. The next thing we look at is the average level of the party. The party consists of 3 level 5s and 1 level 4 so this averages 4.75. Because the average is less than 5 the highest level CR creature they can add is CR 1 so the Giant Rat can join the party, as long as the DM allows it.

### 2. What level is the creature joining the party:

The party consists of 3 level 5s and 1 level 4. This averages to 4.75 then divided by 2 it becomes 2.375 so the level creature can take 2 levels of sidekicks. It is not level 3 because the number has not passed 2.49 to make it level 3.

### 3. What class is the sidekick going to be and is it a normal creature or a familiar:

Since the creature is not familiar this is going to become a normal sidekick. It wants to become an Expert class of sidekicks, so it gains 2 levels of Expert.

### 4. Adjusting its status and gaining abilities:

Before

Creature	Stats						Abilities
Giant Rat LVL. 0							<b>Special Traits</b> Keen Smell Pack Tactics  <b>Actions</b> Bite  <b>Inventory</b>  <b>Hit Die</b>
	STR	DEX	CON	INT	WIS	CHA	
	7(-2)	15(+2)	11(+0)	2(-4)	10(+0)	4(-3)	
	Armor Class			12			
	Hit Points			7 (2d6)			
	Speed			30ft Walking			
	Proficiency Bonus			+2			
	Skills						
	Senses			Darkvision 60ft Passive Perception 10			

## After

Creature	Stats						Abilities
Stinky the Giant Rat LVL. 2 (Expert)							<b>Special Traits</b> Keen Smell Pack Tactics  <b>Actions</b> Bite Dagger  <b>Abilities</b> Helpful Cunning Action  <b>Inventory</b> Leather Armor [EQUIPPED] Dagger [EQUIPPED]  <b>Hit Die</b> 2d8
	STR	DEX	CON	INT	WIS	CHA	
	11(+0) 13	17(+2) 15	14(+2) 14	4(-3) 8	12(+1) 12	7(-2) 10	
	Armor Class		13				
	Hit Points		26 (2d8 Rolled 8 and 6) + 10 + CON MOD				
	Speed		30ft Walking				
	Proficiency Bonus		+2				
	Skills						
	Senses		Darkvision 60ft Passive Perception 10				
	Proficiencies		Light Armor Simple Weapons DEX Saving Throws Thieves Tools Cook Utensils Acrobatics Animal Handling Investigation Nature Stealth				

## Example 2

A party comes across a Bronze Dragon Wyrmling that they fight and take down to 0 hit points to incapacitate not to kill it. They then decide to bring it back and soothe the beast to which it wakes up and no longer feels threatened. The party then wonders if they can add it as a sidekick to the party. So they go through the questions to ask to see if they can.

### 1. Determining if the Creature is allowed to join as a Sidekick:

Looking at the average level of the party, they consist of 3 level 5s and 1 level 4 so this averages 4.75. The Bronze Dragon Wyrmling is a CR 2 creature so they immediately figure out that this creature is too strong for them to control and can not keep this creature as a sidekick.

## Example 3

Another party has a wizard who wants their owl familiar to become a sidekick, so they go through the same question to determine if it can and if so what it'll become.

### 1. Determining if the Creature is allowed to join as a Sidekick:

The creature is a familiar already which makes the question mute and it can become a sidekick.

### 2. What level is the creature joining the party:

The party consists of 5 level 9s and 1 level 4. This averages to 8.167 then divided by 2 and subtract by 1 and it becomes 3.0835 so the level creature can take 3 levels of sidekicks.

### 3. What class is the sidekick going to be and is it a normal creature or a familiar:

Since the creature is familiar, it will be a familiar sidekick. The familiar is Celestial type meaning it can become a Spellcaster of Mage or Healer subclass. So it chooses the Healer.

### 4. Adjusting its status and gaining abilities:

**Before**

Creature	Stats						Abilities
Oogle the Owl LVL. 0							<b>Special Traits</b> Flyby Keen Hearing and Sight  <b>Actions</b> Talons  <b>Inventory</b>  <b>Hit Die</b>
	STR	DEX	CON	INT	WIS	CHA	
	3(-4)	13(+1)	8(-1)	2(-4)	12(+1)	7(-2)	
	Armor Class			12			
	Hit Points			1 (1d4-1)			
	Speed			5ft Walking; 60ft Flying			
	Proficiency Bonus			+2			
	Skills			Perception +3 Stealth +3			
	Senses			Darkvision 120ft Passive Perception 13			

## After

Creature	Stats	Abilities																		
Oogle the Owl LVL. 3 (Spellcaster)	<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>6(-2) 10</td><td>17(+3) 14</td><td>12(+1) 13</td><td>4(-3) 8</td><td>16(+3) 15</td><td>10(+0) 12</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	6(-2) 10	17(+3) 14	12(+1) 13	4(-3) 8	16(+3) 15	10(+0) 12	<p><b>Special Traits</b> Flyby Keen Hearing and Sight</p> <p><b>Actions</b> Talons</p> <p><b>Inventory</b></p> <p><b>Hit Die</b> 4d6</p> <p><b>Abilities</b> Spellcasting ASI =&gt; DEX x2 Potent Cantrips</p> <p><b>Spells</b> <u>Cantrips</u> Thunderclap Guidance <b>1st</b> Bless Cure Wounds Healing Word</p>						
	STR	DEX	CON	INT	WIS	CHA														
	6(-2) 10	17(+3) 14	12(+1) 13	4(-3) 8	16(+3) 15	10(+0) 12														
	<table><tr><td><b>Armor Class</b></td><td>12</td></tr><tr><td><b>Hit Points</b></td><td>25 (3d6 Rolled 2, 6 and 6) + 10 + CON MOD</td></tr><tr><td><b>Speed</b></td><td>5ft Walking; 60ft Flying</td></tr><tr><td><b>Proficiency Bonus</b></td><td>+2</td></tr><tr><td><b>Skills</b></td><td>Perception +3 Stealth +3</td></tr><tr><td><b>Senses</b></td><td>Darkvision 120ft Passive Perception 13</td></tr><tr><td><b>Proficiencies</b></td><td>WIS Saving Throws Arcana Medicine</td></tr><tr><td><b>Spell Save DC</b></td><td>13 (8 + PB + WIS Mod)</td></tr><tr><td><b>Spell Attack Mod</b></td><td>+5 (PB + WIS Mod)</td></tr></table>	<b>Armor Class</b>	12	<b>Hit Points</b>	25 (3d6 Rolled 2, 6 and 6) + 10 + CON MOD	<b>Speed</b>	5ft Walking; 60ft Flying	<b>Proficiency Bonus</b>	+2	<b>Skills</b>	Perception +3 Stealth +3	<b>Senses</b>	Darkvision 120ft Passive Perception 13		<b>Proficiencies</b>	WIS Saving Throws Arcana Medicine	<b>Spell Save DC</b>	13 (8 + PB + WIS Mod)	<b>Spell Attack Mod</b>	+5 (PB + WIS Mod)
	<b>Armor Class</b>	12																		
	<b>Hit Points</b>	25 (3d6 Rolled 2, 6 and 6) + 10 + CON MOD																		
	<b>Speed</b>	5ft Walking; 60ft Flying																		
	<b>Proficiency Bonus</b>	+2																		
	<b>Skills</b>	Perception +3 Stealth +3																		
	<b>Senses</b>	Darkvision 120ft Passive Perception 13																		
<b>Proficiencies</b>	WIS Saving Throws Arcana Medicine																			
<b>Spell Save DC</b>	13 (8 + PB + WIS Mod)																			
<b>Spell Attack Mod</b>	+5 (PB + WIS Mod)																			

# FAQs

- **Can I multiclass with my sidekick?**

No, you can not get multiclass with a sidekick.

- **What happens if I have a creature of sidekick level 6 or above become a familiar?**

The creature will become a specific type of familiar depending on its class when becoming a familiar, Celestial if it is a Spellcaster with the Mage or Healer subclass, Fey if it is an Expert or a Spellcaster with the Prodigy subclass, or a Fiend if it is a Warrior. Then the levels will cap out at 5, so if there is a level 6 Expert sidekick that becomes a level 5 Familiar Expert.