

BRIGHTMANE'S ADVENTURING ACADEMY

AN ADVENTURING SCHOOL SYSTEM

WHAT'S INCLUDED

This document comes with 6 pieces of Homebrew!
1 new system, 2 Feats, 1 magic item, 1 subclass
and 1 creature.

- The Adventuring School System, a set of tools intended to replace magic items with Boons and skills that your player can gain through Studying, acting like a Badass, or Socializing with their fellow students.
- Peaked in Highschool is a feat focussed in keeping some of those things you learned in school from fading in the years that follow.
- School Spirit is a feat that expands upon the help action, making you able to guide multiple creatures' strikes at a time.
- The Way of the Procrastinator is a Monk subclass dedicated to those students who thrive in the final moment, on minimal sleep and under maximum stress!
- Study Snacks are a magical bag of goodies for the dilligent student who just wants something magical to munch on during the day.
- The Quillic is a small fey being who NEEDS to write to live, and as such find themselves as familiars to lazy students.

NOTE:

The rules for the Adventuring School System are quite lengthy, so they are at the end of the document. Whilst not included here, I highly recommend coming up with Houses, Extracurriculars and other such "College" like experiences for your players to engage with!

THE GENESIS OF BRIGHTMANE

In the realm of Surya lies the grand continent of Negresh, a land once united under the banner of the Negreshian Empire. Governed by eight sovereigns, representing the realm's diverse peoples, the empire remained whole until a schism over a millennium ago cleaved the nation in twain. The monarchs, seeking to end strife, conjured a mountainous divide and ensorcelled the seas with planar tempests, rendering passage nigh impossible. This grand conjuration saw the kings vanish, leaving behind a leadership void that Garvand Brightmane, a war-hardened general, would fill. His ascent to the throne came from his valor, ushering the displaced to safety through untamed wilderness.

King Brightmane, grappling with the empire's bifurcation, enacted twin edicts: Proelium and the establishment of Brightmane's Adventuring Academy.

PROELIUM: THE WARRIOR'S CRUCIBLE

Proelium is a sprawling demiplane wrought by court mages, emerged as an arena city to forge champions. Here, on each anniversary of Brightmane's fabled pilgrimage, the mightiest souls are beckoned to hone their prowess in combat, with hopes to one day mend the realm's fractured heart.

B.A.A. NEXUS OF HEROES

While Proelium courts the bold-hearted, Brightmane envisioned an academy beneath the waves—a sanctum for the intrepid spirit. Nestled in a sub-aqueous glass dome, it became a crucible for all of Surya's sons and daughters. Beyond three years of tutelage and a year patrolling Negresh's arcane seas, graduates would emerge as beacons of hope, sworn to uplift Negresh anew.

THE ACADEMY THROUGH TIME

A millennium's passage has weathered Brightmane's institution with tales of woe and wonder. It now remains a sanctuary where knowledge and valour intertwine amidst its hallowed spires and halls:

- Corin: Sacred grounds fostering divine communion and enlightenment.
- Ceras: A bastion where shadows dance and cunning flourishes.
- Terriau: An enclave for those who court the arcane's eldritch edges.
- Myrgi: A forum for orators and strategists sculpting the art of influence.

- **Steelarm:** An artisan's realm where creation's hammer sings.
- **The Lucent Halls:** Arcanists' haven, where mystic knowledge spirals in towers of spellcraft.
- **Ivywood:** The tranquil quarters of sages, mentors and instructors.
- **Brightmane:** Residences and recreation for the academy's distinguished seniors.
- **Everswill:** The vibrant homes for the years initiates.

As the academy's bell tolls, heralding another day of learning and adventure, its legacy continues to unfurl, a parchment eternally inscribed by the hands of destiny.

SUBCLASSES

WAY OF THE PROCRASTINATOR

Those who walk the Way of the Procrastinator are masters of the last-minute save, the eleventh-hour triumph. They train at Brightmane's Adventuring Academy, where the relentless ticking of the clock in the grandiose halls drives them to perform incredible feats just before time runs out. These monks draw power from the pressure of looming deadlines, turning potential disaster into dazzling success.

LAST-MINUTE STUDIES

At 3rd level, your knack for cramming information at the last moment has made you adept at quickly picking up new skills. After a short or long rest, you can choose one skill you aren't proficient in. You gain expertise with the chosen skill until you finish your next short or long rest.

ALL NIGHTER

Starting at 3rd level, your natural tendency to delay and then rush has conditioned your body to function even when tired. Once per day, you can lower your level of exhaustion by 1 for 1 hour. After this hour, you regain this point of exhaustion. This reduction is increased to 3 when you reach 9th level.

THE FINAL HOUR

Beginning at 6th level, in moments of dire straits, you find a burst of energy and clarity. When you are reduced to below a quarter of your maximum hit points, you enter a heightened state of focus for 1 minute. During this time, you gain a +10 bonus

to your walking speed, your unarmed strikes deal an extra damage die, and you gain temporary hit points equal to your monk level. Once you've used this feature, you must finish a long rest before you can use it again

EDUCATED GUESS

At 11th level, your knack for improvisation allows you to spot weak points in your enemies' defences. Once on your turn when you make an unarmed strike against a creature, you can attempt to discern its vulnerabilities. Make a Wisdom check with a DC equal to the creature's AC. On a success, you've identified the creature's weak spots, and your unarmed strikes treat the creature as vulnerable until the end of your turn. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses when you finish a long rest.

DEADLINE DEFENDER

At 17th level, when faced with imminent defeat, you draw upon deep reserves of energy and skill. When you are at 25% or fewer of your maximum hit points, you can spend 5 ki points to take an additional turn immediately after your current turn.

NOTE:

This subclass lends itself to an intelligent character concept, if your DM allows it you could run an Intelligence based Monk for this subclass. To do so just treat all things a Monk gets with it's Wisdom as Intelligence instead, including the saving throw proficiencies granted at level one.

FEATS

PEAKED IN HIGH SCHOOL

Prerequisites: Must have attended an adventuring academy and gained proficiencies or boons from the "Adventuring School System".

Choose one proficiency or boon from the "Adventuring School System" that you have or that you've previously lost due to Fading Talent. You regain and maintain this ability, and it is immune to further Fading Talent loss.

SCHOOL SPIRIT

Prerequisites: Must have attended an adventuring academy and been a member of a club/extracurricular activity.

You have experienced the true meaning of teamwork, your camaraderie with your fellow classmates has taught you to command the battlefield like any great leader would. You gain the following benefits:

- Increase your Charisma or Wisdom by 1, to a maximum of 20.
- When you take the Help action to assist an ally with their next attack roll against a particular enemy, you can also choose a second ally within 30 feet of the first. If the second ally attacks the same target before your next turn, they also gain advantage on their first attack roll.

ITEMS

STUDY SNACKS

Wondrous item, rare (requires attunement)

This enchanted snack box appears to be an ordinary lunchbox, but when opened, it produces a random magical snack. Once per day, you can reach into the box and roll 2d6 to determine which snack you pull out. The snack's effects last for 8 hours, and you must complete a long rest before you can benefit from a snack again.

SNACKS

| # | Snack | Effect |
|------|----------------------|--|
| 2 | Luminary Lollipop | You need half your regular amount of sleep to gain the benefits of a long rest. |
| 3-4 | Mnemonic Muffin | You have advantage on Intelligence (History) checks. |
| 5-6 | Transformative Tart | Once during this effect, you can cast <i>polymorph</i> on yourself to turn into a small or tiny beast with a challenge rating of 1/4 or lower. |
| 7-8 | Concentration Cookie | You have advantage on Constitution saving throws to maintain concentration. |
| 9-10 | Bardic Brownie | Up to 3 times during the effect of this snack, you can use a bonus action to give one creature you can see within 30 feet a d6 Bardic Inspiration die. |
| 11 | Resilient Roll | You gain 5 temporary hit-points. |
| 12 | Savant Sandwich | Choose a skill or tool; you are proficient with it for the duration. |

CREATURES

QUILLIC

Quillic are diminutive, rabbit-like fey standing two feet tall with elongated limbs and dexterous fingers designed for writing. These ancient beings sustain themselves by inscribing letters, each one granting them another second of life. However, they are cursed with a lack of original thought, compelling them to seek patrons who provide topics and ideas. Thus, they are often found serving wizards and students, eagerly undertaking the tedious task of writing to extend their ephemeral existence.

QUILLIC

Tiny fey, lawful neutral

Armor Class 13 (natural armour)

Hit Points 2 (1d4)

Speed 30 ft

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|--------|
| 4 (-3) | 16 (+3) | 10 (0) | 14 (+2) | 12 (+1) | 11 (0) |

Skills Acrobatics +5, Perception +3

Senses darkvision 60ft., passive Perception 13

Languages Sylvan, understand common but can't speak it

Challenge 1/4 (50 XP)

Proficiency Bonus (PB) +2

Inky Lifeblood. Whenever the Quillic writes a legible and meaningful sentence in any language, it regains 1 hit point. If the Quillic is not missing any hit-points when they use this ability, their lifespan increases by 1 second per letter of the sentence written.

Salubrious Summary. When presented with a book or any written documentation, the Quillic can read at a speed of one page every 6 seconds. Upon finishing the book, the Quillic can provide a concise and accurate summary of its contents. Additionally, it can answer questions pertaining to the information within the text, as long as the answers are explicitly stated or can be directly inferred from the material. The Quillic cannot provide analysis or deduce answers that require synthesis of information not present in the text.

ACTIONS

Hungry Jaws. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Quill Darts. *Ranged Weapon Attack.* +5 to hit, range 30/60 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC 10 Intelligence saving throw or become *confused* as per the *confusion* spell until the end of their next turn. If the result is 5 or lower, the *confused* target is *stunned* for the same duration, or until it takes damage.

OPTIONAL:

I think this creature makes a neat familiar, if you're okay with it you could allow your wizard to use it, even though it's on the strong side. As for Warlocks I highly recommend it as an option for the Pact of the Chain.

THE ADVENTURING SCHOOL SYSTEM

In specific campaign settings, instead of relying on traditional magic items, adventurers earn their power and prowess through rigorous training at an adventuring academy. This document presents a system tailored for such settings, providing players with a unique progression pathway during their academic journey.

NOTE:

This system will be play tested in a setting wherein the students participate in 3 years of regular school life, followed by 1 year of school approved "Adventure Excursions". If you choose to play a game longer than four in-game years you have two options; Allow the players to keep all their schooling boons and go light on the amount of magic items you grant them in the wider world. Or, have most or all of the schooling benefits disappear or fade away over time, only allowing players who take the "Peaked in Highschool" feat to retain any of their boons.

Rules for losing school based Boons can be found at the bottom of this section under "Fading Talent".

OVERVIEW

Every term, students at the academy must choose two foci. One must be study, so that they can maintain their grades, but the second can be any of the three pillars of academy life: Study, Socialize, or Rebel. A diligent student might double down on their studies, while a more rebellious one might divide their time between studying and causing trouble.

At the end of each term, students increase either their Badass Score, Influence Score, or Study Points by 1. These scores grant them unique abilities and benefits, representing their growth and experiences. As for study points, they represent the amount of Boons/Proficiencies you can choose from the Study section of this ruleset.

SOCIALIZE

The "socialize" aspect of this ruleset captures a character's engagement with the vibrant social tapestry of the academy. Advancing in this arena involves immersing oneself in the campus culture, from the camaraderie of attending lively parties to the casual banter exchanged with classmates in the hallways. It's about making connections and weaving a network of acquaintances that can enrich the school experience and open doors to new opportunities.

SOCIAL STYLE

Once you gain your first Social point, you pick any background feature of your choice (at DM discretion) that represents your particular method of socializing, whether you are a Cloistered Scholar and have a particular way of getting into libraries, or you're an Athlete and people revere you for your talent. This background feature is in addition to your regular background and does not replace it.

SOCIAL POINTS

As students further develop their social prowess, they gain a higher social score. This score grants them access to points that represent their ability to sway social situations and can be spent in various ways to tip the scales in their favour. You have a number of points to spend indicated in the "# of Social Points" column below and regain all expended points upon completing a long rest.

| Social Score | # of Social Points | # of Perks |
|--------------|--------------------|------------|
| 1 | 1 | 1 |
| 2 | 2 | 2 |
| 4 | 3 | 3 |
| 6 | 4 | 4 |
| 8 | 5 | 5 |

SOCIAL PERKS

Students have access to a number of perks as indicated in the "# of Perks" column in the table above, each perk requires the expenditure of one Social point unless noted otherwise in the ability:

- **Motivate:** While not in combat, you can increase the d20 roll of an ally by 1d4.
- **Denigrate:** While not in combat, you can decrease the d20 roll of another creature by 1d4.
- **Social Pressure:** Whenever a creature makes an attack against you or another creature within 5 feet of you, you can expend 2 social points to force the attacker to hit you or another creature within 5 feet of you instead.
- **Pep Talk:** Choose one ally within 30 feet that can hear you. For the next 10 minutes, that creature gains access to one Social point that can be used to activate any of your known perks. Only one creature can benefit from this feature at a time.

PASSIVE PERKS

These perks can be chosen like any others, but do not require the expenditure of any Social Points:

- **Tireless Socialite:** You regain 1 social point at the end of each short rest.
- **Endless Favour (Requires 6 Social Score):** Increase your maximum amount of Influence Points by 2.
- **Unbearable Weight of Massive Influence (Requires 6 Social Score):** When using any social perk that adds 1d4, instead add 1d8.

REBEL

The “rebel” score in this ruleset measures a character’s infamy and cool factor within the school’s social hierarchy. Are they the campus icon arriving on a customized seahorse steed? Or perhaps the mysterious figure delving into forbidden magics in the school’s hidden corners? Such daring deeds and bold displays can elevate your status among peers and grant you an edge where it counts.

BADASS POINTS

As students engage in rebellious behaviour, they earn Badass Points. These points can be spent in combat to perform exceptional feats of skill and daring. You have a number of points to spend indicated in the “# of Badass Points” column below and regain all expended points upon completing a long rest.

| Rebel Score | # of Badass Points | # of Perks |
|-------------|--------------------|------------|
| 1 | 1 | 1 |
| 2 | 2 | 2 |
| 4 | 3 | 3 |
| 6 | 4 | 4 |
| 8 | 5 | 5 |

BADASS PERKS

Students have access to a number of perks as indicated in the “# of Perks” column in the table above, each perk requires the expenditure of one Badass point unless noted otherwise in the ability:

- **Stifle:** While in combat, you can reduce an enemy’s d20 roll by 1d4.
- **Pump Up:** While in combat, you can increase an ally’s d20 roll by 1d4.
- **Ferocious Flex:** You can increase the result of an Intimidation check by 5.

- **Spread the Talent:** You can choose one ally within 30 feet that can hear you. For the next 10 minutes, that creature gains access to one Badass point that can be used to activate any of your known perks. Only one creature can benefit from this feature at a time.
- **Epic Manoeuvre:** You can deal an additional 1d4 of your weapons damage type when you hit your next weapon or damaging spell attack.

PASSIVE PERKS

These perks can be chosen like any others, but do not require the expenditure of any Badass points.

- **Restful Brooding:** You regain 1 Badass point at the end of each short rest.
- **Ceaseless Badassity (Requires 6 Rebel Score):** Increase your maximum amount of Badass Points by 2.
- **Devilish Licks (Requires 6 Rebel Score):** When using any Badass perk that adds 1d4, instead add 1d8.

NOTE:

Only one Social perk can be used to change the roll of each d20 roll. Additionally, in combat, only 1 Badass perk can be used per turn. Otherwise, they are considered a free action to use.

STUDY

In this system, students can choose one major and four minors to focus on. Each term, they earn a Study Point per focus, which can be spent to gain proficiency in a tool related to one of their classes or you can spend 2 points to gain a Study Boon. Each class has 3 Study Boons and 1 Dedication, which must be gained in the order presented in each class description. Dedication boons requires you to spend 4 points to unlock rather than 2.

SURFACE KNOWLEDGE

Any Minor you have previously partaken in gets added to your Surface Knowledge list. Once per extended rest you can choose to gain advantage on a single check related to one of these classes. If you add the same minor to your Surface knowledge list four times you permanently gain half your proficiency bonus with one tool associated with that minor.

NOTE:

Extended rests are one week of uninterrupted, combat free down-time in one populated location.

MAJORS

Majors represent your primary studies, in order to study a major you must have at least 3 levels in a character class associated with the Major.

ADVANCED RESEARCH IN TINKERING, INSPIRATION, FACT INQUIRY, CURATION AND EXTREME RETROFITTING (ARTIFICER)

STUDY BOONS

1. Cross-Disiplinary Knowledge: You learn 2 additional Cantrips from any spell list, these count as Artificer cantrips but do not count against your maximum amount of learned Cantrips.
2. Expanded Repertoire: You learn an additional Artificer Infusion, this infusion does not count towards the known infusions limit on the Artificer table.
3. Inspired Learning: As an action you gain Expertise in one set of Artisan's tools of your choice for the next minute. You can do so once and regain use of this ability upon completing an extended rest.

DEDICATION BOON

You can choose and acquire the initial features from any Artificer subclass, excluding the one you belong to.

THE ART OF ANGER, RAGE 101 (BARBARIAN)

STUDY BOONS

1. Tough Guy Act: While your rage is active, you have advantage on all checks made to intimidate another creature.
2. MORE ANGER: You gain an additional use of the Rage feature.
3. Precision Strikes: Once per long rest, when you use your Reckless Attack feature enemy attacks are not made at advantage until your next turn.

DEDICATION BOON

You can choose and acquire the initial features from any Barbarian subclass, excluding the one you belong to.

LECTURES IN PERSUASION AND PERFORMANCE (BARD)

STUDY BOONS

1. Life of the Party: You have advantage on Charisma checks made to get into places you were not invited, additionally you have advantage on all checks made to gain a crowd's attention.
2. Non-Stop Inspiration: You gain one additional use of Bardic Inspiration.
3. Echoing Verses: Once per long rest, when you use your Bardic Inspiration feature, the recipient can roll the Bardic Inspiration dice twice and take the higher result.

DEDICATION BOON

You can choose and acquire the initial features from any Bard subclass, excluding the one you belong to.

PRAYER AND SERVICE OF DEITIES AND OTHER ENTITIES (CLERIC AND WARLOCK)

STUDY BOONS

1. Familiarity: You learn the *find familiar* spell and can cast it as a ritual, if you already have access to this spell you can now change the form of your familiar once per long rest without expending any materials.
2. Gifts of a Foreign Entity: You learn one Eldritch Invocation that does not have any pre-requisites.
3. Temporary Infusion: Once per long rest, when you cast a spell that takes 1 action to cast, you can instead cast it as a bonus action.

DEDICATION BOON

You can choose and acquire the initial features from any Cleric or Warlock subclass, excluding the one you belong to.

EARTHCRAFT AND RITUALISTIC PRACTICES (DRUID AND RANGER)

STUDY BOONS

1. Ears to the ground: Over the course of the next minute you begin communicating with a beast of CR 1/4 or lower, at the end of the minute you can issue basic commands to the creature that it will follow, so long as the command does not put the creature in any danger. The commands cannot exceed a duration of 8 hours and the creature will

go back to its regular behaviour once this time has elapsed.

2. Tracker's Precision: When tracking creatures, you can move at a normal pace while following tracks without taking a penalty to your Wisdom (Survival) checks.
3. Once per long rest, when you are targeted by an elemental-based attack (acid, cold, fire, lightning, or thunder), you can use your reaction to gain resistance to that damage type until the end of your next turn.

DEDICATION BOON

You can choose and acquire the initial features from any Druid or Ranger subclass, excluding the one you belong to.

APPLIED WEAPONRY AND GRIM METHODOLOGY (FIGHTER)

STUDY BOONS

1. Refined Technique: You learn one manoeuvre of your choice from among those available to the Battle Master archetype in the fighter class. If a manoeuvre you use requires your target to make a saving throw to resist the manoeuvre's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

2. Resilient Recovery: When you use your Second Wind feature, you can also end one condition affecting you: blinded, deafened, paralyzed, or poisoned.
3. Weapons of Import: If you have the Eldritch Knight's Weapon Bond feature, your bonded weapon gains a +1 bonus to attack and damage rolls. If you don't have the Weapon Bond feature, you can form a bond with one weapon, as per the Eldritch Knight feature, but without the other subclass benefits.

DEDICATION BOON

You can choose and acquire the initial features from any Fighter subclass, excluding the one you belong to.

MASTERY OF THE INNER AND OUTER SELF (MONK)

STUDY BOONS

1. Superior Meditation: You gain access to the *trance* ability from the Elf race, if you already have this trait you may spend an additional hit-die on a short rest on top of what is granted by your level.
2. Victorious Resurgence: Once per long rest, when you defeat an enemy you regain Ki points equal to the creatures CR or Level without exceeding your maximum amount of Ki.
3. Feathered Feet: When making a Dexterity saving throw against traps or mechanisms, you have advantage. On a successful save, not only do you evade the effects, but the mechanism or trap remains undisturbed, as if it was never triggered.

DEDICATION BOON

You can choose and acquire the initial features from any Monk subclass, excluding the one you belong to.

WRATHFUL VINDICATION AND SMITING OF WRONGDOERS (PALADIN)

STUDY BOONS

1. Wrathful Charmer: When you use any smite spell or ability, you can choose to instead replace it with Dazzling Smite, you can use this ability once per long rest.

Dazzling Smite: The next time you hit a creature with a weapon attack before this ability ends, your weapon begins spewing radiant glitter, and the attack deals no damage to the target. Additionally, the target must succeed on a Charisma saving throw or be charmed by you for 1 minute.

A creature charmed by this ability makes another Charisma saving throw at the end of each of its turns. On a successful save or when hit by an attack, it is no longer charmed.

2. Healing Savant: Your maximum amount of Lay on Hands charges is determined as though you are one level higher.
3. The Burden of Many: You take no penalty to movement when attempting to carry an ally

DEDICATION BOON

You can choose and acquire the initial features from any Paladin subclass, excluding the one you belong to.

THEORETICAL CREATIVE UNCERTAINTY (ROGUE)

STUDY BOONS

1. Hiding Spot: You gain access to a secret network of tunnels used by Rogue-ish students to travel throughout the school. You gain the benefits of *pass without a trace* when attempting to travel between any two buildings in the school via this network.
2. Silent Alarm: Once per long rest, you can place an invisible sensor on an object, when you place the sensor you can designate up to 5 creatures, or two types of creatures (Humanoid, Beast, Fiend, etc). For the next 8 hours, if a creature matching your designation comes within 5 feet of the object, you receive a mental ping.
3. Expert Escape: Once per long rest, when you move out of a hostile creature's reach, you don't provoke opportunity attacks, provided you end your movement at least 10 feet away from all enemies. If you don't meet this distance requirement, any creature whose reach you left this turn can use their reaction to move up to half their walking speed toward you.

DEDICATION BOON

You can choose and acquire the initial features from any Rogue subclass, excluding the one you belong to.

NOTE:

The first Rogue Boon implies the existence of a network of tunnels at the campus. If your setting takes place in a larger city or other such location I recommend using the sewer system and including the rest of the city in the area you gain Pass without a Trace in. My school is isolated from the rest of society, so it's worded in this document as only being useable within the school.

UTILIZATION OF ARGENTUM SPOONS (SORCERER)

STUDY BOONS

1. Extended Favours: As an action you can produce an amount of gold equal to your proficiency bonus out of thin air. You may use this ability once per long rest.
2. LIMITLESS POWER: Once per long rest, you can use one of your Metamagic options without expending sorcery points.
3. Spell Echo: Once per long rest, after you cast a spell of 1st level or higher, you can use a bonus action to immediately cast a cantrip that has a casting time of 1 action.

DEDICATION BOON

You can choose and acquire the initial features from any Sorcerer subclass, excluding the one you belong to.

RECONDITE STUDIES OF THE UNKNOWN (WIZARD)

STUDY BOONS

1. Sight of the Seven: As an action you can read aloud the title of a book you know of, for the next minute books that match the title you read shed dim glimmering light in a 5-foot radius. Additionally, you have advantage on investigation checks made to find books you haven't read before.
2. Mnemonic Enhancement: You can prepare an additional two spells from your spell book after each long rest.
3. Arcane Siphon: *counterspell* is added to your spellbook if you do not already know it. Once per long rest, after successfully countering a spell with *counterspell*, you gain a temporary spell slot of the same level of the countered spell. This slot lasts until the end of your next turn and if it is not used it disappears. If the spell countered is of a higher level than you are already able to cast, you instead gain a spell slot of the highest level you are able to cast. The temporary spell slot can not be higher than 5th level.

DEDICATION BOON

You can choose and acquire the initial features from any Wizard subclass, excluding the one you belong to.

MINORS

Every term, students choose four minors. After completing a term studying minor, they can spend a Study Point to gain proficiency in one of the associated tools.

MINOR FOCUS

For each additional term you spend studying a minor after gaining Expertise in an associated tool, you gain 250g credit towards crafting or buying new supplies associated with that class.

RITUALISM AND DEATH RIGHTS

- Resurrection: Add your proficiency bonus to checks made to revive someone (See Matthew Mercer revised resurrection rules)

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For each additional term you spend studying a minor after gaining Expertise in an associated tool, you gain 250g credit towards crafting or buying new supplies associated with that class.

RITUALISM AND DEATH RIGHTS

- Resurrection: Add your proficiency bonus to checks made to revive someone (See Matthew Mercer revised resurrection rules)
- Scroll Casting: Add your proficiency bonus to checks made to cast a spell via a spell scroll.
- Arcane Scribing: Proficiency grants half cost to crafting spell scrolls, Expertise grants quarter cost. Spending a point studying this grants you proficiency in the Arcana skill for the purpose of Spell Scribing if you don't already have it.

MONSTER BIOLOGY AND MYTHICAL BEASTS

- Harvest: You can add your proficiency bonus to any rolls made to Harvest parts from a creature (Use preferred monster harvesting rules, in my games it's **Kibbles Compendium of Craft and Craftion**)
- Identify: You can add your proficiency bonus to any rolls made to Identify a creature or parts of a creature (Use preferred monster identification rules, in my games it's **Kibbles Compendium of Craft and Craftion**)

DECEPTIVE ARTISTRY

- Thieves' Tools
- Forgery Kit
- Disguise Kit

METALWORKING AND TINKERING

- Smith's Tools
- Tinker's Tools

ALCHEMICAL STUDIES

- Poisoners Kit
- Herbalism Kit
- Alchemist's Supplies

RECORDING, MAPPING AND LANDSCAPE EXPERTISE

- Navigator's Tools
- Cartographer's Tools

PRECISION MATERIAL WORKING

- Carpenter's Tools
- Glassblower's Tools
- Mason's Tools
- Woodcarver's Tools

HEARTH AND HOMECRAFT

- Cook's Utensils
- Brewer's Supplies
- Potter's Tools

EXPERTISE IN HANDCRAFTED WORKS

- Calligrapher's Supplies
- Jeweller's Tools
- Painter's Supplies

CLOTHING AND APPARATUS

- Leatherworker's Tools
- Cobbler's Tools
- Weaver's Tools

THE BARDIC ARTS

- An Instrument or Singing
- Acting: You have advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.

Expertise: You can mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

NOTE:

This is effectively the Actor feat without the ASI, please advise your players to avoid that feat when deciding what to choose upon levelling up if they intend to study this skill.

- Dancing: You have advantage on Dexterity (Acrobatics) and Charisma (Performance) checks when trying to distract another creature or gain their attention.

- Expertise: You learn Interpretive Dance as a language. All creatures with an intelligence of 4 or higher that you share a language can now understand you non-verbally via a series of dancelike movements.

FADING TALENT

The following are an optional addition to the system, giving DMs a way to slowly fade out the benefits gained by this system once they leave the college in favour of the traditional magic items granted in 5e.

ADVENTURE-BASED DECLINE

At the conclusion of each significant adventure or quest, players must choose one proficiency or boon or a decrease by 1 of their Badass/Social Score granted by the “Adventuring School System” to lose access to.

MAINTAINING SCHOOL BOONS

If the characters find a mentor, old academy professor, or some significant means of retraining, they may spend downtime (a duration determined by the DM, perhaps a month or more) to regain a lost proficiency or boon. This could be a mini-quest in itself, requiring players to obtain rare materials, books, or other resources related to the lost skill.

AFTERWORD:

This is my most ambitious project yet and i'd like to thank my players, Adam and Jackson for reading over some of these rules and helping me flesh out some of the underlying concepts that they thought this system would need to include. Due to the expansive nature of this system i'm almost certain it will change over time as I play through the Brightmane's Adventuring Academy campaign that I am running for my group, so in advance, thankyou to ALL the players I DM for that use this ruleset in aiding me refine this system, couldn't do it without you!