

Squiggly Guide to Dungeons and Dragons 5E Official Classes

Bringing in Classes From:

The Players Handbook (PHB)

Unearthed Arcana (UA)

Sword Coast (SC)

Plane Shift (PS)

Xanathar's Guide to Everything (XG)

Critical Role (CR)

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Barbarian (PHB):

- **Hit Points:**
 - **Hit Points at 1st level:** 12 + Con Modifier
 - **Hit Dice:** 1d12 per barbarian level
 - **Hit Points at Higher Levels:** 1d12 + Con Modifier per barbarian level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor, shields
 - **Weapons:** Simple and Martial weapons
 - **Tools:** None
 - **Saving Throws:** Strength, Constitution
 - **Skills:** Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival
- **Equipment**
 - a greataxe or (B) any martial melee weapon
 - two handaxes or (B) any simple weapon
 - An explorer's pack and four javelins
- **Level 1**
 - Proficiency Bonus +2
 - Two Rages
 - +2 Rage Damage
 - **Rage:** On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:
 - You have advantage on Strength checks and Strength saving throws
 - When you make a melee weapons attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian
 - You have resistance to bludgeoning, piercing, and slashing damage
 - **Unarmored Defense:** While you are not wearing any armor, your

AC equals 10 + Dex modifier + Con modifier. You can still use a shield and gain this benefit.

- **Level 2**

- **Reckless Attack:** You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on a turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.
- **Danger Sense:** You gain an uncanny sense of when things nearby aren't as they should be. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated

- **Level 3**

- Three Rages
- Primal Path (Choose a Subclass)

- **Level 4**

- Ability Score Improvement or Choice of Feat

- **Level 5**

- +3 Proficiency Bonus
- **Extra Attack:** Whenever you take the Attack Action, you can attack twice instead of once.
- **Fast Movement:** Your speed increases by 10ft. when you aren't wearing heavy armor

- **Level 6**

- Four Rages
- Subclass Feature

- **Level 7**

- **Feral Instinct:** Your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

- **Level 8**

- Ability Score Improvement or Choice of Feat

- **Level 9**

- +4 Proficiency Bonus
- +3 Rage Damage
- **Brutal Critical:** You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack

- **Level 10**

- Subclass Feature

- **Level 11**

- **Relentless Rage:** Your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Con saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10

- **Level 12**

- Five Rages
- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus

- **Brutal Critical (Improved):** You can roll two additional weapon damage die when determining the extra damage for a critical hit with a melee attack

- **Level 14**

- Subclass Feature

- **Level 15**

- **Persistent Rage:** Your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it

- **Level 16**

- +4 Rage Damage
- Ability Score Improvement or Choice of Feat

- **Level 17**

- +6 Proficiency Bonus
- Six Rages
- **Brutal Critical (Superior):** You can roll three additional weapon damage die when determining the extra damage for a critical hit with a melee attack

- **Level 18**

- **Indomitable Might:** If your total for a Strength Check is less than your Strength score, you can use that score in place of the total

- **Level 19**

- Ability Score Improvement or Choice of Feat

- **Level 20**

- Unlimited Rages
- **Primal Champion:** You embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24

Subclasses:

Path of the Berserker (PHB):

- **Level 3**

- **Frenzy:** You can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

- **Level 6**

- **Mindless Rage:** You can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

- **Level 10**

- **Intimidating Presence:** You can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

- **Level 14**
 - **Retaliation:** When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Path of the Totem Warrior **(PHB/SC Update):**

- **Level 3**
 - **Spirit Seeker:** You gain the ability to cast the *beast sense* and *speak with animals* spells, but only as rituals.
 - **Totem Spirit:** You choose a totem spirit and gain its feature. You must make or acquire a physical totem object—an amulet or similar adornment—that incorporates fur or feathers, claws, teeth, or bones of the totem animal. At your option. You also gain minor physical attributes that are reminiscent of your totem spirit. For example, if you have a bear totem spirit, you might be unusually hairy and thick-skinned, or if your totem is the eagle, your eyes turn bright yellow. Your totem animal might be an animal related to those listed here but more appropriate to your homeland. For example, you could choose a hawk or vulture in place of an eagle.
 - **Bear:** While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.
 - **Eagle:** While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you each turn has disadvantage on the attack roll and you can use the

dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.

- **Elk:** While you're raging and aren't wearing heavy armor, your walking speed increases by 15ft.
- **Tiger:** While raging, you can add 10ft. to your long jump distance and 3ft. to your high jump distance.
- **Wolf:** While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

- **Level 6**

- **Aspect of the Beast:** At 6th level, you gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected at 3rd level or a different one.
 - **Bear:** You gain the might of a bear. Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.
 - **Eagle:** You gain the eyesight of an eagle. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your Perception checks.
 - **Elk:** Whether mounted or on foot, your travel pace is doubled, as is the travel pace of up to ten companions while they're within

60 feet of you and you're not incapacitated (see chapter 8 in the Player's Handbook for more information about travel pace).

- **Tiger:** You gain proficiency in two skills from the following list: Athletics, Acrobatics, Stealth, and Survival.
 - **Wolf:** You gain the hunting sensibilities of a wolf. You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 for rules on travel pace).
- **Level 10**
 - **Spirit Walker:** You can cast the commune with nature spell, but only as a ritual. When you do so, a spiritual version of one of the animals you chose for Totem Spirit of Aspect of the Beast appears to you to convey the information you seek.
 - **Level 14**
 - **Totemic Attunement:** You gain a magical benefit based on the totem animal of your choice. You can choose the same animal you selected previously or a different one.
 - **Bear:** While raging, any creature within 5 feet of you that's hostile to you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.
 - **Eagle:** While raging, you have a flying speed equal to your current walking speed. This benefit works only in short bursts. You fall if you

end your turn in the air and nothing else is holding you aloft.

- **Elk:** While raging, you can use a bonus action during your move to pass through the space of a Large or smaller creature. That creature must succeed on a Strength saving throw (DC 8 + your Strength bonus + your proficiency bonus) or be knocked prone and take bludgeoning damage equal to 1d12 + your Strength modifier.
- **Tiger:** While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.
- **Wolf:** While you're raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.

Battlerager (SC):

- **Level 3**
 - **Battlerager Armor:** You gain the ability to use spiked armor as a weapon. While you are wearing spiked armor and are raging, you can use a bonus action to make one melee attack with your armor spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. Use your strength modifier for attack and damage rolls. Additionally, when you use the Attack action to grapple a

SPIKED ARMOR

Spiked armor is a rare type of medium armor made by dwarves. It consists of a leather coat and leggings covered with spikes that are usually made of metal.

Cost: 75 gp

AC: 14 + Dexterity modifier (max 2)

Stealth: Disadvantage

creature, the target takes 3 piercing damage if your grapple check succeeds.

- **Level 6**

- **Reckless Abandon:** When you use Reckless Attack while raging, you also gain temporary hit points equal to your Con modifier. They vanish if any of them are left when your rage ends.

- **Level 10**

- **Battlerager Charge:** You can take the Dash action as a bonus action while you are raging.

- **Level 14**

- **Spiked Retribution:** When a creature within 5 feet of you hits you with a melee attack, the attacker takes 3 piercing damage if you are raging, aren't incapacitated, and are wearing Spiked Armor.

Ancestral Guardian (XG):

- **Level 3**

- **Ancestral Protectors:** Spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack. The effect on the target ends if your rage ends.

- **Level 6**

- **Spirit Shield:** The guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and another creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

- **Level 10**

- **Consult the Spirits:** You gain the ability to consult with your ancestral spirits. When you do so, you cast the *augury* or *clairvoyance* spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of *clairvoyance* invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells. After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.
- **Spirit Shield (Improved):** The damage you reduce from Spirit Shield is now 3d8.

- **Level 14**

- **Vengeful Ancestors:** Your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage that your Spirit Shield prevents.
- **Spirit Shield (Superior):** The damage you reduce from Spirit Shield is now 4d8.

Storm Herald (XG):

- **Level 3**

- **Storm of Fury:** When you select this path at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover. Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Choose desert, sea, or tundra. Your aura's effect depends on that chosen environment, as detailed below. You can change your environment choice whenever you gain a level in this class. If your aura's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.
 - **Desert:** All other creatures in your aura take 2 fire damage each. The damage increases at the following levels: Level 5: 3 Fire Damage, Level 10: 4 Fire Damage, Level 15: 5 Fire Damage, Level 20: 6 Fire Damage.
 - **Sea:** Choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases at the following levels: Level 10: 2d6, Level 15: 3d6, Level 20: 4d6.
 - **Tundra:** Each creature of your choice in your aura gains 2 temporary hit points, as icy spirits inure it to suffering. The temporary hit points increase at the following

levels: Level 5: 3 Temporary Hit Points, Level 10: 4 Temporary Hit Points, Level 15: 5 Temporary Hit Points, Level 20: 6 Temporary Hit Points.

- **Level 6**

- **Storm Soul:** Your link to the power of the storm grants you additional abilities based on the environment you chose at 3rd level.
 - **Desert:** You gain resistance to fire damage, and you don't suffer the effects of extreme heat. As an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.
 - **Sea:** You gain resistance to lightning damage and can breathe underwater. You also gain a swimming speed of 30 feet.
 - **Tundra:** You gain resistance to cold damage and you don't suffer the effects of extreme cold. As an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

- **Level 10**

- **Shieling Storm:** You learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul Feature while the creature is in your Storm Aura.

- **Level 14**

- **Raging Storm:** The power of the storm you channel grows mightier.
 - **Desert:** Immediately after a creature in your aura hits you with

an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to half your barbarian level.

- **Sea:** When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone, as if struck by a wave.
- **Tundra:** Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its speed is reduced to 0 until the start of your next turn, as magical frost covers it.

Zealot (XG):

- **Level 3**
 - **Divine Fury:** You can channel divine fury into your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage equal to 1d6 + your barbarian level. The extra damage is necrotic or radiant; you choose the type of damage when you gain this feature.
 - **Warrior of the Gods:** Your soul is marked for endless battle. If a spell (such as raise dead) would have the sole effect of restoring you to life (but not undeath), the caster does not need material components to cast the spell on you.

- **Level 6**
 - **Fanatical Focus:** The divine power that fuels your rage can protect you. If you fail a saving throw while raging, you can reroll it, and you must use the new roll. You can use this ability only once per rage.
- **Level 10**
 - **Zealous Presence:** You learn to channel divine power to inspire zealotry in others. As a bonus action, you unleash a battle cry infused with divine energy. Up to ten other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. Once you use this feature, you can't use it again until you finish a long rest.
- **Level 14**
 - **Rage Beyond Death:** The divine power that fuels your rage allows you to shrug off fatal blows. While raging having 0 hit points doesn't knock you unconscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.

Path of the Juggernaut (CR):

- **Level 3**
 - **Thunderous Blows:** Once per turn while raging, when you damage a creature with a melee attack, you can force the

target to make a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). On a failure, you push the target 5 feet away from you, and you can choose to immediately move 5 feet into the target's previous position.

- **Stance of the Mountain:** You cannot be knocked prone while raging unless you become unconscious.

- **Level 6**

- **Demolishing Might:** All of your melee attacks gain the siege property (your attacks deal double damage to objects and structures). Your melee attacks against creatures of the construct type deal an additional 1d8 weapon damage.

- **Level 10**

- **Overwhelming Cleave:** When you make a weapon attack while raging, you can make another attack as a bonus action with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

- **Level 14**

- **Unstoppable:** You can become "unstoppable" when you rage. If you do so, for the duration of the rage your speed cannot be reduced, and you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to enter your rage and suspend the effects for the duration of the rage. When your rage ends, you suffer one level of exhaustion.



Bard (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per bard level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con modifier per bard level after 1st
- **Proficiencies**
 - **Armor:** Light armor
 - **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords
 - **Tools:** Three musical instruments of your choice
 - **Saving Throws:** Dexterity, Charisma
 - **Skills:** Choose any three
- **Equipment**
 - a rapier, (B) a longsword, or (C) any simple weapon
 - a diplomat's pack or (B) an entertainer's pack
 - a lute or (b) any other musical instrument
 - Leather armor and a dagger
- **Level 1**
 - +2 Proficiency Bonus
 - Two Cantrips Known
 - Four Spells known
 - Two level 1 spell slots
 - **Spellcasting:** You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Charisma is your spellcasting modifier.
 - **Spell Save DC:** 8 + proficiency bonus + Charisma modifier
 - **Spellcasting Focus:** You can use a musical instrument as a spellcasting focus

- **Bardic Inspiration:** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration Die, a d6. You can use this feature a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest. Your Bardic Inspiration die changes when you reach certain levels in this class.
- **Level 2**
 - You learn another level 1 spell
 - Three total level 1 spell slots
 - **Jack of All Trades:** You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus
 - **Song of Rest:** You can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points by spending a hit die, each of those creatures regains an extra 1d6 hit points. The extra hit points increase when you reach certain levels in this class.
- **Level 3**
 - You learn another spell, level 1 or 2
 - Gain one level 1 spell slot, and two level 2 spell slots.
 - Bard College (Choose a Subclass)
 - **Expertise:** Choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chose proficiencies. At 10th level, you can choose another two skills proficiencies to gain this benefit.
- **Level 4**
 - Learn another cantrip
 - You learn another spell, level 1 or 2
 - Gain one level 2 spell slot
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - You learn another spell, level 1-3
 - Gain two level 3 spell slots
 - Bardic Inspiration Die becomes d8
 - **Font of Inspiration:** You regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.
- **Level 6**
 - You learn another spell, level 1-3
 - Gain one level 3 spell slot
 - Subclass Feature
 - **Countercharm:** You gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).
- **Level 7**
 - You learn another spell, level 1-4
 - Gain one level 4 spell slot
- **Level 8**
 - You learn another spell, level 1-4
 - You gain one level 4 spell slot

- Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - You learn another spell, level 1-5
 - You gain one level 4 spell slot and one level 5 spell slot
 - Song of Rest die becomes a d8
- **Level 10**
 - Learn another cantrip
 - You learn another two spells, level 1-5
 - You gain one level 5 spell slot
 - Bardic Inspiration Die becomes d10
 - **Expertise:** Choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chose proficiencies. You cannot choose the same skill(s) as when you gained Expertise at level 3.
 - **Magical Secrets:** You have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 14th level and again at 18th level.
- **Level 11**
 - You learn another spell, level 1-6
 - You gain a level 6 spell slot
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - You learn another spell, level 1-7
 - You gain a level 7 spell slot
 - Song of Rest Die becomes a d10
- **Level 14**
 - Subclass Feature
 - **Magical Secrets:** You have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table. You learn two additional spells from any class at 18th level.
- **Level 15**
 - You learn another spell, level 1-8
 - You gain one level 8 spell slot
 - Bardic Inspiration die becomes a d12
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - You learn another spell of any level
 - You gain one level 9 spell slot
 - Song of Rest Die becomes a d12
- **Level 18**
 - You gain one level 5 spell slot
 - **Magical Secrets:** You have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level

you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

- **Level 19**
 - You gain one level 6 spell slot
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - You gain one level 7 spell slot
 - **Superior Inspiration:** When you roll initiative and have no Bardic Inspiration left, you regain one use.

- **Level 6**
 - **Additional Magical Secrets:** You learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

- **Level 14**
 - **Peerless Skill:** When you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

Subclasses:

College of Lore (PHB):

- **Level 3**
 - **Bonus Proficiencies:** You gain proficiency with three skills of your choice.
 - **Cutting Words:** When a creature that you can see within 60 feet of you makes an attack or damage roll or an ability check, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or it's immune to being charmed.

College of Valor (PHB):

- **Level 3**
 - **Bonus Proficiencies:** You gain proficiency with medium armor, shields, and martial weapons.
 - **Combat Inspiration:** A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack. After seeing the roll but before knowing whether it hits or misses.
- **Level 6**
 - **Extra Attack:** Whenever you take the Attack Action, you can attack twice instead of once.

- **Level 14**
 - **Battle Magic:** When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

College of Swords (XG):

- **Level 3**
 - **Bonus Proficiencies:** You gain proficiency with medium armor and scimitars. If you're proficient with a simple or martial melee weapon, you can use it as a spellcasting focus for your bard spells.
 - **Fighting Style:** You adopt a style of fighting as your specialty. You can't take a Fighting Style option more than once, even if something in the game lets you choose again:
 - **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
 - **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack
 - **Blade Flourish:** Whenever you take the Attack action on your turn, your walking speed increases by 10 feet until the end of the turn, and if a weapon attack that you make as part of this action hits a creature, you can use one of the following Blade Flourish options of your choice. You can use only one Blade Flourish option per turn.
 - **Defensive Flourish:** You can expend one of your uses of Bardic Inspiration, to cause the weapon

to deal extra damage to the target you hit. The damage equals the number you roll on the Bardic Inspiration die. You also add the number rolled to your AC until the start of your next turn.

- **Slashing Flourish:** You can expend one use of your Bardic Inspiration to cause the weapon to deal extra damage to the target you hit and to any other creature of your choice that you can see within 5 feet of you.
- **Mobile Flourish:** You can expend one of your uses of Bardic Inspiration, to cause the weapon to deal extra damage to the target you hit. If the attack hits its target, you can push the target up to 5 feet away from you, plus a number of feet equal to the number you roll on the Bardic Inspiration die. You can then immediately use your reaction to move up to your speed to an unoccupied space within 5 feet of the target.

- **Level 6**
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
- **Level 14**
 - **Master's Flourish:** Whenever you use a Blade Flourish option, you can roll a d6 and use it instead of expending a Bardic Inspiration die.

College of Satire (UA):

- **Level 3**

- **Bonus Proficiencies:** You gain proficiency with thieves' tools. You also gain proficiency in Sleight of Hand and one additional skill of your choice. If you are already proficient with thieves' tools or in Sleight of Hand, choose another skill proficiency for each proficiency you already have.
- **Tumbling Fool:** As a bonus action you can tumble. When you tumble, you gain the following benefits for the rest of your turn:
 - You gain the benefits of taking the Dash and Disengage action.
 - You gain a climbing speed equal to your current speed.
 - You take half damage from falling.

- **Level 6**

- **Fool's Insight:** You can cast detect thoughts up to a number of times equal to your Charisma modifier. You regain any expended uses of this ability after completing a long rest. If a creature resists your attempt to probe deeper and succeeds at its saving throw against your detect thoughts, it immediately suffers an embarrassing social gaffe. It might loudly pass gas, unleash a thunderous burp, trip and fall, or be compelled to tell a tasteless joke.

- **Level 14**

- **Fool's Luck:** You can expend one use of Bardic Inspiration after you fail an ability check, saving throw, or miss with an attack roll. Roll a bardic Inspiration die and add the number rolled to your attack, saving throw, or ability check,

using the new result in place of the failed one. If using this ability grants you success on the attack, saving throw, or ability check, note the number you rolled on the Bardic Inspiration die. The DM can then apply that result as a penalty to an attack or check you make, and you cannot use this ability again until you suffer this drawback. When the DM invokes this penalty, Describe an embarrassing gaffe or mistake you make as part of the affected die roll.

College of Glamour (XG):

- **Level 3**

- **Mantle of Inspiration:** As a bonus action, you can expend a use of Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of allies you can see and who can see you within 60 feet of you, up to a number of them equal to your Charisma Modifier. Each target gains 5 temporary hit points. When a target gains these temporary hit points, it can also use its reaction to move up to its speed toward you, without opportunity attacks. The number of temporary hit points increases to 8 at 5th level, 11 at 10th level, and 14 at 15th level.
- **Enthralling Performance:** If you perform for at least 1 minutes, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number of them equal to

your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies. If a target succeeds on its save against this effect, the target has no hint that you tried to charm it. Once you use this feature, you can't use it again until you finish a short or long rest.

you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your Spell Save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn. Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

College of Whispers (XG):

- **Level 6**

- **Mantle of Majesty:** As a bonus action, you cast *command*, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast *command* as a bonus action on each of your turns, without expending a spell slot. Any creature charmed by you automatically fails its saving throw against the *command* you cast with this feature. Once you use this feature, you can't use it again until you finish a long rest.

- **Level 14**

- **Unbreakable Majesty:** Your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce. In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until

- **Level 3**

- **Psychic Blades:** When you hit a creature with a weapon attack, you can expend one use of your Bardic Inspiration to deal an additional 2d6 psychic damage to that target. You can do so only once per round on your turn. The additional damage increases when you reach certain levels in this class, increasing to 3d6 at 5th level, 5d6 at 10th level, and 8d6 at 15th level.
- **Words of Terror:** If you speak to a humanoid alone for at least 1 minute, you can attempt to seed paranoia into its mind. At the end of the conversation, the target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you or another creature of your choice. The target is frightened in this way for 1 hour, until it is attacked or damaged, or until it witnesses its allies being attacked or damaged. If the target

succeeds on its save, the target has no hint that you tried to frighten it. Once you use this feature, you can't use it again until you finish a short rest or long rest.

- **Level 6**

- **Mantle of Whispers:** At 6th level, you gain the ability to adopt a creature's persona. When a humanoid dies within 30 feet of you, you can magically capture its shadow using your reaction. You retain this shadow until you use it or you finish a long rest. You can use the shadow as an action. When you do so it vanishes, magically transforming into a disguise that appears on you. You now look like the dead person, but healthy and alive. This disguise lasts for 1 hour or until you end it as a bonus action. While you're in the disguise, you gain access to all information that the humanoid would freely share with a casual acquaintance. Such information includes general details on its background and personal life, but does not include secrets. The information is enough that you can pass yourself off as the creature by drawing on its memories. Another creature can see through this disguise by making an Insight check contested by your Deception check, though you gain a +5 bonus to your check. Once you capture a shadow with this feature, you can't capture another one with it until you finish a short or long rest.

- **Level 14**

- **Shadow Lore:** As an action, you magically whisper a phrase that only one creature of your choice within 30 feet of you can hear. The target must make a Wisdom saving throw against

your spell save DC. It automatically succeeds if it doesn't share a language with you or if it can't hear you. On a successful saving throw, *your* whisper sounds like unintelligible mumbling and has no effect. On a failed saving throw, the target is charmed by you for the next 8 hours or until you or your allies attack it, damage it, or force it to make a saving throw. It interprets the whispers as a description of its most mortifying secret. You gain no knowledge of this secret, but the target is convinced you know it. The charmed creature obeys your commands for fear that you will reveal its secret. It won't risk its life for you or fight for you, unless it was already inclined to do so. It grants you favors and gifts it would offer to a close friend. When the effect ends, the creature has no understanding of why it held you in such fear. Once you use this feature, you can't use it again until you finish a long rest.

College of the Maestro (CR):

- **Level 3**

- **Battle Muse:** You gain one additional use of your Bardic Inspiration.
- **Symphony of Conflict:** You learn 2 conducting techniques. All techniques require at least one free hand, baton, or wand to utilize. You also must be able to see your target, and they must be able to hear you.
 - **Area of Suspense:** As an action you may expend and roll a Bardic Inspiration die. For the next 10 minutes, any creatures of your

choice within 60 feet cannot be surprised, and gain a bonus on saving throws against traps and environmental hazards equal to your Bardic Inspiration die roll.

- **Crash:** When a creature other than yourself within 60 feet of you hits with an attack, you can use your reaction to expend and roll a Bardic Inspiration die. The target of the triggering attack must make a strength saving throw against your Spell save DC or take thunder damage equal to half of the number rolled and be knocked prone.
- **Dirge of Dread:** When an ally brings a creature within 60 feet to 0 hit points, you can use your reaction to expend and roll a Bardic Inspiration die. Select a number of creatures within 15 feet of the triggering ally equal to half of the number rolled (minimum 1). Each target must make a Wisdom saving throw against your Spell Save DC or become frightened of the triggering ally until the end of that ally's next turn. After the effect ends, if the save is successful, targeted creatures are immune to Dirge of Dread for the next 24 hours.
- **Dissonance:** When a creature within 60 feet is forced to make a saving throw, you can use your reaction to expend and roll a Bardic Inspiration die. You reduce their saving throw by half of the number rolled. You can use this feature after the creature makes its roll, but before the DM determines a success or failure.
- **Guiding Tone:** As a bonus action, you expend and roll a Bardic Inspiration die and select a creature other than yourself within 60ft. The target must succeed on a Wisdom saving throw against your Spell save DC or take psychic damage equal to half of the number rolled and be pushed 10 feet in a direction you choose. A target can fail the saving throw voluntarily.
- **Hasten Tempo:** You can use a bonus action on your turn to choose one creature other than yourself within 60 feet. Expend and roll a Bardic Inspiration die, adding the number rolled to the creature's initiative and moving them up the initiative order accordingly. If this would move them higher than you, they immediately take their turn after you this round. A creature cannot be affected by Hasten Temp again until they've finished a rest.
- **Hymn of Harmony:** When a creature that has a Bardic Inspiration die from you regains any hit points, they can expend and roll their inspiration die to regain additional hit points equal to the number rolled.
- **Majestic Anthem:** You can expend and roll a Bardic Inspiration die as an action, and all other creatures you choose within 60ft. gain temporary hit points equal to the number rolled plus your Charisma modifier. These temporary hit points last 1 minute.
- **Resonance:** Using a bonus action, you can expend and roll a Bardic Inspiration die, choosing one

weapon within 60 feet of you. For 1 minute, all attacks with that weapon deal additional thunder damage equal to half of the number rolled (minimum of 1).

- **Sprint:** A creature that has a Bardic Inspiration die from you can expend and roll their inspiration to increase their speed for that turn. A roll of 1-4 increases their speed by 10 feet, a roll of 5-8 increases their speed by 15 feet, and a roll of 9+ increases their speed by 20 feet.

- **Level 6**

- **Frenetic Crescendo:** You can use your action to expend any number of uses of your Bardic Inspiration feature. For each expended use, you can immediately grant a Bardic Inspiration die to a creature other than yourself within 60 feet that you can see. Once you use this feature, you must finish a long rest before you can use it again.
- **Battle Muse:** You gain one additional use of your Bardic Inspiration.
- **Additional Conducting Technique:** Choose another Conducting Technique to learn. You may also replace one you know with a different one.

- **Level 14**

- **Virtuoso of Captivation:** For up to 10 minutes, any number of creatures you choose within 60 feet who can hear you have disadvantage on any saving throws against being charmed and against magical sleep. In addition, affected targets have disadvantage on Perception rolls that rely on sight or sound to detect targets other than you. In combat, you must spend your action each turn to continue the performance or the effect ends. Once you use

Virtuoso of Captivation, you must finish a rest before you can use it again.

- **Battle Muse:** You gain one additional use of your Bardic Inspiration.
- **Additional Conducting Technique:** Choose another Conducting Technique to learn. You may also replace one you know with a different one.



Cleric (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per cleric level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per cleric level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor, shields
 - **Weapons:** All Simple weapons
 - **Tools:** None
 - **Saving Throws:** Wisdom, Charisma
 - **Skills:** Choose two from History, Insight, Medicine, Persuasion, and Religion
- **Equipment**
 - a mace or (B) a Warhammer (if proficient)
 - scale mail, (B) leather armor, or (C) chain mail (if proficient)
 - a light crossbow and 20 bolts or (b) any simple weapon
 - a priest's pack or (B) explorer's pack
 - A shield and a holy symbol
- **Level 1**
 - +2 Proficiency Bonus
 - Three cantrips
 - Two level 1 spell slots
 - **Spellcasting:** As a conduit for divine power, you can cast cleric spells. You prepare the list of cleric spells that are available for you to cast after every long rest. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level.
 - **Spell Save DC:** 8 + proficiency bonus + Wisdom modifier
 - **Spellcasting Focus:** You can use a holy symbol as a spellcasting focus
 - Divine Domain (Choose a Subclass)

- **Level 2**
 - Subclass Feature
 - Gain one level 1 spell slot
 - **Channel Divinity:** You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.
 - **Channel Divinity: Turn Undead** - As an action, you present your holy symbol, and each undead that can see or hear you that is within 30ft. of you must make a Wisdom saving throw. If it fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30ft. of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- **Level 3**
 - Gain one level 1 spell slot and two level 2 spell slots
- **Level 4**
 - Gain one cantrip
 - Gain one level 2 spell slot
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - Gain two level 3 spell slots
- **Destroy Undead:** When an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below $\frac{1}{2}$.
- **Level 6**
 - Subclass Feature
 - Gain one level 3 spell slot
 - Channel Divinity can now be used twice before each rest
- **Level 7**
 - Gain one level 4 spell slot
- **Level 8**
 - Subclass Feature
 - Gain one level 4 spell slot
 - Ability Score Improvement or Choice of Feat
 - Destroy Undead can now instantly destroy undead creatures that fail Turn Undead with a CR of 1 or lower.
- **Level 9**
 - +4 Proficiency Bonus
 - Gain one level 4 spell slot and one level 5 spell slot
- **Level 10**
 - Gain one cantrip
 - Gain one level 5 spell slot
 - **Divine Intervention:** Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7

days. Otherwise, you can use it again after you finish a long rest.

- **Level 11**

- Gain one level 6 spell slot
- Destroy Undead can now instantly destroy undead creatures that fail Turn Undead with a CR of 2 or lower.

- **Level 12**

- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus
- Gain one level 7 spell slot

- **Level 14**

- Destroy Undead can now instantly destroy undead creatures that fail Turn Undead with a CR of 3 or lower.

- **Level 15**

- Gain one level 8 spell slot

- **Level 16**

- Ability Score Improvement or Choice of Feat

- **Level 17**

- Subclass Feature
- +6 Proficiency Bonus
- Gain one level 9 spell slot
- Destroy Undead can now instantly destroy undead creatures that fail Turn Undead with a CR of 4 or lower.

- **Level 18**

- Gain one level 5 spell slot
- Channel Divinity can now be used three times before each rest

- **Level 19**

- Gain one level 6 spell slot
- Ability Score Improvement or Choice of Feat

- **Level 20**

- Gain one level 7 spell slot
- Your Divine Intervention automatically succeeds, no roll required.

Subclasses:

Knowledge Domain (PHB):

- **Spells:**

- **1st** – command, identify
- **3rd** – augury, suggestion
- **5th** – nondetection, speak with dead
- **7th** – arcane eye, confusion
- **9th** – legend lore, scrying

- **Level 1**

- **Blessings of Knowledge:** You learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills

- **Level 2**

- **Channel Divinity: Knowledge of the Ages** – As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

- **Level 6**

- **Channel Divinity: Read Thoughts** – As an action, choose one creature that you can see within 60 feet of you. That

creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest. If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute. During that time, you can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

- **Level 8**

- **Potent Spellcasting:** You add your Wisdom modifier to the damage you deal with any cleric cantrip.

- **Level 17**

- **Visions of the Past:** You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell. Once you use this feature, you can't use it again until you finish a short or long rest.
 - **Object Reading.** Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can

spend 1 additional minute for each owner to learn the same information about that creature.

- **Area Reading.** As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Life Domain (PHB):

- **Spells:**

- **1st** – bless, cure wounds
- **3rd** – lesser restoration, spiritual weapon
- **5th** – beacon of hope, revivify
- **7th** – death wand, guardian of faith
- **9th** – mass cure wounds, raise dead

- **Level 1**

- **Bonus Proficiency:** You gain proficiency in heavy armor
- **Disciple of Life:** Your healing spells are more effective. Whenever you use a spell to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level

- **Level 2**
 - **Channel Divinity: Preserve Life** – As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.
- **Level 6**
 - **Blessed Healer** – When you cast a spell that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.
- **Level 8**
 - **Divine Strike**: 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 radiant damage to the target. When you reach 14th level, the damage increases to 2d8.
- **Level 17**
 - **Supreme Healing**: When you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die.
- **7th** – guardian of faith, wall of fire
- **9th** – flame strike, scrying
- **Level 1**
 - **Bonus Cantrip**: You gain the light cantrip if you don't already know it.
 - **Warding Flare**: When you are attacked by a creature within 30ft. of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker hits or misses. An attacker that can't be blinded is immune to this feature. You can use this feature a number of times equal to your wisdom modifier. You regain all uses after a long rest
- **Level 2**
 - **Channel Divinity: Radiance of the Dawn** – As an action, you present your holy symbol, and any magical darkness within 30ft. of you is dispelled. Additionally, each hostile creature within 30ft. of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.
- **Level 6**
 - **Improved Flare**: You can also use your Warding Flare feature when a creature that you can see within 30ft. of you attacks a creature other than you.

Light Domain (PHB):

- **Spells:**
 - **1st** – burning hands, faerie fire
 - **3rd** – flaming sphere, scorching ray
 - **5th** – daylight, fireball
- **Level 8**
 - **Potent Spellcasting**: You add your Wisdom modifier to the damage you deal with any cleric cantrip.

- **Level 17**
 - **Corona of Light:** You can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30ft. beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Nature Domain (PHB):

- **Spells:**
 - **1st** – animal friendship, speak with animals
 - **3rd** – Barkskin, spike growth
 - **5th** – plant growth, wind wall
 - **7th** – dominate beast, grasping vine
 - **9th** – insect plague, tree stride
- **Level 1**
 - **Bonus Proficiency:** You gain proficiency in heavy armor
 - **Acolyte of Nature:** You learn one druid cantrip of your choice, and gain proficiency in one of the following skills: Animal Handling, Nature, or Survival
- **Level 2**
 - **Channel Divinity: Charm Animals and Plants** – As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30ft. of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by

you, it is friendly to you and other creatures you designate.

- **Level 6**
 - **Dampen Elements:** When you or a creature within 30ft. of you takes acid, cold, fire, lightning, or thunder damage you can use your reaction to grant resistance to the creature against that instance of the damage.
- **Level 8**
 - **Divine Strike:** 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 cold, fire, or lightning damage to the target. When you reach 14th level, the damage increases to 2d8.
- **Level 17**
 - **Master of Nature:** While creature(s) are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

Tempest Domain (PHB):

- **Spells:**
 - **1st** – fog cloud, thunderwave
 - **3rd** – gust of wind, shatter
 - **5th** – call lightning, sleet storm
 - **7th** – control water, ice storm
 - **9th** – destructive wave, insect plague
- **Level 1**
 - **Bonus Proficiency:** You gain proficiency with martial weapons and heavy armor

- **Wrath of the Storm:** When a creature within 5ft. of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage on a failed save, and half as much on a successful one. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest
- **Level 2**
 - **Channel Divinity: Destructive Wrath** – When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.
- **Level 6**
 - **Thunderbolt Strike:** When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.
- **Level 8**
 - **Divine Strike:** 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 thunder damage to the target. When you reach 14th level, the damage increases to 2d8.
- **Level 17**
 - **Stormborn:** You have a flying speed equal to your current walking speed whenever you are not underground or indoors.

Trickery Domain (PHB):

- **Spells:**
 - **1st** – charm person, disguise self
 - **3rd** – mirror image, pass without trace
 - **5th** – blink, dispel magic
 - **7th** – dimension door, polymorph
 - **9th** – dominate person, modify memory
- **Level 1**
 - **Blessings of the Trickster:** You can use your action to touch a willing creature other than yourself to give it advantage on Stealth checks. This blessing lasts for 1 hour or until you use this feature again.
- **Level 2**
 - **Channel Divinity: Invoke Duplicity** – As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose concentration. The illusion appears in an unoccupied space that you can see within 30ft. of you. As a bonus action on your turn, you can move the illusion up to 30ft. to a space you can see, but it must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature.
- **Level 6**
 - **Channel Divinity: Cloak of Shadows** – As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

- **Level 8**
 - **Divine Strike:** 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 poison damage to the target. When you reach 14th level, the damage increases to 2d8.
- **Level 17**
 - **Improved Duplicity:** You can create four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30ft., to a maximum range of 120 feet.

War Domain (PHB):

- **Spells:**
 - **1st** – divine favor, shield of faith
 - **3rd** – magic weapon, spiritual weapon
 - **5th** – crusader's mantle, spirit guardians
 - **7th** – freedom of movement, stoneskin
 - **9th** – flame strike, hold monster
- **Level 1**
 - **Bonus Proficiency:** You gain proficiency with martial weapons and heavy armor
 - **War Priest:** When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses after a long rest.
- **Level 2**
 - **Channel Divinity: Guided Strike** – When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice

after you see the roll, but before the DM says whether the attack hits or misses.

- **Level 6**
 - **Channel Divinity: War God's Blessing** – When a creature within 30ft. of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.
- **Level 8**
 - **Divine Strike:** 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 damage increases to 2d8.
- **Level 17**
 - **Avatar of Battle:** You gain resistance to bludgeoning, piercing, and slashing damage, from nonmagical weapons.

Forge Domain (XG):

- **Spells:**
 - **1st** – searing smite, identify
 - **3rd** – heat metal, magic weapon
 - **5th** – elemental weapon, protection from energy
 - **7th** – fabricate, wall of fire
 - **9th** – animate objects, creation
- **Level 1**
 - **Bonus Proficiency:** You gain proficiency with heavy armor and smith's tools.

- **Blessing of the Forge:** At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.
 - **Level 2**
 - **Channel Divinity: Artisan's Blessing** – You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple/martial weapon, a suit or armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you. The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation. The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.
 - **Level 6**
 - **Soul of the Forge** – Your mastery of the forge grants your resistance to fire damage and a +1 bonus to AC while wearing Heavy Armor.
 - **Level 8**
 - **Divine Strike:** 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 fire damage to the target.
 - **Level 14**
 - **Improved Divine Strike:** Divine Strike now deals an extra 2d8 fire damage.
 - **Level 17**
 - **Saint of Forge and Fire:** Your blessed affinity with fire and metal becomes more powerful. You gain immunity to fire damage. You have resistance to bludgeoning, piercing, and slashing damage from non-magical attacks while wearing Heavy Armor.
- Grave Domain (XG):**
- **Spells:**
 - **1st** – bane, false life
 - **3rd** – gentle repose, ray of enfeeblement
 - **5th** – revivify, vampiric touch
 - **7th** – blight, death ward
 - **9th** – antilife shell, raise dead
 - **Level 1**
 - **Circle of Mortality:** When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die. In addition, you learn the *spare the dying* cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.
 - **Eyes of the Grave:** As an action, you can open your awareness to magically detect undead. Until the end of your

next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

- **Level 2**
 - **Channel Divinity: Path to the Grave** – As an action, you choose once creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally or yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.
- **Level 6**
 - **Sentinel at Death's Door** – As a reaction when you or a creature you can see within 30 feet of you suffers a critical hit, you can turn it into a normal hit. Any effects triggered by a critical hit are canceled. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.
- **Level 8**
 - **Potent Spellcasting:** You add your Wisdom modifier to the damage you deal with any cleric cantrip.
- **Level 17**
 - **Keeper of Souls:** When an enemy you can see dies within 60ft. of you, you or one ally of your choice that is within 60ft. of you regains hit points equal to the enemy's number of hit dice. You

can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.

Protection Domain (UA):

- **Spells:**
 - **1st** – compelled duel, protection from evil and good
 - **3rd** – aid, protection from poison
 - **5th** – protection from energy, slow
 - **7th** – guardian of faith, Otiluke's resilient sphere
 - **9th** – antilife shell, wall of force
- **Level 1**
 - **Bonus Proficiency:** You gain proficiency with heavy armor
 - **Shield of the Faithful:** When a creature attacks a target other than you that is within 5ft. of you, you can use your reaction to impose disadvantage on the attack roll. To do so, you must be able to see both the attacker and the target. You interpose an arm, a shield, or some other part of yourself to try to throw the attack off target.
- **Level 2**
 - **Channel Divinity: Radiant Defense** – As an action, you channel blessed energy into an ally that you can see within 30ft. of you. The first time that ally is hit by an attack within the next minute, the attack takes radiant damage equal to 2d10 + your cleric level.
- **Level 6**
 - **Blessed Healer** – When you cast a spell with a spell slot and it restores hit

points to any creature other than you this turn, you regain hit points equal to 2 = the spell's level.

- **Level 8**

- **Divine Strike:** 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 radiant damage to the target. When you reach 14th level, the damage increases to 2d8.

- **Level 17**

- **Indomitable Defense:** You gain resistance to two damage types of your choice: bludgeoning, necrotic, piercing, radiant, and slashing. Whenever you finish a rest you can change the damage types you chose. As an action, you can temporarily give up this resistance and transfer it to one creature you touch. The creature keeps the resistance until the end of your next rest or until you transfer it back to yourself as a bonus action.

Arcane Domain (SC):

- **Spells:**

- **1st** – detect magic, magic missile
- **3rd** – magic weapon, Nystul's magic aura
- **5th** – dispel magic, magic circle
- **7th** – arcane eye, Leomund's secret chest
- **9th** – planar binding, teleportation circle

- **Level 1**

- **Arcane Initiate:** You gain proficiency in the Arcana skill, and you gain two

cantrips of your choice from the Wizard spell list. These count as Cleric cantrips.

- **Level 2**

- **Channel Divinity: Arcane Abjuration –**

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30ft. of you must make a Wisdom saving throw. If it fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30ft. of you. It also can't take reactions. For its action, it can only use the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. After you reach 5th level, when a creature fails this saving throw, the creature is banished for 1 minute (see banishment spell, no concentration) if it isn't on its plane of origin and its challenge rating is at or below 1/2. The rating increases to 1 or lower at level 8, then to 2 or lower at level 11, then to 3 or lower at level 14, then to 4 or lower at level 17.

- **Level 6**

- **Spell Breaker:** When you restore hit points to an ally with a spell, you can also end one spell of your choice on that creature. The level of the spell you end, must be equal to or lower than the level of the spell slot you use to cast the healing spell.

- **Level 8**
 - **Potent Spellcasting:** You add your Wisdom modifier to the damage you deal with any cleric cantrip.
- **Level 17**
 - **Arcane Mastery:** Choose four spells from the wizard spell list, one from level 6, one from level 7, one from level 8, and one from level 9. Add them to your list of domain spells. They are always prepared and count as cleric spells for you.

Blood Domain (CR):

- **Spells:**
 - **1st** – sleep, ray of sickness
 - **3rd** – ray of enfeeblement, crown of madness
 - **5th** –haste, slow
 - **7th** – blight, stoneskin
 - **9th** – dominate person, hold monster
- **Level 1**
 - **Bloodletting Focus:** When you use a spell of 1st level or higher to inflict damage to any creatures that have blood, those creatures take an addition 2 + the spell's level Necrotic damage.
- **Level 2**
 - **Channel Divinity: Blood Puppet** –As an action, you target a Large or smaller creature that has blood within 60 feet of you. That creature must succeed on a Constitution saving throw against your spell save DC or immediately move up to half of their movement in any direction of your choice and make a single weapon attack against a

creature of your choice within range. Dead or unconscious creatures automatically fail their saving throw. At 8th level, you can target a Huge or smaller creature.

- **Level 6**
 - **Channel Divinity: Crimson Bond** – You can use your Channel Divinity to focus on a sample of blood from a creature that is at least 2 ounces, and that has been spilt no longer than a week ago. As an action, you can focus on the blood of the creature to form a bond and gain information about their current circumstances. You know their approximate distance and direction from you, as well as their general state of health, as long as they are within 10 miles of you. You can maintain this effect as though you were concentrating on a spell for up to 1 hour. During your bond, you can spend an action to attempt to connect with the bonded creature's senses. The target makes a Constitution saving throw against your spell save DC. If they succeed, the connection is resisted, ending the bond. You suffer 2d6 necrotic damage. Upon a failed saving throw, you can choose to either see through the eyes of or hear through their ears of the target for a number of rounds equal to your Wisdom modifier (minimum of 1). During this time, you are blind or deaf (respectively) with regard to your own senses. Once this connection ends, the Crimson Bond is lost.
- **Level 8**
 - **Sanguine Recall:** As an action, you recover spell slots that have a combined level equal to or less than

half of your cleric level (rounded up), and none of the slots can be 6th level or higher. You immediately suffer 1d6 damage per spell slot level recovered. You can't use this feature again until you finish a long rest.

- **Level 17**

- **Vascular Corruption Aura:** You can emit a powerful aura as an action that extends 30 feet out from you that pulses necrotic energy through the veins of nearby foes, causing them to burst and bleed. For 1 minute, any enemy creatures with blood that begin their turn within the aura or enter it for the first time on their turn immediately suffer 2d6 necrotic damage. Any enemy creature with blood that would regain hit points while within the aura only regains half of the intended number of hit points (rounded up). Once you use this feature, you can't use it again until you finish a long rest.



Druids (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per druid level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per druid level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor, shields (but never made of metal)
 - **Weapons:** Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
 - **Tools:** Herbalism Kit
 - **Saving Throws:** Intelligence, Wisdom
 - **Skills:** Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival
- **Equipment**
 - a wooden shield or (B) any simple weapon
 - a scimitar or (B) any simple melee weapon
 - Leather armor, an explorer's pack, and a druidic focus
- **Level 1**
 - +2 Proficiency Bonus
 - Three cantrips
 - Two level 1 spell slots
 - **Spellcasting:** Drawing on the divine essence of nature itself, you can cast spells to shape that Essence to your will. The number of spells that you know are equal to your wisdom modifier + your druid level.
 - **Spell Save DC:** 8 + proficiency bonus + Wisdom modifier
 - **Spellcasting Focus:** You can use a druidic focus as a spellcasting focus

- **Level 2**

- Gain one level 1 spell slot
- **Wild Shape:** You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a rest. Your druid level determines the beasts you can transform into. At 2nd level, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form, unless you expend another use of wild shape. You can revert back to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply:
 - Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
 - When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage

carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

- **Druid Circle** (Choose a Subclass)

- **Level 3**
 - Gain one level 1 spell slot and two level 2 spell slots
- **Level 4**
 - Gain one cantrip
 - Gain one level 2 spell slot
 - Your Wild Shape Max. CR is now 1/2 and includes beasts with a walking and swimming speed.
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - Gain two level 3 spell slots
- **Level 6**
 - Subclass feature
 - Gain one level 3 spell slot
- **Level 7**
 - Gain one level 4 spell slot
- **Level 8**
 - Gain one level 4 spell slot
 - Your Wild Shape Max. CR is now 1 and includes all beasts.
 - Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - Gain one level 4 spell slot and one level 5 spell slot
- **Level 10**
 - Subclass feature
 - Gain one cantrip
 - Gain one level 5 spell slot
- **Level 11**
 - Gain one level 6 spell slot
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - Gain one level 7 spell slot
- **Level 14**
 - Subclass feature
- **Level 15**
 - Gain one level 8 spell slot
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - Gain one level 9 spell slot
- **Level 18**
 - Gain one level 5 spell slot
 - **Timeless Body:** The primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.
 - **Beast Spells:** You can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.
- **Level 19**
 - Gain one level 6 spell slot
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - Gain one level 7 spell slot
 - **Archdruid:** You can use your Wild Shape an unlimited number of times.

Subclasses:

Circle of the Land (PHB):

- Level 2

- **Bonus Cantrip:** You learn one additional druid cantrip of your choice.
- **Natural Recovery:** During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest.

- Level 3

- **Circle Spells:** Choose the land where you became a druid and you gain access to the spells based on the land. Once you gain access to a circle spell, you always have it prepared and it doesn't count against the number of spells you have prepared each day.

- Arctic

- **3rd Level:** hold person, spike growth
- **5th Level:** sleet storm, slow
- **7th Level:** freedom of movement, ice storm
- **9th Level:** commune with nature, cone of cold

- Coast

- **3rd Level:** mirror image, misty step
- **5th Level:** water breathing, water walk
- **7th Level:** control water, freedom of movement
- **9th Level:** conjure elemental, scrying

- Desert

- **3rd Level:** blur, silence
- **5th Level:** create food and water, protection from energy

- **7th Level:** blight, hallucinatory terrain
- **9th Level:** insect plague, wall of stone

- Forest

- **3rd Level:** Barkskin, spider climb
- **5th Level:** call lightning, plant growth
- **7th Level:** divination, freedom of movement
- **9th Level:** commune with nature, tree stride

- Grassland

- **3rd Level:** invisibility, pass without trace
- **5th Level:** daylight, haste
- **7th Level:** divination, freedom of movement
- **9th Level:** dream, insect plague

- Mountain

- **3rd Level:** spider climb, spike growth
- **5th Level:** lightning bolt, meld into stone
- **7th Level:** stone shape, stoneskin
- **9th Level:** passwall, wall of stone

- Swamp

- **3rd Level:** darkness, Melf's acid arrow
- **5th Level:** water walk, stinking cloud
- **7th Level:** freedom of movement, locate creature
- **9th Level:** insect plague, scrying

- Underdark

- **3rd Level:** spider climb, web
- **5th Level:** gaseous form, stinking cloud
- **7th Level:** greater invisibility, stone shape
- **9th Level:** cloudkill, insect plague

- Level 6

- **Land's Stride:** Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without

taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

- **Level 10**

- **Nature's Ward:** You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

- **Level 14**

- **Nature's Sanctuary:** When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

Circle of the Moon (PHB):

- **Level 2**

- **Combat Wild Shape:** You can now use Wild Shape as a bonus action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.
- **Circle Forms:** You can use your Wild Shape to transform into a beast with a challenge rating as high as 1, without a swim or fly speed.

- **Level 6**

- **Primal Strike:** Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- **Circle Forms (Improved):** The maximum challenge rating of your Wild Shape is now 2.

- **Level 9**

- **Circle Forms (Improved):** The maximum challenge rating of your Wild Shape is now 3.

- **Level 10**

- **Elemental Wild Shape:** You can expend two uses of Wild Shape at the same time to transform into an air, earth, fire, or water elemental.

- **Level 12**

- **Circle Forms (Improved):** The maximum challenge rating of your Wild Shape is now 4.

- **Level 14**

- **Thousand Forms:** You can cast the alter self spell at will.

- **Level 15**

- **Circle Forms (Improved):** The maximum challenge rating of your Wild Shape is now 5.

- **Level 18**

- **Circle Forms (Superior):** The maximum challenge rating of your Wild Shape is now 6.

Circle of Dreams (XG):

- **Level 2**

- **Balm of the Summer Court:** You have a pool of fey energy represented by a number of d6s equal to your druid level. As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains hit points equal to the total. The target also gains 1 temporary hit point per die spent. You regain expended dice when you finish a long rest.

- **Level 6**

- **Hearth of Moonlight and Shadow:** During a rest, you can invoke the shadowy power of the Gloaming Court to help guard your respite. At the start of the rest, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, you and your allies gain a +5 bonus to Stealth and Perception checks, and any light from open flames is not visible outside the area. The sphere vanishes at the end of the rest or when you leave the sphere.

- **Level 10**

- **Hidden Paths:** As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport a willing ally you touch up to 30 feet to a point you can see. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses of it when you finish a long rest.

- **Level 14**

- **Walker in Dreams:** When you finish a short rest, you can cast one of the following spells, without expending a spell slot or requiring material components: *dream* (with you as the messenger), *scrying*, or *teleportation circle*. This use of *teleportation circle* is special. Rather than opening a portal to a permanent teleportation circle, it opens a portal to the last location where you finished a long rest on your current plane of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted. Once you use this feature, you can't use it again until you finish a long rest.

Circle of the Shepherd (XG):

- **Level 2**

- **Spirit Totem:** As a bonus action, you magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents. As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a rest. The nature of the aura depends on the type of spirit you choose to summon:
 - **Strong Spirit** (Bear, Ox, Rhino, etc.): The strong spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit

appears gains temporary hit points equal to 5+your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura

- **Winged Spirit** (Eagle, Griffon, Vulture, etc.): The winged spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Perception checks while in the aura.
- **Mystical Spirit** (Dragon, Unicorn, Pegasus etc.): The mystical spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell with a spell slot that restores hit points to anyone inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.
- **Speech of the Woods:** You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you any special friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

- **Level 6**

- **Mighty Summoner:** Any beast summoned or created by your spells gains two benefits:
 - The creature appears with more hit points than normal: 2 extra hit points per Hit Die it has.
 - The damage from its natural weapons is considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks and damage.

- **Level 10**

- **Guardian Spirit:** When a beast or fey that you summoned or created with a spell ends its turn in your Spirit Totem aura, that creature regains a number of hit points equal to half your druid level.

- **Level 14**

- **Faithful Summons:** If you are reduced to 0 hit points or are incapacitated against your will, you can immediately gain the benefits of *conjure animals* as if it were cast with a 9th-level spell slot. It summons four beasts of your choice that are challenge rating 2 or lower. The conjured beasts appear within 20 feet of you. If they receive no commands from you, they protect you from harm and attack your foes. The spell lasts for 1 hour, requiring no concentration, or until you dismiss it (no action required). Once you use this feature, you can't use it again until you finish a long rest.

Circle of Twilight (UA):

- **Level 2**

- **Harvest's Scythe:** You can augment your spells to drain the life force from

creatures. You have a pool of energy represented by a number of d10s equal to your druid level. When you roll damage for a spell, you can increase that damage by spending dice from the pool. You can spend a number of dice equal to half your druid level or less. Roll the spent dice and add them to the damage as necrotic damage. If you kill one or more hostile creatures with a spell augmented in this way, you or an ally of your choice that you can see within 30 feet of you regains 2 hit points per die spent to increase the spell's damage, or 5 hit points per die if at least one of the slain creatures was undead. You regain the expended dice when you finish a long rest.

- **Level 6**

- **Speech Beyond the Grave:** Using this feature, you can cast speak with dead without material components, and you understand what the target of this casting says. It can understand your questions, even if you don't share a language or it is not intelligent enough to speak. Once you use this feature, you can't use it again until you finish a short or long rest.

- **Level 10**

- **Watcher at the Threshold:** You gain resistance to necrotic and radiant damage. In addition, while you aren't incapacitated, any ally within 30 feet of you has advantage on death saving throws.

- **Level 14**

- **Paths of the Dead:** Using this feature, you can cast etherealness. Once the spell ends, you can't cast it with this feature again until you finish a short or long rest.

Circle of Spores (UA):

- **Level 2**

- **Halo of Spores:** You can launch toxic spores at other creatures. To do so, you use your reaction on your turn to deal 1d4+Wisdom Modifier poison damage to one creature you can see within 10 feet of you. This damage die turns to a d8 at level 6, d10 at level 10, and d12 with Wisdom modifier times two at level 14.
- **Symbiotic Entity:** You gain the ability to channel magic into the spores that infuse you. When you use your Wild Shape feature, you can awaken those spores, rather than transforming. When you do so, you gain 3 temporary hit points per level you have in this class, the damage of your Halo of Spores feature doubles, and your melee weapon attacks deal an extra 1d6 poison damage to any target they hit. These benefits last for 10 minutes or until you use your Wild Shape again.
- **Circle Spells:** You gain the *chill touch* Cantrip

- **Level 3**

- **Circle Spells:** You gain the *gentle repose* and *ray of enfeeblement* spells.

- **Level 5**

- **Circle Spells:** You gain the *animate dead* and *gaseous form* spells.

- **Level 6**

- **Fungal Infestation:** If you slay a humanoid with your Halo of Spores damage, the creature rises as a zombie at the end of your turn. It has 1 hit point. In combat, its turn is immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making

one melee attack. It remains animate for 1 hour, after which time it collapses and dies.

- **Level 7**

- **Circle Spells:** You gain the *blight* and *confusion* spells.

- **Level 9**

- **Circle Spells:** You gain the *cloudkill* and *contagion* spells.

- **Level 10**

- **Spreading Spores:** As a bonus action, you hurl fungal spores up to 30 feet away, where they swirl around in a 10-foot cube for 1 minute. While the cube of spores persists, you can't use your Halo of Spores feature, but any creature that starts its turn in the cube takes your Halo of Spores damage. The cube of spores vanishes early if you use this feature again.

- **Level 14**

- **Fungal Body:** You can't be blinded, deafened, frightened, or poisoned, and you don't take any extra damage from critical hits landed against you.



Fighter (PHB):

- **Hit Points**
 - **Hit Dice:** 1d10 per fighter level
 - **Hit Points at 1st level:** 10 + Con Modifier
 - **Hit Points at Higher Levels:** 1d10 + Con Modifier per fighter level after 1st
- **Proficiencies**
 - **Armor:** All armor and shields
 - **Weapons:** Simple and Martial Weapons
 - **Tools:** None
 - **Saving Throws:** Strength, Constitution
 - **Skills:** Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival
- **Equipment**
 - chain mail or (B) leather armor,
 - longbow, and 20 arrows
 - a martial weapon and a shield or (B) two Martial weapons
 - a light crossbow and 20 bolts or (b) two handaxes
 - a dungeoneer's pack or (B) an explorer's pack
- **Level 1**
 - +2 Proficiency Bonus
 - **Fighting Style:** You adopt a particular style of fighting as your specialty:
 - **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
 - **Close Quarters Shooter:** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover

against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

- **Defense:** While you're wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Mariner:** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Tunnel Fighter:** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

- **Second Wind:** On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a rest before you can use it again.

- **Level 2**

- **Action Surge:** On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a rest before you can use it again.

- **Level 3**

- Martial Archetype (Choose a Subclass)

- **Level 4**

- Ability Score Improvement or Choice of Feat

- **Level 5**

- +3 Proficiency Bonus
- **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.

- **Level 6**

- Ability Score Improvement or Choice of Feat

- **Level 7**

- Subclass Feature

- **Level 8**

- Ability Score Improvement or Choice of Feat

- **Level 9**
 - +4 Proficiency Bonus
 - **Indomitable**: You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.
- **Level 10**
 - Subclass Feature
- **Level 11**
 - **Extra Attack (Improved)**: You can attack three times, instead of once, whenever you take the Attack action on your turn.
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - **Indomitable (Improved)**: You can now use this feature twice before each long rest.
- **Level 14**
 - Ability Score Improvement or Choice of Feat
- **Level 15**
 - Subclass Feature
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - **Action Surge**: You can use your Action Surge feature twice before a rest, but only one on the same turn.
- **Indomitable (Superior)**: You can now use this feature three times before each long rest.
- **Level 18**
 - Subclass Feature
- **Level 19**
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Extra Attack (Superior)**: You can attack four times, instead of once, whenever you take the Attack action on your turn.

Subclasses:

Champion (PHB):

- **Level 3**
 - **Improved Critical**: Your weapon attacks score a critical hit on a roll of 19 or 20.
- **Level 7**
 - **Remarkable Athlete**: You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.
- **Level 10**
 - **Additional Fighting Style**: You can choose a second option from the

Fighting Style Class feature, but you may not choose the same one again.

- **Level 15**
 - **Superior Critical:** Your weapon attacks score a critical hit on a roll of 18-20.
- **Level 18**
 - **Survivor:** At the start of each of your turns, you regain hit points equal to 5 + Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Battle Master (PHB):

- **Level 3**
 - **Student of War:** You gain proficiency with one type of artisan's tools of your choice.
 - **Combat Superiority:** You learn maneuvers that are fueled by special dice called superiority dice.
 - **Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a rest.
 - **Saving Throws:** Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)
 - **Maneuvers:** You learn three maneuvers of your choice. You can only use one maneuver per attack:
 - **Commander's Strike:** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
- **Disarming Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.
- **Distracting Strike:** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.
- **Evasive Footwork:** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until your next turn.
- **Feinting attack:** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. Until your next turn, you have advantage on your next attack roll against that creature. If that attack

hits, add the superiority die to the attack's damage roll.

- **Goad Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
- **Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.
- **Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature that can see or hear you. That creature can use its reaction to move up to half of its speed without provoking opportunity attacks from the target of your attack.
- **Menacing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is

frightened of you until the end of your next turn.

- **Parry:** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.
- **Precision Attack:** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before the DM tells you if the attack misses or not.
- **Pushing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
- **Rally:** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature that can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.
- **Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

- **Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.
 - **Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.
- **Level 7**
 - **Know Your Enemy:** If you spend at least 1 minute observing or interacting with another creature outside of combat, you can learn its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:
 - Strength Score
 - Dexterity Score
 - Constitution Score
 - Armor Class
 - Current Hit Points
 - Total Class Levels (if any)
 - Fighter class levels (if any)
 - **Maneuvers:** You learn two additional maneuvers.
 - You gain another superiority die
- **Level 10**
 - **Improved Combat Superiority:** Your superiority dice turn into d10s.
 - **Maneuvers:** You learn two additional maneuvers. Additionally, you may replace one maneuver you know with a different one.
- **Level 15**
 - **Relentless:** When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.
 - **Maneuvers:** You learn two additional maneuvers. Additionally, you may replace one maneuver you know with a different one.
 - You gain another superiority die
- **Level 18**
 - **Superior Combat Superiority:** Your superiority dice turn into d12s.

Eldritch Knight (PHB):

- **Level 3**
 - You learn two cantrips from the wizard spell list.
 - You learn three level 1 abjuration or evocation spells from the Wizard spell list.
 - You gain two level 1 spell slots
 - **Spellcasting:** You augment your martial prowess with the ability to cast spells.
 - **Spell Save DC:** = 8 + your proficiency bonus + your Intelligence modifier
 - **Spell Attack Modifier:** your proficiency bonus + your intelligence modifier
 - **Weapon Bond:** You perform a ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout

the ritual, at the conclusion of which you touch the weapon and forge the bond. Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. You can have up to two bonded weapons, but can only summon one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

- **Level 4**
 - You learn another level 1 abjuration or evocation spell from the Wizard spell list
- **Level 7**
 - You learn another level 1 or 2 abjuration or evocation spell from the Wizard spell list.
 - You gain one more level 1 spell slot and two level 2 spell slots
 - **War Magic:** When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.
- **Level 8**
 - You learn any level 1 or 2 spell from the Wizard spell list.
- **Level 10**
 - You learn one cantrip from the wizard spell list.
 - You gain one level 2 spell slot.
 - You learn another level 1 or 2 abjuration or evocation spell from the Wizard spell list.
 - **Eldritch Strike:** When you hit a creature with a weapon attack, that creature has

disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

- **Level 11**
 - You learn another level 1 or 2 abjuration or evocation spell from the Wizard spell list.
- **Level 13**
 - You gain two level 3 spell slots.
 - You learn another level 1-3 abjuration or evocation spell from the Wizard spell list.
- **Level 14**
 - You learn any level 1-3 spell from the Wizard spell list.
- **Level 15**
 - **Arcane Charge:** You gain the ability to teleport up to 30ft. to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.
- **Level 16**
 - You learn another level 1-3 abjuration or evocation spell from the Wizard spell list.
 - You gain one level 3 spell slot.
- **Level 18**
 - **Improved War Magic:** When you use your action to cast a spell, you can make one weapon attack as a bonus action.
- **Level 19**
 - You learn another level 1-4 abjuration or evocation spell from the Wizard spell list.
 - You gain one level 4 spell slot.

- **Level 20**
 - You learn any level 1-4 spell from the Wizard spell list.

Purple Dragon Knight (SC):

Restriction: You have to be or have been a knight at some point in your character's life.

- **Level 3**
 - **Rallying Cry:** When you use your Second Wind feature, you can choose up to three creatures within 60 feet of you that are allied with you. Each one regains hit points equal to your fighter level, provided that the creature can see or hear you.
- **Level 7**
 - **Royal Envoy:** You gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance. Your proficiency bonus is doubled for any ability check you make that uses Persuasion, regardless if you gain a different skill from this feature.
- **Level 10**
 - **Inspiring Surge:** When you use your Action Surge, you can choose one creature within 60ft. Of you that is allied with you. That creature can make one melee or ranged weapon attack with is reaction, provided that it can see or hear you.
- **Level 15**
 - **Bulwark:** When you use Indomitable to reroll an Intelligence, a Wisdom, or a

Charisma saving throw and you aren't incapacitated, you can choose one ally within 60ft. of you that also failed its saving throw against the same effect. If that creature can see or hear you, it can reroll its saving throw and must use the new roll.

- **Level 18**
 - **Improved Inspiring Surge:** Your Inspiring Surge can now affect two allies within 60ft. of you, rather than one.

Arcane Archer (XG):

- **Level 3**
 - **Arcane Archer's Lore:** You learn magical theory or some of the secrets of nature— typical for practitioners of this elven martial tradition. You gain proficiency in either the Arcana or the Nature skill. Choose to learn either the *prestidigitation* or the *druidcraft* cantrip.
 - **Arcane Shot:** You learn to unleash special magical effects with some of your shots. Once per turn when you fire a magic arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. When you gain this feature, you learn two Arcane Shot options of your choice.

- **Arcane Shot Save DC:** 8 + your proficiency bonus + your intelligence modifier
- **Arcane Shot Options:**
 - **Banishing Arrow:** You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.
 - ❖ **Level 18:** Target also takes 2d6 force damage when the arrow hits it.
 - **Beguiling Arrow:** Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.
 - ❖ **Level 18:** The psychic damage increases to 4d6.
 - **Bursting Arrow:** You imbue your arrow with a blast of force energy drawn from the school of evocation. The energy detonates after your attack. Immediately after the arrow hits a creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.
 - ❖ **Level 18:** The force damage increases to 4d6.
 - **Enfeebling Arrow:** You weave necromantic magic into your arrow. If the arrow hits a creature, the target takes an extra 2d6 necrotic damage, and it must make a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.
 - ❖ **Level 18:** The necrotic damage increases to 4d6.
 - **Grasping Arrow:** When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Athletics check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.
 - ❖ **Level 18:** The poison and slashing damage both increase to 4d6.
 - **Piercing Arrow:** You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line that is 1 foot wide and 30 feet long, before disappearing. The

arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a target takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

❖ **Level 18:** The piercing damage increases to 2d6.

- **Seeking Arrow:** Using divination magic, you grant your arrow the ability to seek out your target. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. Otherwise, the arrow disappears after traveling as far as it can. On a failed save, the target takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

❖ **Level 18:** The force damage increases to 2d6.

- **Shadow Arrow:** You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic

damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

❖ **Level 18:** The psychic damage increases to 4d6.

- **Level 7**

- **Magic Arrow:** You gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits, or misses its target.
- **Curving Shot:** You learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.
- **Arcane Shot Addition:** You gain an additional Arcane Shot option of your choice.

- **Level 10**

- **Arcane Shot Addition:** You gain an additional Arcane Shot option of your choice.

- **Level 15**

- **Ever-Ready Shot:** If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.
- **Arcane Shot Addition:** You gain an additional Arcane Shot option of your choice.

- **Level 18**
 - **Superior Arcane Shot:** Your Arcane Shots all gain improved effects.
 - **Arcane Shot Addition:** You gain an additional Arcane Shot option of your choice.

Knight (UA):

- **Level 3**
 - **Born to the Saddle:** Mounting or dismounting a creature costs you only 5ft. of movement, rather than half your speed. In addition, you have advantage on saving throws made to avoid falling off your mount. If you fall off it, you can automatically land on your feet if you aren't incapacitated and you fall less than 10 feet.
 - **Implacable Mark:** When you hit a creature with a melee weapon attack, the target is marked by you until the end of your next turn. A creature ignores this effect if the creature can't be frightened. The marked target has disadvantage on any attack roll against a creature other than you or someone else that marked it. If a target marked by you is within 5 feet of you on its turn and it moves at least 1 foot or makes an attack that suffers disadvantage from this feature, you can make one melee weapon attack against it using your reaction. This attack roll has advantage, and if it hits, the attack's weapon deals extra damage to the target equal to your fighter level. You can make this special attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn. You can

make this attack up to three times, and you regain all expended uses of it when you finish a short or long rest.

- **Level 7**
 - **Noble Cavalry:** You gain proficiency in two of the following skills of your choice: Animal Handling: History, Insight, Persuasion, or Religion. Alternatively, you learn one language of your choice.
- **Level 10**
 - **Hold the Line:** As a reaction, when a creature moves at least 1 foot within 5 feet of you, you can make one melee weapon attack against that creature. If you hit, the attack's weapon deals extra damage to the target equal to half your fighter level, and the target's speed is reduced to 0 until the end of this turn.
- **Level 15**
 - **Rapid Strike:** If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.
- **Level 18**
 - **Defender's Blade:** You can use your reaction for an opportunity attack even if you have already expended your reaction this round, but not if you have already used your reaction this turn and can use it an unlimited amount of times. In addition, you gain a +1 bonus to AC while wearing heavy armor.

Samurai (XG):

- Level 3

- **Fighting Spirit:** As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of your current turn. When you do so, you also gain 5 temporary hit points. You can use this feature three times, and you regain all expended uses of it when you finish a long rest.
- **Bonus Proficiency:** You gain proficiency in one of the following skills of your choice: History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

- Level 7

- **Elegant Courtier:** Whenever you make a Persuasion check, you gain a bonus to the check equal to your Wisdom modifier. Your self-control also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

- Level 10

- **Tireless Spirit:** When you roll initiative and have no uses of Fighting Spirit remaining, you gain one use.
- **Improved Fighting Spirit:** You now gain 10 temporary hit points from each use.

- Level 15

- **Rapid Strike:** If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against the same target as part of the same action.

You can do so no more than once per turn.

- **Superior Fighting Spirit:** You now gain 15 temporary hit points from each use.

- Level 18

- **Strength Before Death:** If you take damage that would reduce you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points. Once you use this feature, you can't use it again until after you finish a long rest.

Sharpshooter (UA):

- Level 3

- **Steady Aim:** As a bonus action on your turn, you can take careful aim at a creature you can see that is within range of a ranged weapon you're wielding. Until the end of this turn, your ranged attacks with that weapon gain two benefits against the target: The attacks ignore half and three-quarters cover. On each hit, the weapon deals additional damage to the target equal to 2 + half your fighter level.

- **Level 7**
 - **Careful eyes:** You can take the Search action as a bonus action. You also gain proficiency in the Perception, Investigation, or Survival skill (choose one).
- **Level 10**
 - **Close-Quarters Shooting:** Making a ranged attack roll while within 5 feet of an enemy doesn't impose disadvantage on your roll. In addition, if you hit a creature within 5 feet of you with a ranged attack on your turn, that creature can't take reactions until the end of its next turn.
- **Level 15**
 - **Rapid Strike:** If you have advantage on a weapon attack against a target on your turn, you can forgo that advantage to immediately make an additional weapon attack against the same target as a bonus action.
- **Level 18**
 - **Snap Shot:** If you take the Attack action on your first turn of a combat, you can make one additional ranged weapon attack as part of that action.
- mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.
- **Unwavering Mark:** When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level. Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier, and you regain all expended uses of it when you finish a long rest.
- **Bonus Proficiencies:** You gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Cavalier (XG):

- **Level 3**
 - **Born to the Saddle:** Your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated. Finally,
- **Level 7**
 - **Warding Maneuver:** If you, your mount, or a creature within 5 feet of you is hit by an attack, you can toll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. You can use this

feature a number of times equal to your Constitution modifier, and you regain all expended uses of it when you finish a long rest.

- **Level 10**

- **Hold the Line:** You become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

- **Level 15**

- **Ferocious Charger:** If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength Modifier) or be knocked prone. You can use this feature only once on each of your turns.

- **Level 18**

- **Vigilant Defender:** In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Scout (UA):

- **Level 3**

- **Natural Explorer:** You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose

one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or racking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

- **Bonus Proficiencies:** You gain proficiency in three of the following skills of your choice: Acrobatics, Athletics, Investigation, Medicine, Nature, Perception, Stealth, or Survival. You can choose to gain proficiency with thieves' tools in place of one skill choice.

- **Combat Superiority:** You gain a set of abilities that are fueled by superiority dice.

- **Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a rest.

- **Using Superiority Dice:** You can expend superiority dice to gain a number of different benefits:
 - When you make a check that allows you to apply your proficiency in Athletics, Nature, Perception, Stealth, or Survival, you can expend one superiority die and add half the number rolled on the superiority die (rounding up) to your check. You apply this bonus after making the check but before learning if it was successful.
 - When you make a weapon attack against a creature, you can expend one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.
 - If you are hit by an attack while wearing light or medium armor, you can expend one superiority die as a reaction and add the number rolled to your AC. If the attack still hits, you take half damage from it.
- **Level 7**
 - **Additional Natural Explorer Terrain:** Choose another option from the Natural Explorer feature to gain the benefits from.
 - You gain another superiority die
- **Level 10**
 - **Improved Combat Superiority:** Your superiority dice turn into d10s.
- **Level 15**
 - **Relentless:** When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.
 - You gain another superiority die
- **Additional Natural Explorer Terrain:** Choose another option from the Natural Explorer feature to gain the benefits from.
- **Level 18**
 - **Superior Combat Superiority:** Your superiority dice turn into d12s.

Monster Hunter (UA):

- **Level 3**
 - **Hunter's Mysticism:** You can cast detect magic as a ritual. You can cast protection from evil and good, but you cannot cast it again with this feature until you finish a long rest. Wisdom is your spellcasting ability for these spells. In addition, you gain the ability to speak one of the following languages of your choice: Abyssal, Celestial, or Infernal.
 - **Bonus Proficiencies:** You gain proficiency in two of the following skills of your choice: Arcana, History, Insight, Investigation, Nature, or Perception. You can gain proficiency with a tool of your choice in place of one skill.
 - **Combat Superiority:** You gain a set of abilities that are fueled by superiority dice.
 - **Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a rest.
 - **Using Superiority Dice:** You can expend superiority dice to gain a number of different benefits:
 - When you make a weapon attack against a creature, you can expend

one superiority die to add it to the attack roll. You can use this ability before or after making the attack roll, but before any of the effects of the attack are applied.

- When you damage a creature with a weapon attack, you can expend one superiority die to add it to the damage roll. You can use this ability after rolling damage. If the attack causes the target to make a Constitution saving throw to maintain concentration, it has disadvantage on that save.
 - When you make an Intelligence, a Wisdom, or a Charisma saving throw, you can expend one superiority die to add it to the roll. You can use this feature only before you learn if the save succeeded or failed.
 - When you make a Perception check to detect a hidden creature or object, or an Insight check to determine if someone is lying to you, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.
- **Level 7**
 - **Monster Slayer:** Whenever you expend superiority dice to add to a damage roll, you can expend up to two dice instead of just one, adding both to the roll. If the target of your attack is an aberration, a fey, a fiend, or an undead, you deal maximum damage with both dice, instead of rolling them.
 - You gain another superiority die

- **Level 10**
 - **Improved Combat Superiority:** Your superiority dice turn into d10s.
- **Level 15**
 - **Relentless:** When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.
 - You gain another superiority die
- **Level 18**
 - **Superior Combat Superiority:** Your superiority dice turn into d12s.

Brute (UA):

- **Level 3**
 - **Brute Force:** Whenever you hit with a weapon that you're proficient with and deal damage, the weapon's damage increases by an amount based on your level in this class.
 - **3rd Level:** 1d4
 - **10th Level:** 1d6
 - **16th Level:** 1d8
 - **20th Level:** 1d10
- **Level 7**
 - **Brutish Durability:** Whenever you make a saving throw, roll 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.
- **Level 10**
 - **Additional Fighting Style:** You can choose a second option from the Fighting Style feature.

- **Level 15**
 - **Devastating Critical:** When you score a critical hit with a weapon attack, you gain a bonus to that weapon's damage roll equal to your level in this class.
- **Level 18**
 - **Survivor:** At the start of each of your turns in combat, you regain hit points equal to 5 + your Constitution modifier. You don't gain this benefit if you have 0 hit points or if you have more than half of your hit points left.
- **Level 7**
 - **Deadeye Shot:** You can spend 1 Grit point to gain advantage on the next attack roll you make with a firearm this round.
 - **Quickdraw:** You gain a +2 bonus to initiative. You can also draw and stow firearms as a free action.
 - **Violent Shot:** You can spend 1 or more Grit points before making an attack roll with a firearm. For each Grit point spent, that attack gains +2 to the firearm's misfire score. If the attack hits, you can roll one additional weapon damage die per grit point spent when determining damage of the attack.

Gunslinger (CR):

- **Level 3**
 - **Firearm Proficiency:** You gain proficiency with firearms.
 - **Gunsmith:** You gain proficiency with Tinker's Tools. You may use them to craft ammunition, repair damaged firearms, or even draft and create new ones.
 - **Grit:** You gain a number of Grit Points equal to your Wisdom modifier (minimum of 1). You can spend grit points to perform various "shot" attacks with your firearms. An attack can only be affected by a single shot feature. You regain all spent grit points after finishing a rest. You can regain spent Grit points in the following ways:
 - Scoring a critical hit with a firearm attack while in combat regains 1 spent Grit Point.
 - Each time you reduce a hostile creature to 0 hit points with a firearm attack, and kill them, you regain 1 spent Grit Point.
- **Level 10**
 - **Trick Shot:** You can spend 1 Grit point before making an attack roll to target a specific location on the target's body. If the specified body part cannot be seen, or the target lacks the part in question, only normal damage is suffered with no additional effect.
 - **Trick Shot DC:** 8 + your proficiency bonus + your Dexterity Modifier
 - **Trick Shot Variants**
 - **Head:** On a hit, the target must make a Constitution saving throw or suffer disadvantage on attacks until the end of their next turn.
 - **Arms:** On a hit, the target must make a Strength saving throw or drop 1 held item of your choice.
 - **Torso:** On a hit, the target is pushed up to 10 feet directly away from you.
 - **Legs:** On a hit, the target must make a Strength saving throw or get knocked prone.

- **Wings:** On a hit, the target must make a Constitution saving throw or plummet 20 feet.
- **Level 15**
 - **Lightning Reload:** You can reload any firearm as a bonus action.
 - **Piercing Shot:** You can spend 1 Grit point before making an attack roll. If the attack hits, you make an attack roll with disadvantage against every creature directly behind the target within your first range increment.
- **Level 18**
 - **Vicious Intent:** Your firearm attacks score a critical hit on a roll of 19-20
 - **Hemorrhaging Critical:** Whenever you score a critical hit on an attack with a firearm, the target additionally suffers half of the damage from the attack at the end of its next turn.

AMMUNITION

All firearms require ammunition to make an attack, and due to their rare nature, ammunition may be near impossible to find or purchase. However, if materials are gathered, you can craft ammunition yourself using your Tinker's Tools. Each firearm uses its own unique ammunition.

FIREARM PROPERTIES

Firearms are a new and volatile technology, and as such have their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below).

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 attack or 1 action to reload. You must have one free hand to reload a firearm.

Misfire. Whenever you make an attack roll with a firearm, and the dice roll is equal to or lower than the weapon's Misfire score, the weapon misfires. The attack misses, and the weapon cannot be used again until you spend an action to try and repair it. To repair your firearm, you must make a successful Tinker's Tools check (DC equal to 8 + misfire score). If your check fails, the weapon is broken and must be repaired out of combat at half the cost of the firearm.

Scatter. An attack is made against each creature within a 30 ft cone. If an affected creature is adjacent to you, they suffer double damage on a hit.

Explosive Upon a hit, everything within 5 ft of the target must make a Dexterity saving throw or suffer half damage. If the weapon misses, the ammunition fails to detonate, or bounces away harmlessly before doing so.

Firearms

Name	Cost	Damage	Weight	Range	Properties
Pistol	250g	1d10 piercing	3 lbs	(100/400)	Reload 4, misfire 1
Musket	500g	1d12 piercing	10 lbs	(200/800)	Two-handed, reload 1, misfire 2
Pepperbox	450g	1d10 piercing	5 lbs	(150/600)	Reload 6, misfire 2
Scattergun	500g	1d8 piercing	10 lbs	(15/30)	Reload 2, misfire 3, scatter
Bad News	Crafted	2d12 piercing	25 lbs	(300/1200)	Two-handed, reload 1, misfire 3
Hand Mortar	Crafted	2d8 fire	10 lbs	(30/60)	Reload 1, misfire 3, explosive



Monk (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per monk level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per monk level after 1st
- **Proficiencies**
 - **Armor:** None
 - **Weapons:** Simple weapons, shortswords
 - **Tools:** Choose one type of artisan's tools or one musical instrument
 - **Saving Throws:** Strength, Dexterity
 - **Skills:** Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth
- **Equipment**
 - a shortsword or (B) any simple weapon
 - a dungeoneer's pack or (B) explorer's pack
 - 10 darts

- **Level 1**
 - +2 Proficiency Bonus
 - **Martial Arts:** Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords, and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield.
 - You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.

- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action.
- **Unarmored Defense:** While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom Modifier
- **Level 2**
 - **Ki:** You have Ki points equal to your Monk level. You can spend these points to fuel various Ki features. You learn more features as you gain Monk levels. When you spend a Ki point it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended Ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your Ki points.
 - **Ki Save DC** = 8 + your proficiency bonus + your Wisdom modifier
 - **Flurry of Blows:** Immediately after you take the Attack action on your turn, you can spend 1 Ki point to make two unarmed strikes as a bonus action.
 - **Patient Defense:** You can spend 1 Ki point to take the Dodge action as a bonus action on your turn.
 - **Step of the Wind:** You can spend 1 Ki point to take the Disengage or Dash action as a bonus action and your jump distance is doubled for the turn.
 - **Unarmored Movement:** Your speed increases by 10ft. while you are not wearing armor or wielding a shield. This
- bonus increases as you reach certain Monk levels.
- **Level 3**
 - **Deflect Missiles:** You can use your reaction to deflect or catch a missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile this way, you can spend 1 Ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies and the missile counts as a monk weapon for the attack. The range of this attack is 20/60.
 - **Monastic Tradition** (Choose a Subclass)
- **Level 4**
 - Ability Score Improvement or Choice of Feat
 - **Slow Fall:** You can use your reaction when you fall, you can reduce any falling damage you take by an amount equal to five times your monk level.
- **Level 5**
 - +3 Proficiency Bonus
 - Martial Arts die increases to 1d6
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
 - **Stunning Strike:** When you hit another creature with a melee weapon attack, you can spend 1 Ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw

or be stunned until the end of your next turn.

- **Level 6**

- Subclass Feature
- **Unarmored Movement Increase:** Your unarmored movement increase is now 15ft.
- **Ki-Empowered Strikes:** Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

- **Level 7**

- **Evasion:** When you are subjected to an effect that allows you to make a Dexterity 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.
- **Stillness of Mind:** You can use your action to end one effect on yourself that is causing you to be charmed or frightened.

- **Level 8**

- Ability Score Improvement or Choice of Feat

- **Level 9**

- +4 Proficiency Bonus
- **Improved Unarmored Movement:** You gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

- **Level 10**

- **Unarmored Movement Increase:** Your unarmored movement increase is now 20ft.
- **Purity of Body:** You are immune to disease and poison.

- **Level 11**

- Subclass Feature
- Martial Arts die increases to 1d8

- **Level 12**

- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus
- **Tongue of the Sun and Moon:** You understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

- **Level 14**

- **Unarmored Movement Increase:** Your unarmored movement increase is now 25ft.
- **Diamond Soul:** You gain proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 Ki point to reroll it and take the second result.

- **Level 15**

- **Timeless Body:** You no longer show the appearance of aging and can't age magically. You can still die of old age, however. In addition, you no longer need food or water.

- **Level 16**

- Ability Score Improvement or Choice of Feat

- **Level 17**

- Subclass Feature
- +6 Proficiency Bonus
- Martial Arts die increases to 1d10

- **Level 18**
 - **Unarmored Movement Increase:** Your unarmored movement increase is now 30ft.
 - **Empty Body:** You can use your action to spend 4 Ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 Ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.
- **Level 19**
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Perfect Self:** When you roll for initiative and you have no Ki points remaining, you regain 4 Ki points.
- **Level 6**
 - **Wholeness of Body:** As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.
- **Level 11**
 - **Tranquility:** At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.
- **Level 17**
 - **Quivering Palm:** When you hit a creature with an unarmed strike, you can spend 3 Ki points to start imperceptible vibrations, which last for a number of days equal to your Monk level. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Subclasses:

Way of the Open Hand (PHB):

- **Level 3**
 - **Open Hand Technique:** Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:
 - It must succeed on a Dexterity saving throw or be knocked prone.
 - It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. It can't take reactions until the end of your next turn.

Way of Shadow (PHB):

- **Level 3**
 - **Shadow Arts:** You can spend 2 Ki points to cast darkness, darkvision, pass without trace, or silence, without providing material components.

Additionally, you gain the minor illusion cantrip if you don't already know it.

- **Level 6**

- **Shadow Step:** When you are in dim light or darkness, as a bonus action you can teleport up to 60ft. to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

- **Level 11**

- **Cloak of Shadows:** When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

- **Level 17**

- **Opportunist:** Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

Way of the Four Elements (PHB):

- **Level 3**

- **Disciple of the Elements:** You know the Elemental Attunement discipline and one other elemental discipline of your choice. You learn additional elemental disciplines at higher levels. Whenever you learn a new discipline, you may replace a discipline that you already know with a different discipline.
- **Casting Elemental Spells:** Some elemental disciplines allow you to cast spells. To cast a spell, you use its casting time and other rules, but don't need material components.

- **Elemental Attunement:** You can use your action to briefly control elemental forces nearby, causing one of the following effects of your choice:

- Create a harmless, instantaneous sensory effect related to air, earth, fire, or water, such as a shower of sparks, a puff of wind, a spray of light mist, or a gentle rumbling of stone.
- Instantaneously light or snuff out a candle, a torch, or a small campfire.
- Chill or warm up to 1 pound of nonliving material for up to 1 hour.
- Cause earth, fire, water, or mist that can fit within a 1-foot cube to shape itself into a crude form you designate for 1 minute.

- **Fangs of the Fire Snake:** When you use the Attack action on your turn, you can spend 1 Ki point to cause tendrils of flame to stretch out from your fists and feet. Your reach with your unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 Ki point when the attack hits, it also deals an extra 1d10 fire damage.

- **Fist of Four Thunders:** You can spend 2 Ki points to cast thunderwave.

- **Fist of Unbroken Air:** You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 Ki points and choose a creature within 30 feet of you. That creature must

make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional Ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage, and you don't push it or knock it prone.

- **Rush of the Gale Spirits:** You can spend 2 Ki points to cast gust of wind.
- **Shape the Flowing River:** As an action, you can spend 1 Ki point to choose an area of ice or water no larger than 30 feet on a side within 120 feet of you. You can change water to ice within the area and vice versa, and you can reshape ice in the area in any manner you choose. You can raise or lower the ice's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 30-foot square, you can create a pillar up to 15 feet high, raise or lower the square's elevation by up to 15 feet, dig a trench up to 15 feet deep, and so on. You can't shape the ice to trap or injure a creature in the area.
- **Sweeping Cinder Strike:** You can spend 2 Ki points to cast burning hands.
- **Water Whip:** As an action, you can spend 2 Ki points to create a whip of water that shoves and pulls a creature to unbalance it. A creature that you can see that is within 30 feet of you must make a

Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 bludgeoning damage for each additional Ki point you spend, and you can either knock it prone or pull it up to 25 feet closer to you. On a successful save, the creature takes half as much damage, and you don't pull it or knock it prone.

- **Level 5**

- **Improved Casting Elemental Spells:** You can spend additional Ki points to increase the level of an elemental discipline spell that you cast, provided that the spell has an enhanced effect at a higher level, as burning hands does. The spell's level increases by 1 for each additional Ki point you spend. The maximum number of Ki points you can spend to cast a spell in this way is determined by your monk level.
- Elemental Spell Maximum Level is 3

- **Level 6**

- **Disciple of the Elements:** You gain an additional Elemental Discipline. You can also replace one you currently know, with one that you do not. Additionally, the following Elemental Discipline options are now available to you:
 - **Clench of the North Wind:** You can spend 3 Ki points to cast hold person.
 - **Gong of the Summit:** You can spend 3 Ki points to cast shatter.

- **Level 9**

- Elemental Spell Maximum Level is 4

- **Level 11**

- **Disciple of the Elements:** You gain an additional Elemental Discipline. You can also replace one you currently know,

with one that you do not. Additionally, the following Elemental Discipline options are now available to you:

- **Eternal Mountain Defense:** You can spend 5 Ki points to cast stonewall, targeting yourself.
- **Flames of the Phoenix:** You can spend 4 Ki points to cast fireball.
- **Mist Stance:** You can spend 4 Ki points to cast gaseous form, targeting yourself.
- **Ride the Wind:** You can spend 4 Ki points to cast fly, targeting yourself.

- **Level 13**

- Elemental Spell Maximum Level is 5

- **Level 17**

- **Disciple of the Elements:** You gain an additional Elemental Discipline. You can also replace one you currently know, with one that you do not. Additionally, the following Elemental Discipline options are now available to you:
 - **Breath of Winter:** You can spend 6 Ki points to cast cone of cold.
 - **River of Hungry Flame:** You can spend 5 Ki points to cast wall of fire.
 - **Wave of Rolling Earth:** You can spend 6 Ki points to cast wall of stone.
- Elemental Spell Maximum Level is 6

- **Way of the Long Death (SC):**

- **Level 3**

- **Touch of Death:** When you reduce a creature within 5 feet of you to 0 hit points, you gain temporary hit points equal to your Wisdom modifier + your monk level.

- **Level 6**

- **Hour of Reaping:** As an action, each creature within 30 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

- **Level 11**

- **Mastery of Death:** When you are reduced to 0 hit points, you can expend 1 Ki point (no action required) to have 1 hit point instead.

- **Level 17**

- **Touch of the Long Death:** As an action, you touch one creature within 5 feet of you, and you expend 1 to 10 Ki points. The target must make a constitution saving throw, and it takes 2d10 necrotic damage per Ki point spent on a failed save, or half as much damage on a successful one.

Way of the Sun Soul (SC/XG Updated):

- **Level 3**

- **Radiant Sun Bolt:** You gain a new attack option that you can use with the Attack action. This special attack is a ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Dexterity modifier to its attack and damage rolls. Its damage is radiant, and its damage die starts as a d4 and increases with your Martial Arts. When you take the Attack action on your turn to use this special attack as part of it, you can spend 1 Ki point to make the special attack twice as a bonus action. When you gain the Extra Attack feature, this special attack can be used

for any of the attacks you make as part of the attack action.

- **Level 6**

- **Searing Arc Strike:** Immediately after you take the Attack action on your turn, you can spend 2 Ki points to cast the *burning hands* spell as a bonus action. You can spend additional Ki points to cast *burning hands* as a higher level spell. Each additional Ki point you spend increases the spell's level by 1. The maximum number of Ki points (2 plus any additional points) that you can spend on the spell equal half your monk level (rounded down).

- **Level 11**

- **Searing Sunburst:** As an action, you magically create an orb and hurl it at a point you choose within 150 feet, where it erupts into a sphere of radiant light for a brief but deadly instant. Each creature in that 20-foot-radius sphere must succeed on a Constitution saving throw or take 2d6 radiant damage. A creature doesn't need to make that save if the creature is behind total cover that is opaque. You can increase the sphere's damage by spending Ki points. Each point you spend, up to a maximum of 3, increases the damage by 2d6.

- **Level 17**

- **Sun Shield:** You shed bright light in a 30-foot radius and dim light for an additional 30 feet. You can extinguish or restore the light as a bonus action. If a creature hits you with a melee attack while this light shines, you can use your reaction to deal (5 + your Wisdom modifier) radiant damage to the creature.

Way of the Kensei (XG):

- **Level 3**

- **Path of the Kensei:** Your special martial arts training leads you to master the use of certain weapons. You gain the following benefits:
 - **Kensei Weapons:** Choose two types of weapons to be your Kensei weapons: one melee weapon and one ranged weapon. Each of these weapons can be any simple or martial weapon that lacks the heavy and special properties. The longbow is also a valid choice. You gain proficiency with these weapons if you don't already have it. Weapons of the chosen types are monk weapons for you. Many of this tradition's features work only with your Kensei weapons.
 - **Agile Parry:** If you make an unarmed strike as part of the Attack action on your turn and are holding a Kensei weapon, you can use it to defend yourself if it is a melee weapon. You gain a +2 bonus to AC until the start of your next turn, while the weapon is in your hand and you aren't incapacitated.
 - **Kensei's Shot:** You can use a bonus action on your turn to make your ranged attacks with a Kensei weapon deadlier. When you do so, any target you hit with a ranged attack using a Kensei weapon takes an extra 1d4 damage of the weapon's type. You retain this benefit until the end of the current turn.
 - **Way of the Brush:** You gain proficiency with your choice of

calligrapher's supplies or painter's supplies.

- **Level 6**

- **One with the Blade:** You extend your Ki into your Kensei weapons, granting you the following benefits:
 - **Magic Kensei Weapons:** Your attacks with your Kensei weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
 - **Deft Strike:** When you hit a target with a Kensei weapon, you can spend 1 Ki point to cause the weapon to deal extra damage to the target equal to your Martial Arts die. You can use this feature only once on each of your turns.
- **Kensei Weapon Addition:** Choose one type of weapon to be included as a Kensei weapon. It can be melee or ranged, but has to lack the heavy and special properties, excluding the longbow if you haven't already chosen it. You gain proficiency with the chosen weapon and it is also considered a monk weapon.

- **Level 11**

- **Sharpen the Blade:** You gain the ability to augment your weapons further with your Ki. As a bonus action, you can expend up to 3 Ki points to grant one Kensei weapon you touch a bonus to attack and damage rolls when you attack with it. The bonus equals the number of Ki points you spent. This bonus lasts for 1 minute or until you use this feature again. This feature has no effect on a magic weapon that already has a bonus to attack and damage rolls (Ex. Longsword +2)

- **Kensei Weapon Addition:** Choose one type of weapon to be included as a Kensei weapon. It can be melee or ranged, but has to lack the heavy and special properties, excluding the longbow if you haven't already chosen it. You gain proficiency with the chosen weapon and it is also considered a monk weapon.

- **Level 17**

- **Unerring Accuracy:** Your mastery of weapons grants you extraordinary accuracy. If you miss with an attack roll using a monk weapon on your turn, you can reroll it. You can use this feature only once on each of your turns.
- **Kensei Weapon Addition:** Choose one type of weapon to be included as a Kensei weapon. It can be melee or ranged, but has to lack the heavy and special properties, excluding the longbow if you haven't already chosen it. You gain proficiency with the chosen weapon and it is also considered a monk weapon.

Way of Tranquility (UA):

- **Level 3**

- **Path of Tranquility:** You can cast the sanctuary spell on yourself, no material components required, and it lasts up to 8 hours. The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus. A creature that succeeds on the save is immune to this effect for 1 hour. Once you cast the spell in this way, you can't do so again for 1 minute.
- **Healing Hands:** You have a pool of magical healing power that replenishes when you take a long rest. With that

pool, you can restore a total number of hit points equal to your monk level x 10. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature. Instead of healing the creature, you can expend 5 hit points from the pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Healing Hands, expending hit points separately for each one. Additionally, when you use your Flurry of Blows, you can replace one of the unarmed strikes with a use of this feature. This feature has no effect on undead or constructs.

- **Level 6**

- **Emissary of Peace:** Whenever you make a Charisma check to calm violent emotions or to counsel peace, you have advantage on the roll. You must make this entreaty in good faith; it doesn't apply if proficiency in the Deception or Intimidation skill applies to your check. You also gain proficiency in the Performance or Persuasion skill (choose one).

- **Level 11**

- **Douse the Flames of War:** As an action, you can touch a creature, and it must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The target automatically succeeds if it's missing any of its hit points. If the target fails the save, it can't attack for 1 minute. During that time, it can't cast spells that deal damage or force someone to make a saving throw. This effect ends if the target is attacked, takes damage, or is forced to make a saving throw or if

the target witnesses any of those things happening to its allies.

- **Level 17**

- **Anger of a Gentle Soul:** Once per round, if you see a creature reduce another creature to 0 hit points, you can use your reaction to grant yourself a bonus to all damage rolls against the aggressor until the end of your next turn. The bonus equals your monk level.

Way of the Drunken Master (XG):

- **Level 3**

- **Drunken Technique:** Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.
- **Bonus Proficiencies:** You gain proficiency in the Performance skill if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You also gain proficiency with brewer's supplies if you don't already have it.

- **Level 6**

- **Tipsy Sway:** You gain the following benefits:
 - **Leap to Your Feet:** When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.
 - **Redirect Attack:** When a creature misses you with a melee attack roll, you can spend 1 Ki point as a reaction to cause that attack to hit one creature of your choice, other

than the attacker, that you can see within 5 feet of you.

- **Level 11**

- **Drunkard's Luck:** When you make an ability check, an attack roll, or a saving throw and have disadvantage on the roll, you can spend 2 Ki points to cancel the disadvantage for that roll.

- **Level 17**

- **Intoxicated Frenzy:** When you use Flurry of Blows, you can make up to three additional attacks with it (up to a total of five Flurry of Blows attacks), provided that each Flurry of Blows attack targets a different creature this turn.

Way of the Cobalt Soul (CR):

- **Level 3**

- **Mystical Erudition:** Whenever you make an Intelligence (Arcana), Intelligence (History), or Intelligence (Religion) check, you can spend 1 ki point to gain advantage on the roll. In addition, you learn one language of your choice. You gain additional languages at 11th and 17th level.
- **Extract Aspects:** Whenever you hit a single creature with two or more attacks in one round, you can spend 1 ki point to force the target to make a Constitution saving throw. On a failure, you learn one aspect about the creature of your choice: Creature Type, Armor Class, Senses, Highest Saving Throw Modifier, Lowest Saving Throw Modifier, Damage Vulnerabilities, Damage Resistances, Damage Immunities, or Condition Immunities. Upon reaching 6th level, if the target

fails their saving throw, you can choose two aspects to learn. This increases to three aspects at 11th level, and four aspects at 17th level.

- **Level 6**

- **Extort Truth:** If you manage to hit a single creature with two or more attacks in one round, you can spend 2 ki points to force them to make a Charisma saving throw. You can choose to have these attacks deal no damage. On a failed save, the creature is unable to speak a deliberate lie for 1 minute. You know if they succeeded or failed on their saving throw. An affected creature is aware of the effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as the effect lasts.
- **Mind of Mercury:** You can take a number of additional reactions each round equal to your Intelligence modifier (minimum of 1), at the cost of 1 ki point per reaction beyond the first. You can only use one reaction per trigger. In addition, whenever you make an Intelligence (Investigation) check, you can spend 1 ki point to gain advantage on the roll.

- **Level 11**

- **Prenatural Counter:** If a creature misses you with an attack, you can immediately use your reaction to make a melee attack against that creature.

- **Level 17**

- **Debilitating Barrage:** Whenever you hit a single creature with three or more attacks in one round, you can spend 3 Ki points to give the creature disadvantage to their attack rolls until the end of your next turn, and they

must make a Constitution saving throw. On a failure, the creature suffers vulnerability to a damage type of your choice for 1 minute, or until after they take any damage of that type. Creatures with resistance or immunity to the chosen damage type do not suffer this vulnerability, which is revealed after the damage type is chosen. You can select the damage type from the following list: acid, bludgeoning, cold, fire, force, lightning, necrotic, piercing, poison, psychic, radiant, slashing, thunder.



Paladin (PHB):

- **Hit Points**
 - **Hit Dice:** 1d10 per paladin level
 - **Hit Points at 1st level:** 10 + Con Modifier
 - **Hit Points at Higher Levels:** 1d10 + Con Modifier per paladin level after 1st
 - **Proficiencies**
 - **Armor:** All armor, shields
 - **Weapons:** Simple weapons, martial weapons
 - **Tools:** None
 - **Saving Throws:** Wisdom, Charisma
 - **Skills:** Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion
 - **Equipment**
 - a martial weapon and a shield or (B) two martial weapons
 - five javelins, (B) any simple melee weapon
 - a priest's pack or (B) explorer's pack
 - Chain mail and a holy symbol
-
- **Level 1**
 - +2 Proficiency Bonus
 - **Divine Sense:** As an action, you can open your awareness to detect evil forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature a number of times equal to 1 +

your Charisma modifier. When you finish a long rest, you regain all expended uses.

- **Lay on Hands:** You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level x 5. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

- **Level 2**

- You gain two level 1 spell slots.
- **Fighting Style:** You adopt a particular style of fighting as your specialty:
 - **Defense:** While you're wearing armor, you gain a +1 bonus to AC.
 - **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
 - **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Protection:** Once per round, when a creature you can see attacks a target other than you that is within 5 feet of you, you can impose disadvantage on the attack roll. You must be wielding a shield.
- **Spellcasting:** You have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.
 - **Preparing Spells:** After each long rest you choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down. The spells must be of a level for which you have spell slots.
 - **Spell Save DC:** 8 + your proficiency bonus + your Charisma modifier
 - **Spell Attack Modifier:** your proficiency bonus + your Charisma modifier.
 - **Spellcasting Focus:** You can use a holy symbol as a spellcasting focus.
- **Divine Smite:** 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 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

- **Level 3**

- You gain one level 1 spell slot.
- Sacred Oath (Choose a Subclass)
- **Divine Health:** You are immune to disease.
- **Channel Divinity:** When you use your Channel Divinity, you choose which option to use. You must then finish a rest to use your Channel Divinity again.

- **Level 4**
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - You gain one level 1 spell slot and two level 2 spell slots.
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
- **Level 6**
 - **Aura of Protection:** Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your charisma modifier. You must be conscious to grant this bonus.
- **Level 7**
 - Subclass Feature
 - You gain one level 2 spell slot.
- **Level 8**
 - Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - You gain two level 3 spell slots.
- **Level 10**
 - **Aura of Courage:** You and friendly creatures within 10 feet of you can't be frightened while you are conscious.
- **Level 11**
 - You gain one level 3 spell slot.
 - **Improved Divine Smite:** Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - You gain one level 4 spell slot.
- **Level 14**
 - **Cleansing Touch:** You can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature a number of times equal to your Charisma modifier. You regain expended uses when you finish a long rest.
- **Level 15**
 - Subclass Feature
 - You gain one level 4 spell slot.
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - You gain one level 4 spell slot and one level 5 spell slot.
- **Level 18**
 - **Aura Improvements:** Auras now have a range of 30ft.
- **Level 19**
 - You gain one level 5 spell slot.
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - Subclass Feature

Subclasses:

Oath of Devotion (PHB):

- **Tenets of Devotion:**

- Compassion
- Courage
- Duty
- Honesty
- Honor

- **Spells:**

- **3rd** – protection from evil and good, sanctuary
- **5th** – lesser restoration, zone of truth
- **9th** – beacon of hope, dispel magic
- **13th** – freedom of movement, guardian of faith
- **17th** – commune, flame strike

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Sacred Weapon:** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon. The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.
 - **Turn the Unholy:** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel

Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

- **Level 7**

- **Aura of Devotion:** You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

- **Level 15**

- **Purity of Spirit:** You are always under the effects of a protection from evil and good spell.

- **Level 20**

- **Holy Nimbus:** As an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that. Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead. Once you use this feature, you can't use it again until you finish a long rest.

Oath of the Ancients (PHB):

- **Tenets of the Ancients:**

- Joyfulness
- Kindness
- Laughter
- Life

- **Spells:**

- **3rd** – ensnaring strike, speak with animals
- **5th** – moonbeam, misty step
- **9th** – plant growth, protection from energy
- **13th** – ice storm, stoneskin
- **17th** – commune with nature, tree stride

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Nature's Wrath:** As an action, you can cause spectral vines to spring up and reach for a creature within 10 feet of you that you can see. The creature must succeed on a Strength or Dexterity saving throw (its choice) or be restrained. While restrained by the vines, the creature repeats the saving throw at the end of each of its turns. On a success, it frees itself and the vines vanish.
 - **Turn the Faithless:** As an action, you present your holy symbol and each fey or fiend within 30 feet of you that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space

within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

- **Level 7**

- **Aura of Warding:** You and friendly creatures within 10 feet of you have resistance to damage from spells.

- **Level 15**

- **Undying Sentinel:** When you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest. Additionally, you suffer none of the drawbacks of old age, and you can't be aged magically.

- **Level 20**

- **Elder Champion:** Using your action, you undergo a transformation. For one minute, you assume the form of an ancient force of nature, taking on an appearance you choose. For example, your skin might turn green or take on a bark-like texture, your hair might become leafy or moss like, or you might sprout antlers or a lion-like mane. You gain the following benefits; and once you use this feature, you can't use it again until you finish a long rest.
 - At the start of each of your turns, you regain 10 hit points.
 - Whenever you cast a paladin spell that has a casting time of 1 action, you can cast it using a bonus action instead.
 - Enemy creatures within 10 feet of you have disadvantage on saving

throws against your paladin spells and Channel Divinity options.

within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Oath of Vengeance (PHB):

- **Tenets of Vengeance:**

- Any Means Necessary
- Fight the Greatest Evil
- No Mercy for Evil
- Restitution

- **Spells:**

- **3rd** – bane, hunter's mark
- **5th** – hold person, misty step
- **9th** – haste, protection from energy
- **13th** – banishment, dimension door
- **17th** – hold monster, scrying

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Abjure Enemy:** As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0. and it can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.
 - **Vow of Enmity:** As a bonus action, you can utter a vow of enmity against a creature you can see

- **Level 7**

- **Relentless Avenger:** When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

- **Level 15**

- **Soul of Vengeance:** When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

- **Level 20**

- **Avenging Angel:** Using your action, you undergo a transformation. For one hour, you gain the following benefits; and once you use this feature, you can't use it again until you finish a long rest.
 - Wings sprout from your back and grant you a flying speed of 60 feet.
 - You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle. The creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

Oath of the Crown (SC):

- **Tenets of the Crown:**
 - Courage
 - Law
 - Loyalty
 - Responsibility
- **Spells:**
 - **3rd** – command, compelled duel
 - **5th** – warding bond, zone of truth
 - **9th** – aura of vitality, spirit guardians
 - **13th** – banishment, guardian of faith
 - **17th** – circle of power, geas
- **Level 3**
 - **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Champion Challenge:** Each creature of your choice that you can see you within 30 feet must make a Wisdom saving throw. On a failed save, a creature can't willingly move more than 30 feet away from you. This effect ends on the creature if you are incapacitated or die or if the creature is moved more than 30 feet away from you.
 - **Turn the Tide:** As a bonus action, you can bolster injured creatures with your Channel Divinity. Each creature of your choice that can hear you within 30 feet of you regains hit points equal to 1d6 + your charisma modifier (minimum of if it has no more than half of its hit points).
- **Level 7**
 - **Divine Allegiance:** When a creature within 5 feet of you takes damage, you can use your reaction to magically substitute your own health for that of

the target creature, causing that creature to not take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way.

- **Level 15**
 - **Unyielding Spirit:** You have advantage on saving throws to avoid becoming paralyzed or stunned.
- **Level 20**
 - **Exalted Champion:** Using your action, you can gain the following benefits for one hour; and once you use this feature, you can't use it again until you finish a long rest. This effect ends early if you are incapacitated or die.
 - You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.
 - Your allies have advantage on death saving throws while within 30 feet of you.
 - You have advantage on Wisdom saving throws, as do your allies within 30 ft. of you.

Oath of Conquest (XG):

- **Tenets of Conquest:**
 - Douse the Flame of Hope
 - Rule with an Iron Fist
 - Strength Above All
- **Spells:**
 - **3rd** – armor of Agathys, command
 - **5th** – hold person, spiritual weapon
 - **9th** – bestow curse, fear
 - **13th** – dominate beast, stonewall
 - **17th** – cloudkill, dominate person

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Conquering Presence:** You can use your Channel Divinity to exude a terrifying presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
 - **Guided Strike:** You can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

- **Level 7**

- **Aura of Conquest:** You constantly emanate a menacing aura while you're not incapacitated. The aura includes your space, extends 10 feet from you in every direction, but not through total cover. If a creature is frightened of you, its speed is reduced to 0 while in the aura, and that creature takes psychic damage equal to half your paladin level if it starts its turn there.

- **Level 15**

- **Scornful Rebuke:** Whenever a creature hits you with an attack, that creature takes psychic damage equal to your Charisma modifier (minimum of 0) if you're not incapacitated.

- **Level 20**

- **Invincible Conqueror:** As an action, you can magically become an avatar of conquest, gaining the following benefits for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.
 - You have resistance to all damage.
 - When you take the Attack action on your turn, you can make one additional attack as part of that action.
 - Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.

Oath of the Treachery (UA):

- **Tenet of Treachery:**

- Selfishness

- **Spells:**

- **3rd** – charm person, expeditious retreat
- **5th** – invisibility, mirror image
- **9th** – gaseous form, haste
- **13th** – confusion, greater invisibility
- **17th** – dominate person, passwall

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Conjure Duplicate:** As an action, you create a visual illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space of your choice that you can see within 30 feet of you. The illusion looks exactly like you; it is silent; it is your size, is insubstantial, and doesn't occupy

its space; and it is unaffected by attacks and damage. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but the illusion must remain within 120 feet of you. For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how uncanny the illusion is.

- **Poison Strike:** As a bonus action, you touch one weapon or piece of ammunition and conjure a special poison on it. The poison lasts for 1 minute. The next time you hit a target with an attack using that weapon or ammunition, the target takes poison damage immediately after the attack. The poison damage equals 2d10 + your paladin level, or 20 + your paladin level if you had advantage on the attack roll.

- **Level 7**

- **Aura of Treachery:** You can use this ability three times. You regain expended uses of this feature when you finish a rest. You emanate an aura of discord, which gives you the following benefits:
 - **Cull the Herd:** You have advantage on melee attack rolls against any creature that has one or more of its allies within 5 feet of it.
 - **Treacherous Strike:** If a creature within 5 feet of you misses you with a melee attack, you can use your reaction to force the attacker to reroll that attack against a

creature of your choice that is also within 5 feet of the attacker. The ability fails and is wasted if the attacker is immune to being charmed.

- **Level 15**

- **Blackguard's Escape:** Immediately after you are hit by an attack, you can use your reaction to turn invisible and teleport up to 60 feet to a spot you can see. You remain invisible until the end of your next turn or until you attack, deal damage, or force a creature to make a saving throw. Once you use this feature, you must finish a short or long rest before you can use it again.

- **Level 20**

- **Icon of Deceit:** Using your action, you can gain the following benefits for one minute; and once you use this feature, you can't use it again until you finish a long rest.
 - You are invisible.
 - If a creature damages you on its turn, it must succeed on a Wisdom saving throw (DC equal to your spell save DC) or you control its next action, provided that you aren't incapacitated when it takes the action. A creature automatically succeeds on the save if the creature is immune to being charmed.
 - If you have advantage on an attack roll, you gain a bonus to its damage roll equal to your paladin level.

Oath of the Redemption (XG):

- **Tenets of Redemption:**

- Peace
- Innocence
- Patience
- Wisdom

- **Spells:**

- **3rd** – sanctuary, sleep
- **5th** – hold person, calm emotions
- **9th** – counterspell, hypnotic pattern
- **13th** – Otiluke's resilient sphere, stoneskin
- **17th** – hold monster, wall of force

- **Level 3**

- **Channel Divinity:** You gain the following two Channel Divinity options:
 - **Emissary of Peace:** As a bonus action, you grant yourself a +5 bonus to the next Persuasion check you make within the next 10 minutes.
 - **Rebuke the Violent:** Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force that attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

- **Level 7**

- **Aura of the Guardian:** When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might

accompany the damage, and this damage can't be reduced in any way.

- **Level 15**

- **Protective Spirit:** You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

- **Level 20**

- **Emissary of Redemption:** You become an avatar of peace, which gives you two benefits:
 - You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).
 - Whenever a creature damages you, it takes damage equal to half the amount it dealt to you.
 - If you attack a creature, deal damage to it, or force it to make a saving throw, neither benefit works against that creature until you finish a long rest.



Ranger (PHB/UA Update):

- **Hit Points**
 - **Hit Dice:** 1d10 per ranger level
 - **Hit Points at 1st level:** 10 + Con Modifier
 - **Hit Points at Higher Levels:** 1d10 + Con Modifier per ranger level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor, shields
 - **Weapons:** Simple weapons, martial weapons
 - **Tools:** None
 - **Saving Throws:** Strength, Dexterity
 - **Skills:** Choose two from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival
- **Equipment:**
 - scale mail or (B) leather armor
 - two shortswords or (B) two simple melee weapons
 - a dungeoneer's pack or (B) explorer's pack
 - A longbow and a quiver of 20 arrows

- **Level 1**
 - +2 Proficiency Bonus
 - **Favored Enemy:** Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of

- your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.
- **Natural Explorer:** This grants you the following benefits:
 - You ignore difficult terrain.
 - You have advantage on initiative rolls.
 - On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.
 - In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:
 - Difficult terrain doesn't slow your group's travel.
 - Your group can't become lost except by magical means.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - If you are traveling alone, you can move stealthily at a normal pace.
 - When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.
 - **Level 2**
 - You gain two level 1 spell slots.
 - You learn two spells.
 - **Fighting Style:** You adopt a particular style of fighting as your specialty:
 - **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
 - **Close-Quarters Shooter:** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.
 - **Defense:** While you're wearing armor, you gain a +1 bonus to AC.
 - **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
 - **Mariner:** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.
 - **Tunnel Fighter:** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.
 - **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.
 - **Spellcasting:** You have learned to use the magical essence of nature to cast spells, much as a druid does.
 - **Spell Save DC:** 8 + your proficiency bonus + your Wisdom modifier

- **Spell Attack Modifier:** your proficiency bonus + your Wisdom modifier.
- **Level 3**
 - You gain one level 1 spell slot.
 - You learn one spell. You can also replace one spell you know with one spell you can learn.
 - Ranger Conclave (Choose a Subclass)
 - **Primeval Awareness:** You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack. You cannot use this ability against a creature that you have attacked within the past 10 minutes. Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.
- **Level 4**
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - Subclass Feature
 - +3 Proficiency Bonus
 - You gain one level 1 spell slot and two level 2 spell slots.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 6**
 - **Greater Favored Enemy:** Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4. Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.
- **Level 7**
 - Subclass Feature
 - You gain one level 2 spell slot.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 8**
 - Ability Score Improvement or Choice of Feat
 - **Fleet of Foot:** You can use the Dash action as a bonus action on your turn.
- **Level 9**
 - +4 Proficiency Bonus
 - You gain two level 3 spell slots.
 - You learn one spell. You can also replace one spell you know with one spell you can learn.

- **Level 10**
 - **Hide in Plain Sight:** When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a –10 penalty to their Perception checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.
- **Level 11**
 - Subclass Feature
 - You gain one level 3 spell slot.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - You gain one level 4 spell slot.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 14**
 - **Vanish:** You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.
- **Level 15**
 - Subclass Feature
 - You gain one level 4 spell slot.
- You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - You gain one level 4 spell slot and one level 5 spell slot.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
- **Level 18**
 - **Feral Senses:** When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.
- **Level 19**
 - You gain one level 5 spell slot.
 - You learn one spell, you can also replace one spell you know with one spell you can learn.
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Foe Slayer:** Once on each of your turns, you can add your Wisdom modifier to the attack or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.



Ranger (No Spells) (UA):

- **Hit Points**
 - **Hit Dice:** 1d10 per ranger level
 - **Hit Points at 1st level:** 10 + Con Modifier
 - **Hit Points at Higher Levels:** 1d10 + Con Modifier per ranger level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor, shields
 - **Weapons:** Simple weapons, martial weapons
 - **Tools:** None
 - **Saving Throws:** Strength, Dexterity
 - **Skills:** Choose two from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival
- **Equipment:**
 - scale mail or (B) leather armor
 - two shortswords or (B) two simple melee weapons
 - a dungeoneer's pack or (B) explorer's pack
 - A longbow and a quiver of 20 arrows

- **Level 1**
 - +2 Proficiency Bonus
 - **Favored Enemy:** Choose a type of favored enemy: beasts, fey, humanoids, monstrosities, or undead. You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Survival checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one

language of your choice, typically one spoken by your favored enemy or creatures associated with it. However, you are free to pick any language you wish to learn.

- **Natural Explorer:** This grants you the following benefits:

- You ignore difficult terrain.
- You have advantage on initiative rolls.
- On your first turn during combat, you have advantage on attack rolls against creatures that have not yet acted.
- In addition, you are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:
 - ❖ Difficult terrain doesn't slow your group's travel.
 - ❖ Your group can't become lost except by magical means.
 - ❖ Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
 - ❖ If you are traveling alone, you can move stealthily at a normal pace.
 - ❖ When you forage, you find twice as much food as you normally would.
 - ❖ While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

- **Level 2**

- **Fighting Style:** You adopt a particular style of fighting as your specialty:

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.

- **Close-Quarters Shooter:** When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. Finally, you have a +1 bonus to attack rolls on ranged attacks.

- **Defense:** While you're wearing armor, you gain a +1 bonus to AC.

- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- **Mariner:** As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

- **Tunnel Fighter:** As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

- **Combat Superiority:** You learn maneuvers that are fueled by special dice called superiority dice.

- **Superiority Dice:** You have four superiority dice, which are d8s. A superiority die is expended when you

- use it. You regain all of your expended superiority dice when you finish a rest.
- **Saving Throws:** Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)
 - **Maneuvers:** You learn two maneuvers of your choice. You can only use one maneuver per attack:
 - **Commander's Strike:** When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.
 - **Disarming Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.
 - **Distracting Strike:** When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.
 - **Evasive Footwork:** When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until your next turn.
 - **Feinting attack:** You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. Until your next turn, you have advantage on your next attack roll against that creature. If that attack hits, add the superiority die to the attack's damage roll.
 - **Goaded Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.
 - **Lunging Attack:** When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.
 - **Maneuvering Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature that can see or hear you. That creature can use its reaction to move up to half of its

speed without provoking opportunity attacks from the target of your attack.

- **Menacing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.
- **Parry:** When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.
- **Precision Attack:** When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the attack roll. You can use this maneuver before or after making the attack roll, but before the DM tells you if the attack misses or not.
- **Pushing Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.
- **Rally:** On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature that can see or hear you. That creature gains temporary hit

points equal to the superiority die roll + your Charisma modifier.

- **Riposte:** When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.
- **Sweeping Attack:** When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.
- **Trip Attack:** When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

- **Level 3**

- Ranger Conclave (Choose a Subclass)
- **Poultices:** You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier. You can carry a number of poultices at one time equal to your Wisdom modifier. The poultices you create cannot be

applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency. If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up)

- **Primeval Awareness:** You have an innate ability to communicate with beasts, and they recognize you as a kindred spirit. Through sounds and gestures, you can communicate simple ideas to a beast as an action, and can read its basic mood and intent. You learn its emotional state, whether it is affected by magic of any sort, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack. You cannot use this ability against a creature that you have attacked within the past 10 minutes. Additionally, you can attune your senses to determine if any of your favored enemies lurk nearby. By spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any of your favored enemies are present within 5 miles of you. This feature reveals which of your favored enemies are present, their numbers, and the creatures' general direction and distance (in miles) from you. If there are multiple groups of your favored enemies within range, you learn this information for each group.

- **Level 4**

- Ability Score Improvement or Choice of Feat

- **Level 5**

- Subclass Feature
- +3 Proficiency Bonus
- **Maneuvers:** You learn one additional maneuvers.

- **Level 6**

- **Greater Favored Enemy:** Choose a type of greater favored enemy: aberrations, celestials, constructs, dragons, elementals, fiends, or giants. You gain all the benefits against this chosen enemy that you normally gain against your favored enemy, including an additional language. Your bonus to damage rolls against all your favored enemies increases to +4. Additionally, you have advantage on saving throws against the spells and abilities used by a greater favored enemy.

- **Level 7**

- Subclass Feature

- **Level 8**

- Ability Score Improvement or Choice of Feat
- **Fleet of Foot:** You can use the Dash action as a bonus action on your turn.

- **Level 9**

- +4 Proficiency Bonus
- **Maneuvers:** You learn one additional maneuvers.
- **Superiority Dice:** You gain another superiority die.
- **Natural Antivenom:** You have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

- **Level 10**

- **Hide in Plain Sight:** When you attempt to hide on your turn, you can opt to not move on that turn. If you avoid moving, creatures that attempt to detect you take a –10 penalty to their Perception checks until the start of your next turn. You lose this benefit if you move or fall prone, either voluntarily or because of some external effect. You are still automatically detected if any effect or action causes you to no longer be hidden. If you are still hidden on your next turn, you can continue to remain motionless and gain this benefit until you are detected.

- **Level 11**

- Subclass Feature

- **Level 12**

- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus
- **Maneuvers:** You learn one additional maneuvers.
- **Call Natural Allies:** When you are in an area of your favored terrain, you can call natural creatures from that terrain to fight on your behalf. These beasts approach you from their current location, and will fight alongside you, attacking any creatures that are hostile to you. They are friendly to you and your comrades, and you roll initiative for the called creatures as a group, which takes its own turns. The DM has the creatures' statistics. After 1 hour, these beasts return to their previous location. Once you use this feature, you cannot use it again in the same general area for 24 hours, since the same animals will not repeatedly heed your

call. The DM chooses beasts appropriate to the terrain to come to your aid from among those that could hear you and that are within 1 mile of you, in one of the following groups:

- One beast of CR 2 or lower
- Two beasts of CR 1 or lower
- Four beasts of CR ½ or lower
- Eight beasts of CR ¼ or lower

- **Level 14**

- **Vanish:** You can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

- **Level 15**

- Subclass Feature
- **Beastly Coordination:** If your beast companion can hear you, you can call out a warning and it can use its reaction to halve the attack's damage against it.

- **Level 16**

- Ability Score Improvement or Choice of Feat

- **Level 17**

- +6 Proficiency Bonus
- **Maneuvers:** You learn one additional maneuvers.
- **Superiority Dice:** You gain another superiority die.
- **Relentless:** When you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

- **Level 18**

- **Feral Senses:** When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you,

provided that the creature isn't hidden from you and you aren't blinded or deafened.

- **Level 19**
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Foe Slayer:** Once on each of your turns, you can add your Wisdom modifier to the attack or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Subclasses:

Beast Master (PHB/UA Update):

- **Level 3**
 - **Animal Companion:** With 8 hours of work and the expenditure of 50GP worth of rare herbs and fine food, you call forth an animal from the wilderness to serve as your faithful companion. You normally select your companion from among the following animals: an ape, a black bear, a boar, a giant badger, a giant weasel, a mule, a panther, or a wolf. However, your DM might pick one of these animals for you, based on the surrounding terrain and on what types of creatures would logically be present in the area. At the end of the 8 hours, your animal companion appears and gains all the benefits of your Companion's Bond ability. You can have only one animal companion at a time. If your animal companion is ever slain, the magical

bond you share allows you to return it to life. With 8 hours of work and the expenditure of 25 gp worth of rare herbs and fine food, you call forth your companion's spirit and use your magic to create a new body for it. You can return an animal companion to life in this manner even if you do not possess any part of its body. If you use this ability to return a former animal companion to life while you have a current animal companion, your current companion leaves you and is replaced by the restored companion.

- **Companion's Bond:** The animal companion loses its Multiattack action, if it has one. The companion obeys your commands as best it can. It rolls for initiative like any other creature, but you determine its actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own. When using your Natural Explorer feature, you and your animal companion can both move stealthily at a normal pace. Your animal companion has abilities and game statistics determined in part by your level. Your companion uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, an animal companion also adds its proficiency bonus to its AC and to its damage rolls. Your animal companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws. For each level you gain after 3rd, your animal companion gains an additional hit die and increases its hit points accordingly. Whenever you gain the Ability Score Improvement class feature, your companion's abilities also improve. Your companion can increase one ability score of your

choice by 2, or it can increase two ability scores of your choice by 1. As normal, your companion can't increase an ability score above 20 using this feature unless its description specifies otherwise. Your companion shares your alignment, and has a personality trait and a flaw that you can roll for or select from the tables below. Your companion shares your ideal, and its bond is always, "The ranger who travels with me is a beloved companion for whom I would gladly give my life." Your animal companion gains the benefits of your Favored Enemy feature, and of your Greater Favored Enemy feature when you gain that feature at 6th level. It uses the favored enemies you selected for those features.

○ **Trait – d6**

- 1: I'm dauntless in the face of adversity.
- 2: Threaten my friends, threaten me.
- 3: I stay on alert so others can rest.
- 4: People see an animal and underestimate me. I use that to my advantage.
- 5: I have a knack for showing up in the nick of time.
- 6: I put my friends' needs before my own in all things.

○ **Flaw – d6**

- 1: If there's food left unattended, I'll eat it.
- 2: I growl at strangers, and all people except my ranger are strangers to me.
- 3: Any time is a good time for a belly rub.
- 4: I'm deathly afraid of water.
- 5: My idea of hello is a flurry of licks to the face.
- 6: I jump on creatures to tell them how much I love them.

• **Level 5**

- **Coordinated Attack:** When you use the Attack action on your turn, if your companion can see you, it can use its reaction to make a melee attack.

• **Level 7**

- **Beast's Defense:** While your companion can see you, it has advantage on all saving throws.

• **Level 11**

- **Storm of Claws and Fangs:** Your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

• **Level 15**

- **Superior Beast's Defense:** Whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the damage against it.

Hunter (PHB/UA Update):

• **Level 3**

- **Hunter's Prey:** You gain one of the following features of your choice:
 - **Colossus Slayer:** When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
 - **Giant Killer:** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.

- **Horde Breaker:** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.
- **Level 5**
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
- **Level 7**
 - **Defensive Tactics:** You gain one of the following features of your choice:
 - **Escape the Horde:** If there are more than 4 enemy creatures within 10ft. of you, all attacks made against you have disadvantage.
 - **Multiattack Defense:** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
 - **Steel Will:** You have advantage on saving throws against being frightened.
- **Level 11**
 - **Multiattack:** You gain one of the following features of your choice:
 - **Volley:** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.
 - **Whirlwind Attack:** You can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.
- **Level 15**
 - **Superior Hunter's Defense:** You gain one of the following features of your choice:
 - **Evasion:** When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.
 - **Stand Against the Tide:** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.
 - **Uncanny Dodge:** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Gloom Stalker (XG):

- **Level 3**
 - **Dread Ambusher:** On your first turn of combat, your speed increases by 10 feet, which lasts until the end of that turn. If you use the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

- **Umbral Sight:** You gain darkvision out to a range of 60 feet. If you already have darkvision, you increase its range by 30 feet. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.
- **Gloom Stalker Magic:** You learn the *disguise self* spell.
- **Level 5**
 - **Gloom Stalker Magic:** You learn the *rope trick* spell.
- **Level 7**
 - **Iron Mind:** You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).
- **Level 9**
 - **Gloom Stalker Magic:** You learn the *fear* spell.
- **Level 11**
 - **Stalker's Flurry:** Once on each of your turns when you miss with an attack, you can make another attack as part of the same action.
- **Level 13**
 - **Gloom Stalker Magic:** You learn the *greater invisibility* spell.
- **Level 15**
 - **Shadowy Dodge:** Whenever a creature makes an attack roll against you and doesn't have advantage, you can use your reaction to impose disadvantage on the creature's attack roll against you. You can use this feature before or after the attack roll is made, but it must be used before you know the outcome of the roll.

- **Level 17**

- **Gloom Stalker Magic:** You learn the *seeming* spell.

Horizon Walker (XG):

- **Level 3**

- **Planar Warrior:** As a bonus action, choose one creature you can see within 30 feet of you. The next time you hit that creature on this turn with a weapon attack, all damage dealt by the attack becomes force damage, and the creature takes an extra 1d8 force damage from the attack.
- **Detect Portal:** As an action, you detect the distance and direction to any planar portals within 1 mile of you. Once you use this feature, you can't use it again until you finish a short or long rest. See the "Planar Travel" section in chapter 2 of the *Dungeon Master's Guide* for examples of planar portals.
- **Planar Magic:** You learn the *protection from evil and good* spell.

- **Level 5**

- **Planar Magic:** You learn the *misty step* spell.

- **Level 7**

- **Ethereal Step:** As a bonus action, you can cast the *etherealness* spell with this feature, without expending a spell slot, but the spell ends at the end of the current turn. Once you use this feature, you can't use it again until you finish a rest.

- **Level 9**

- **Planar Magic:** You learn the *haste* spell.

- **Level 11**
 - **Distant Strike:** When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see. If you attack at least two different creatures with the action, you can make one additional attack with it against a third creature.
 - **Improved Planar Warrior:** The extra force damage is now 2d8.
- **Level 13**
 - **Planar Magic:** You learn the *banishment* spell.
- **Level 15**
 - **Spectral Defense:** When you take damage from an attack, you can use your reaction to give yourself resistance to all of that attack's damage on this turn.
- **Level 17**
 - **Planar Magic:** You learn the *teleportation circle* spell.
- Any speed you have becomes 5 feet, unless the speed was lower.
- Your reach increases by 5 feet.
- You gain a number of temporary hit points at the start of each of your turns. The number equals half your ranger level. When the form ends, you lose any temporary hit points you have from it.
- **Piercing Thorns:** Once during each of your turns, you can deal an additional 1d6 piercing damage to one creature you hit with a weapon attack.
- **Guardian Magic:** You learn the *entangle* spell.
- **Level 5**
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
 - **Guardian Magic:** You learn the *enhance ability* spell.
- **Level 7**
 - **Ancient Fortitude:** Your hit point maximum and current hit points increase by 2 per ranger level when you assume your guardian form. This increase lasts until you leave the form; your hit point maximum then returns to normal, but your current hit points remain the same, unless they must decrease to abide by your hit point maximum.

Primeval Guardian (UA):

- **Level 3**
 - **Guardian Soul:** You gain the ability to temporarily grow and take on the appearance of a treelike person, covered with leaves and bark. As a bonus action, you assume this guardian form, which lasts until you end it as a bonus action or until you are incapacitated. You undergo the following changes while in your guardian form:
 - Your size becomes Large, unless you were larger.
- **Level 9**
 - **Guardian Magic:** You learn the *conjure animals* spell.
- **Level 11**
 - **Rooted Defense:** While you are in guardian form, the ground within 30 feet of you is difficult terrain for your enemies.

- **Level 13**
 - **Guardian Magic:** You learn the giant insect spell.
- **Level 15**
 - **Guardian Aura:** Your guardian form emanates a magical aura that fortifies your injured allies. When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to half your ranger level. This aura has no effect on a creature that has half or more of its hit points, and it has no effect on undead and constructs.
- **Level 17**
 - **Guardian Magic:** You learn the insect plague spell.

Monster Slayer (XG):

- **Level 3**
 - **Hunter's Sense:** As an action, choose one creature you can see within 60 feet of you. You immediately learn the whether the creature has any damage vulnerabilities, immunities, and resistances. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses of it when you finish a long rest.
 - **Slayer's Prey:** As a bonus action, you can designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn you hit the target with a weapon attack, the target takes an extra 1d6 damage from the weapon. This benefit

lasts until you target a different creature with this feature or until you finish a short or long rest.

- **Monster Slayer Magic:** You learn the *protection from evil and good* spell.
- **Level 5**
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
 - **Monster Slayer Magic:** You learn the *zone of truth* spell.
- **Level 7**
 - **Supernatural Defense:** Whenever the target of your Slayer's Prey forces you to make a saving throw or an ability check to escape that target's grapple, add 1d6 to your roll.
- **Level 9**
 - **Monster Slayer Magic:** You learn the *magic circle* spell.
- **Level 11**
 - **Magic-User's Nemesis:** When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted. Once you use this feature, you can't use it again until you finish a rest.
- **Level 13**
 - **Monster Slayer Magic:** You learn the *banishment* spell.
- **Level 15**
 - **Slayer's Counter:** If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against it. You make this attack immediately

before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

- **Level 17**
 - **Monster Slayer Magic:** You learn the *planar binding* spell.



Rogue (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per rogue level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per rogue level after 1st
- **Proficiencies**
 - **Armor:** Light armor
 - **Weapons:** Simple weapons, hand crossbows,
 - **Tools:** Thieves' tools
 - **Saving Throws:** Dexterity, Intelligence
 - **Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.
- **Equipment**
 - a rapier or (B) a shortsword
 - a shortbow and quiver of 20 arrows or (b) a short sword
 - a burglar's pack, (B) a dungeoneer's pack, or (C) an explorer's pack
 - Leather armor, two daggers, and thieves' tools
- **Level 1**
 - +2 Proficiency Bonus
 - **Expertise:** Choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
 - **Sneak Attack:** Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged

weapon. The extra damage increases as you gain levels in this class.

- **Level 2**

- **Cunning Action:** You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

- **Level 3**

- Sneak Attack die becomes 2d6
- Roguish Archetype (Choose a Subclass)

- **Level 4**

- Ability Score Improvement or Choice of Feat

- **Level 5**

- +3 Proficiency Bonus
- Sneak Attack die becomes 3d6
- **Uncanny Dodge:** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

- **Level 6**

- **Improved Expertise:** Choose two more of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. You cannot choose the same proficiencies that already have this bonus.

- **Level 7**

- Sneak Attack die becomes 4d6
- **Evasion:** When you are subjected to make a Dexterity 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.

- **Level 8**

- Ability Score Improvement or Choice of Feat

- **Level 9**

- +4 Proficiency Bonus
- Subclass Feature
- Sneak Attack die becomes 5d6

- **Level 10**

- Ability Score Improvement or Choice of Feat

- **Level 11**

- Sneak Attack die becomes 6d6
- **Reliable Talent:** Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

- **Level 12**

- Ability Score Improvement or Choice of Feat

- **Level 13**

- Subclass Feature
- +5 Proficiency Bonus
- Sneak Attack die becomes 7d6

- **Level 14**

- **Blindsense:** If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

- **Level 15**

- Sneak Attack die becomes 8d6
- **Slippery Mind:** You gain proficiency in Wisdom saving throws.

- **Level 16**

- Ability Score Improvement or Choice of Feat

- **Level 17**
 - Subclass Feature
 - +6 Proficiency Bonus
 - Sneak Attack die becomes 9d6
- **Level 18**
 - **Elusive:** No attack roll has advantage against you while you aren't incapacitated.
- **Level 19**
 - Sneak Attack die becomes 10d6
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Stroke of Luck:** If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a rest.

Subclasses:

Thief (PHB):

- **Level 3**
 - **Fast Hands:** You can use the bonus action granted by your Cunning Action to make a Sleight of Hand check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
 - **Second-Story Work:** You now have a climbing speed equal to your current speed. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

- **Level 9**
 - **Supreme Sneak:** You have advantage on a Stealth check if you move no more than half your speed on the same turn.
- **Level 13**
 - **Use Magic Device:** You ignore all class, race, and level requirements on the use of magic items.
- **Level 17**
 - **Thief's Reflexes:** You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Assassin (PHB):

- **Level 3**
 - **Bonus Proficiencies:** You gain proficiency with the disguise kit and poisoner's kit.
 - **Assassinate:** You have advantage on attack rolls against any creature that hasn't taken a turn in combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.
- **Level 9**
 - **Infiltration Expertise:** You must spend seven days and 25gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a

member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

- **Level 13**

- **Imposter:** You gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Deception check you make to avoid detection.

- **Level 17**

- **Death Strike:** When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Arcane Trickster (PHB):

- **Level 3**

- You learn mage hand and two cantrips from the wizard spell list.
- You learn three level 1 enchantment or illusion spells from the Wizard spell list.
- You gain two level 1 spell slots
- **Spellcasting:** You enhance your fine-honed skills of stealth and agility with

magic, learning tricks of enchantment and illusion.

- **Spell Save DC** = 8 + your proficiency bonus + your Intelligence modifier
- **Spell Attack Modifier:** your proficiency bonus + your intelligence modifier

- **Mage Hand Legerdemain:** When you cast mage hand you can make the spectral hand invisible, and you can perform one of the following tasks without being noticed by a creature if you succeed on a Sleight of Hand check contested by the creature's Perception check. In addition, you can use the bonus action granted by your Cunning Action to control the hand. With mage hand you may use one of the following tasks with it:

- You can stow one object the hand is holding in a container worn or carried by another creature.
- You can retrieve an object in a container worn or carried by another creature.
- You can use thieves' tools to pick locks and disarm traps at range.

- **Level 4**

- You learn another level 1 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.

- **Level 7**

- You learn another level 1 or 2 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.

- You gain one more level 1 spell slot and two level 2 spell slots
- **Level 8**
 - You learn any level 1 or 2 spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.
- **Level 9**
 - **Magical Ambush:** If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.
- **Level 10**
 - You learn one cantrip from the wizard spell list.
 - You gain one level 2 spell slot.
 - You learn another level 1 or 2 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.
- **Level 11**
 - You learn another level 1 or 2 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.
- **Level 13**
 - **Versatile Trickster:** As a bonus action on your turn, you can designate a creature within 5 feet of a mage hand that you cast. Doing so gives you advantage on attack rolls against that creature until the end of the turn.
- You gain two level 3 spell slots.
- You learn another level 1-3 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.
- **Level 14**
 - You learn any level 1-3 spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for, unless you're replacing the spell learned at level 8.
- **Level 16**
 - You learn another level 1-3 enchantment or illusion spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.
 - You gain one level 3 spell slot.
- **Level 17**
 - **Spell Thief:** Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn't need to be a Wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots.

The creature can't cast that spell until 8 hours have passed. Once you use this feature, you can't use it again until you finish a long rest.

- **Level 19**

- You learn another level 1-4 enchantment or illusion spell from the Wizard spell list.
- You gain one level 4 spell slot. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for.

- **Level 20**

- You learn any level 1-4 spell from the Wizard spell list. Additionally, you may replace a spell you know, with another enchantment or illusion spell from the Wizard spell list that you have a spell slot for, unless you're replacing the spell learned at level 8 or 14.

Mastermind (SC/XG Updated):

- **Level 3**

- **Master of Intrigue:** You gain proficiency with the disguise kit, the forgery kit, and one gaming set of your choice. You also learn two languages of your choice. Additionally, you can unerringly mimic the speech patterns and accent of a creature that you hear speak for at least 1 minute, enabling you to pass yourself off as a native speaker of a particular land, provided that you know the language.
- **Master of Tactics:** You can use the Help action as a bonus action. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of

you, rather than 5 feet of you, if the target can see or hear you.

- **Level 9**

- **Insightful Manipulator:** You spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice (as well as any history or personality traits you might realize:
 - Intelligence Score
 - Wisdom Score
 - Charisma Score
 - Class Levels (if any)

- **Level 13**

- **Misdirection:** When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target become that creature instead of you.

- **Level 17**

- **Soul of Deceit:** Your thoughts can't be read by telepathy or other means, unless you allow it. You can present false thought by succeeding on a Deception check contested by the mind reader's Insight check. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful, if you do so choose, and you can't be compelled to tell the truth by magic.

Swashbuckler (SC/XG Updated):

- **Level 3**

- **Fancy Footwork:** During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.
- **Rakish Audacity:** You can add your Charisma modifier to your initiative rolls. In addition, you don't need advantage on your attack roll to use your Sneak Attack if no creature other than your target is within 5 feet of you and you don't have disadvantage.

- **Level 9**

- **Panache:** As an action, you can make a Persuasion check contested by a creature's Insight check. The creature must be able to hear you, and the two of you must share a language. If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart. If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

- **Level 13**

- **Elegant Maneuver:** As a bonus action, you can gain advantage on the next Acrobatics or Athletics check you make during the same turn.

- **Level 17**

- **Master Duelist:** If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a rest.

Inquisitive (XG):

- **Level 3**

- **Ear for Deceit:** Whenever you make an Insight check to sense if a creature is lying, treat a roll of 7 or lower on the d20 as 8.
- **Eye for Detail:** You can use a bonus action to make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.
- **Insightful Fighting:** As a bonus action, you can make an Insight check against a creature you can see that isn't incapacitated, contested by the target's Deception check. If you succeed, you can use your Sneak Attack against that target even if you don't have advantage on the attack roll, but not if you have disadvantage on it. This benefit lasts for 1 minute or until you successfully use this feature against a different target.

- **Level 9**

- **Steady Eye:** You have advantage on any Perception or Investigation check if you move no more than half your speed on the same turn.

- **Level 13**

- **Unerring Eye:** As an action, you sense the presence of illusions, shape-changers not in their original form, and other magic designed to deceive the senses within 30 feet of you, provided

you aren't blinded or deafened. You sense that an effect is attempting to trick you, but you gain no insight into what is hidden or into its true nature. You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses of it when you finish a long rest.

- **Level 17**

- **Eye for Weakness:** While your Insightful Fighting feature applies to a creature, your Sneak Attack damage against that creature increases by 3d6.

target have advantage until the start of your next turn.

- **Level 17**

- **Sudden Strike:** If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

Scout (XG):

- **Level 3**

- **Skirmisher:** You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.
- **Survivalist:** You gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

- **Level 9**

- **Superior Mobility:** Your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

- **Level 13**

- **Ambush Master:** You have advantage on initiative rolls. In addition, the first creature you hit during the first round of combat becomes easier for you and others to strike; attack rolls against that



Sorcerer (PHB):

- **Hit Points**
 - **Hit Dice:** 1d6 per sorcerer level
 - **Hit Points at 1st level:** 6 + Con Modifier
 - **Hit Points at Higher Levels:** 1d6 + Con Modifier per sorcerer level after 1st
- **Proficiencies**
 - **Armor:** None
 - **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows
 - **Tools:** None
 - **Saving Throws:** Constitution, Charisma
 - **Skills:** Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion
- **Equipment**
 - a light crossbow and 20 bolts or (B) any simple weapon
 - a component's pouch or (B) an arcane focus
 - a dungeoneer's pack or (B) explorer's pack
 - Two daggers
- **Level 1**
 - +2 Proficiency Bonus
 - Four cantrips
 - Two level 1 spell slots
 - **Spellcasting:** An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic.
 - **Spell Save DC:** 8 + your proficiency bonus + your Charisma modifier
 - **Spell Attack Modifier:** your proficiency bonus + your charisma modifier
 - **Spellcasting Focus:** You can use an arcane focus as a spellcasting focus.
 - Sorcerous Origin (Choose a Subclass)

- **Level 2**

- You learn one level 1 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
- Gain one level 1 spell slot
- **Font of Magic:** You tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.
 - **Sorcery Points:** You have 2 sorcery points, and you gain more as you reach high Sorcerer levels. You can never have more sorcery points than you have Sorcerer levels. You regain all spent sorcery points when you finish a long rest.
- **Flexible Casting:** You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points at higher levels.
 - **Creating Spell Slots:** You can expend sorcery points to create spell slots. You cannot create spell slots that are higher than level 5. The created Spell Slots vanish at the end of a long rest.
 - **Level 1 Spell Slot:** Two sorcery points
 - **Level 2 Spell Slot:** Three sorcery points
 - **Level 3 Spell Slot:** Five sorcery points
 - **Level 4 Spell Slot:** Six sorcery points
 - **Level 5 Spell Slot:** Seven sorcery points.
 - **Creating Sorcery Points:** As a bonus action on your turn, you can expend one spell slot and gain a

number of sorcery points equal to the slot's level.

- **Level 3**

- Gain one level 1 spell slot and two level 2 spell slots
- You learn one level 1 or 2 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
- Your Sorcery Point Maximum increases by 1.
- **Metamagic:** You gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain more choices at higher levels.
 - **Careful Spell:** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier. A chosen creature automatically succeeds on its saving throw against the spell.
 - **Distant Spell:** When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.
 - **Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier. You must use the new rolls. You can use Empowered Spell even if you have

already used a different Metamagic option during the casting of the spell.

- **Extended Spell:** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
- **Heightened Spell:** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **Quicken Spell:** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
- **Subtle Spell:** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
- **Twinned Spell:** When you cast a spell that can only target one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).
- **Level 4**
 - Gain one cantrip
 - Gain one level 2 spell slot
 - You learn one level 1 or 2 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
- Your Sorcery Point Maximum increases by 1.
- Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - Gain two level 3 spell slots
 - You learn one level 1-3 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 6**
 - Subclass Feature
 - Gain one level 3 spell slot
 - You learn one level 1-3 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 7**
 - Gain one level 4 spell slot
 - You learn one level 1-4 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 8**
 - Gain one level 4 spell slot
 - You learn one level 1-4 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.

- Your Sorcery Point Maximum increases by 1.
- Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - Gain one level 4 spell slot and one level 5 spell slot
 - You learn one level 1-5 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 10**
 - Gain one cantrip
 - Gain one level 5 spell slot
 - You learn one level 1-5 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
 - **Metamagic:** You gain another Metamagic option.
- **Level 11**
 - Gain one level 6 spell slot
 - You learn one level 1-6 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 12**
 - Your Sorcery Point Maximum increases by 1.
- Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - Gain one level 7 spell slot
 - You learn one level 1-7 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 14**
 - Subclass Feature
 - Your Sorcery Point Maximum increases by 1.
- **Level 15**
 - Gain one level 8 spell slot
 - You learn one level 1-8 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.
 - Your Sorcery Point Maximum increases by 1.
- **Level 16**
 - Your Sorcery Point Maximum increases by 1.
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - Gain one level 9 spell slot
 - You learn one level 1-9 spell. Additionally, you may replace one spell you know with another spell from the Sorcerer list that you have a spell slot for.

- Your Sorcery Point Maximum increases by 1.
- **Metamagic:** You gain another Metamagic option.
- **Level 18**
 - Subclass Feature
 - Gain one level 5 spell slot
 - Your Sorcery Point Maximum increases by 1.
- **Level 19**
 - Gain one level 6 spell slot
 - Your Sorcery Point Maximum increases by 1.
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - Gain one level 7 spell slot
 - Your Sorcery Point Maximum increases by 1.
 - **Sorcerous Restoration:** You regain 4 expended sorcery points whenever you finish a short rest.
- **Black:** Acid
- **Blue:** Lightning
- **Brass:** Fire
- **Bronze:** Lightning
- **Copper:** Acid
- **Gold:** Fire
- **Green:** Poison
- **Red:** Fire
- **Silver:** Cold
- **White:** Cold
- **Draconic Resilience:** Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.
- **Level 6**
 - **Elemental Affinity:** When you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to one damage roll of that spell. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Subclasses:

Draconic Bloodline (PHB):

- **Level 1**
 - **Dragon Ancestor:** You can speak, read, and write Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check. Additionally, choose one type of dragon as your ancestor. The damage type associated with each dragon is used by feature you gain later.
- **Level 14**
 - **Dragon Wings:** As a bonus action, you can create dragon wings to sprout from your back and you gain a flying speed equal to your current speed. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.
- **Level 18**
 - **Draconic Presence:** As an action, you can spend 5 sorcery points to draw on

this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration, each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

- **Level 14**

- **Controlled Chaos:** Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

- **Level 18**

- **Spell Bombardment:** When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use this feature only once per turn.

Wild Magic (PHB):

- **Level 1**

- **Wild Magic Surge:** Immediately after you cast a sorcerer spell of 1st level or higher, roll a d20. If you roll a 20, roll a d100 on the Wild Magic Surge table (Pg. 104 of PHB) to create a random magical effect.
- **Tides of Chaos:** You can gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again, unless you make a roll on the Wild Magic Surge table, then this ability recharges.

- **Level 6**

- **Bend Luck:** When another creature you see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Storm Sorcery (SC/XG Update):

- **Level 1**

- **Tempestuous Magic:** As a bonus action on your turn, you can cause whirling gusts of elemental air to surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.
- **Wind Speaker:** You can speak, read, and write Primordial. Knowing this language allows you to understand and to be understood by those who speak its dialects: Aquan, Auran, Ignan, and Terran.

- **Level 6**

- **Heart of the Storm:** You gain resistance to lightning and thunder damage. In addition, whenever you start casting a spell of 1st level or higher that deals lightning or thunder damage, stormy magic erupts from you. This eruption causes creatures of your choice that can see you within 10 feet of you take lightning or thunder damage (your

choice each time this ability activates) equal to half your sorcerer level.

- **Storm Guide:** You gain the ability to subtly control the weather around you. If it is raining, you can use an action to cause the rain to stop falling in a 20-foot-radius centered on you. You can end this effect as a bonus action. If it is windy, you can use a bonus action each round to choose the direction that the wind blows in a 100-foot radius around you. The wind blows in that direction until the end of your next turn. This feature doesn't alter the speed of the wind.

- **Level 14**

- **Storm's Fury:** When you are hit by a melee attack, you can use your reaction to deal lightning damage to the attacker. The damage equals your sorcerer level. The attacker must also make a Strength saving throw against your sorcerer spell save DC. On a failed save the attacker is pushed in a straight line up to 20 feet away from you.

- **Level 18**

- **Wind Soul:** You gain immunity to lightning and thunder damage. You also gain a flying speed of 60 feet. As an action, you can reduce your flying speed to 30 feet for 1 hour and choose creatures within 30 feet of you equal to 3 + your Charisma modifier. The chosen creatures gain a flying speed of 30 feet for 1 hour. Once you reduce your flying speed in this way, you can't do so again until you finish a rest.

Shadow Magic (XG):

- **Level 1**

- **Quirk** – d6

- 1: You are always icy cold to the touch
- 2: When you are asleep, you don't appear to breathe, though you must still breathe to survive.
- 3: You barely bleed, even when badly injured.
- 4: Your heart beats once per minute. This event sometimes surprises you.
- 5: You have trouble remembering that living creatures and corpses should be treated differently.
- 6: You blinked. Once. Last Week.

- **Eyes of the Dark:** You have darkvision with a range of 120 feet.

- **Strength of the Grave:** Whenever damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You cannot use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again until you finish a long rest.

- **Level 3**

- **Improved Eyes of the Dark:** You learn the *darkness* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

- **Level 6**

- **Hound of Ill Omen:** As a bonus action, you can spend 3 sorcery points to magically summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound makes opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on all saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes. The hound uses the Dire Wolf statistics, but with the following changes:
 - The hound size is Medium, not Large, and it counts as a monstrosity, not a beast.
 - It appears with a number of temporary hit points equal to half your sorcerer level.
 - It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.
 - At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

- **Level 14**

- **Shadow Walk:** When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an

unoccupied space that you can see that is also in dim light or darkness.

- **Level 18**

- **Umbral Form:** You can spend 3 sorcery points to transform yourself into a shadow form as a bonus action. In this form, you have resistance to all damage, except force damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object. You remain in this form for 1 minute.

Divine Soul (XG):

- **Level 1**

- **Divine Magic:** When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you. In addition, choose an affinity for the source of your divine power: good (*cure wounds*), evil (*inflict wounds*), law (*bless*), chaos (*bane*), or neutrality (*protection from evil and good*). You learn an additional spell based on that affinity. If you later replace this spell, you must replace it with a spell from the cleric spell list.
- **Favored by the Gods:** If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a rest.

- **Level 6**
 - **Empowered Healing:** Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.
 - **Level 14**
 - **Otherworldly Wings:** You can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action. The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: Good or law (Eagle wings), evil or chaos (Bat wings), and neutrality (Dragonfly wings).
 - **Level 18**
 - **Unearthly Recovery:** As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum. Once you use this feature, you can't use it again until you finish a long rest.
- 3: You admire fire, even if it burns your friends.
 - 4: You are covered in burns that mark the first time your power manifested
 - 5: You like your food charred.
 - 6: You are brave to the point of recklessness.
 - **Ignite:** As an action, you can magically ignite a flammable object you touch with your hand.
 - **Mantle of Flame:** Once per day, as a bonus action, you magically wreath yourself in swirling fire, as your eyes glow like hot coals. For 1 minute, you gain the following benefits:
 - You shed bright light in a 30-foot radius and dim light for an additional 30 feet.
 - Any creature takes fire damage equal to your Charisma modifier if it hits you with a melee attack within 5 feet of you or if it touches you.
 - Whenever you roll fire damage on your turn, the roll gains a bonus equal to your Charisma modifier.

- **Level 6**

- **Phoenix Spark:** If you are reduced to 0 hit points, you can use your reaction to draw on the spark of the phoenix. You are instead reduced to 1 hit point, and each creature within 10 feet of you takes fire damage equal to half your sorcerer level + your Charisma modifier. If you use this feature while under the effects of your Mantle of Flame, this feature instead deals fire damage equal to your sorcerer level + double your Charisma modifier, and your Mantle of Flame immediately ends. Once you use this feature, you

Phoenix Sorcery (UA):

- **Level 1**
 - **Quirk** – d6
 - 1: You absentmindedly ignite small fires that quickly sputter out.
 - 2: You cackle like a fiend when you unleash your fire spells.

can't use it again until you finish a long rest.

- **Level 14**

- **Nourishing Fire:** When you expend a spell slot to cast a spell that includes a fire damage roll, you regain hit points equal to the slot's level + your Charisma modifier.

- **Level 18**

- **Form of the Phoenix:** While under the effect of your Mantle of Flame feature, you gain additional benefits:
 - You have a flying speed of 40 feet and can hover
 - You have resistance to all damage
 - If you use your Phoenix Spark, that feature deals an extra 20 fire damage to each creature

Sea Sorcery (UA):

- **Level 1**

- **Soul of the Sea:** You have the ability to breathe underwater, and you have a swim speed equal to your walking speed.
- **Curse of the Sea:** When you hit a creature with a cantrip's attack or when a creature fails a saving throw against your cantrip, you can curse the target until the end of your next turn or until you curse a different creature with this feature. Once per turn when you cast a spell, you can trigger the curse if that spell deals cold or lightning damage to the curse target or forces it to move. Doing so subjects the target to one of the appropriate additional effects below, and then your curse

ends if the spell isn't a cantrip (you choose the effect to use if more than one effect applies):

- **Cold Damage:** The target's speed is also reduced by 15 feet until the end of your next turn. If the spell already reduces the target's speed, use whichever reduction is greater.
- **Lightning Damage:** The target takes additional lightning damage equal to your Charisma modifier.
- **Forced Movement:** Increase the distance it is moved by 15ft.

- **Level 6**

- **Watery Defense:** As a reaction when you are hit by an attack and take bludgeoning, piercing, or slashing damage from it, you can reduce that damage by an amount equal to your sorcerer level plus your Charisma score, and then you can move up to 30 feet without provoking opportunity attacks. Once you use this feature, you cannot use it again until after a rest.

- **Level 14**

- **Shifting Form:** When you move on your turn, you take only half damage from opportunity attacks, and you can move through enemy's, but can't end your turn there. On your turn, you can move through any space that is at least 3 inches in diameter and do so without squeezing. When you stop moving, the regular squeezing rules apply if you're in a space one size smaller than you. You can't willingly stop in a space smaller than that, and if you're forced to do so, you immediately flow to the nearest space that you can fit you, back along the path of your movement.

- **Level 18**
 - **Water Soul:** Your body becomes water, held together to resemble your true form by magical means. You gain the following benefits:
 - You no longer need to eat, drink, or sleep.
 - You have resistance to bludgeoning, piercing, and slashing damage.
 - A critical hit against you becomes a normal hit.

Stone Sorcery (UA):

- **Level 1**
 - **Bonus Proficiencies:** You gain proficiency with shields, simple and martial weapons.
 - **Metal Magic:** Compelled duel, searing smite, thunderous smite, and wrathful smite are now included in your sorcerer's spell list.
 - **Stone's Durability:** Your hit point maximum increases by 1, and it increases by 1 again whenever you gain a level in this class. As an action, you can gain a base AC of 13+ your Constitution modifier if you aren't wearing armor, and your skin assumes a stony appearance. This effect lasts until you end it as a bonus action, you are incapacitated, or you don armor other than a shield.
- **Level 6**
 - **Stone Aegis:** As a bonus action, you can grant an aegis to one allied creature you can see within 60 feet of you. The aegis is a dim, gray aura of earth magic that protects the target. Any bludgeoning, piercing, or slashing damage

the target takes is reduced by 2 + your sorcerer level divided by 4. This effect lasts for 1 minute, until you use it again, or until you are incapacitated. In addition, once per round when a creature you can see within 60 feet of you hits the protected target with a melee attack, you can use your reaction to teleport to an unoccupied space you can see within 5 feet of the attacker. You can teleport only if you and the attacker are on the same surface. You can then make one melee weapon attack against the attacker. If that attack hits, it deals an extra 1d10 force damage.

- **Level 11**
 - Stone Aegis extra damage becomes 2d10
- **Level 14**
 - **Stone's Edge:** When you cast a spell that deals damage, choose one creature damaged by that spell on the round you cast it. That creature takes extra force damage equal to half your sorcerer level. This feature can be used only once per casting of a spell.
- **Level 17**
 - Stone Aegis extra damage becomes 3d10
- **Level 18**
 - **Earth Master's Aegis:** When you use your Stone's Aegis to protect an ally, you can choose up to three creatures to gain its benefits.

Pyromancer (PS):

- **Level 1**
 - **Heart of Fire:** Whenever you cast a spell of 1st level or higher that deals fire damage, a fiery magic erupts from you. This eruption causes creatures of your choice that you can see within 10 feet of you to take fire damage equal to half your sorcerer level (minimum of 1)
- **Level 6**
 - **Fire in the Veins:** You gain resistance to fire damage. In addition, spells you cast ignore resistance to fire damage.
- **Level 14**
 - **Pyromancer's Fury:** When you are hit by a melee attack, you can use your reaction to deal fire damage to the attacker. The damage equals your sorcerer level, and ignores resistance to fire damage.
- **Level 18**
 - **Fiery Soul:** You gain immunity to fire damage. In addition, any spell or effect you create ignores resistance to fire damage and treats immunity to fire damage as resistance to fire damage.

Runechild (CR):

- **Level 1**
 - **Essence Runes:** You begin with 1 Essence Rune, and gain an additional rune whenever you gain a level in this class. Runes can manifest anywhere on your body, though the first usually manifests on the forehead. They remain invisible when inert. At the end

of a turn where you spent any number of sorcery points for any of your class features, an equal number of essence runes glow with stored energy, becoming charged runes. If you expend a charged rune to use one of your Runechild features, it returns to being an inert essence rune. As a bonus action, you may spend any number of sorcery points to convert an equal number of essence runes into charged runes. If you have no sorcery points and no charged runes, you can convert a single essence rune into a charged rune as an action. If you have 5 or more charged runes, you emit bright light in a 5 foot radius and dim light for an additional 5 feet. Any charged runes revert to inert essence runes after you complete a long rest.

- **Glyphs of Aegis:** Whenever you take damage from an attack, hazard, or spell, you can use a reaction to expend any number of charged runes, rolling 1d6 per charged rune. You subtract the total rolled from the damage inflicted by the attack, hazard, or spell. At 6th level, you can use an action to expend a charged rune, temporarily transferring a Glyph of Aegis to a creature you touch. A creature can only hold a single glyph, and it lasts for 1 hour, or until the creature is damaged by an attack, hazard, or spell. The next time that creature takes damage from any of those sources, roll 1d6 and subtract the number rolled from the damage roll. The glyph is then lost.

- **Level 6**
 - **Sigilic Augmentation:** You can expend a charged rune as a bonus action to enhance either your Strength, Dexterity, or Constitution, granting you

advantage on ability checks with the chosen ability score until the start of your next turn. You can choose to maintain this benefit additional rounds by expending a charged rune at the start of each of your following turns.

- **Manifest Inscriptions:** As an action, you can expend a charged rune to cause any hidden magical marks, runes, wards, or glyphs within 15 feet of you to reveal themselves with a glow for 1 round. This glow is considered dim light for a 5 foot radius around the mark or glyph.

- **Level 14**

- **Runic Torrent:** Whenever you cast a spell, you can expend a number of charged runes equal to the spell's level to allow it to ignore any resistance or immunity to the spell's damage type the targets may have.

- **Level 18**

- **Arcane Exemplar Form:** You can use a bonus action and expend 6 or more charged runes to temporarily become a being of pure magical energy. This new form lasts for 3 rounds plus 1 round for each charged rune expended over 6. When your Arcane Exemplar form ends, you can't move or take actions until after your next turn, as your body recovers from the transformation. Once you use this feature, you must finish a long rest before you can use it again. While you are in your exemplar form, you gain the following benefits:
 - You have a flying speed of 40ft.
 - Your spell save DC is increased by 2.
 - You have resistance to damage from spells.

- When you cast a spell of 1st level or higher, you regain hit points equal to the spell's level.



Warlock (PHB):

- **Hit Points**
 - **Hit Dice:** 1d8 per warlock level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per warlock level after 1st
- **Proficiencies**
 - **Armor:** Light armor
 - **Weapons:** Simple weapons
 - **Tools:** None
 - **Saving Throws:** Wisdom, Charisma
 - **Skills:** Choose two from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion
- **Equipment**
 - a light crossbow and 20 bolts or (b) any simple weapon
 - a component pouch or (B) an arcane focus
 - a scholar's pack or (B) a dungeoneer's pack
 - Leather Armor, any simple weapon, and two daggers
- **Level 1**
 - +2 Proficiency Bonus
 - Two cantrips
 - One level 1 spell slot
 - You learn two level 1 spells.
 - Otherworldly Patron (Choose a Subclass)
 - **Pact Magic:** Your arcane research and the magic bestowed on you by your patron have given you facility with spells.
 - **Spell Save DC:** 8 + your proficiency bonus your Charisma modifier

- **Spell Attack Modifier:** Your proficiency bonus + your Charisma modifier
- **Spellcasting Focus:** You can use an arcane focus as a spellcasting focus for your warlock spells.
- **Level 2**
 - You learn one level 1 spell.
 - You gain one spell slot.
 - **Eldritch Invocations:** You gain two eldritch invocations of your choice. You gain additional invocations at higher warlock levels.
 - **Agonizing Blast:** (You must know the eldritch blast cantrip) When you cast eldritch blast, add your Charisma modifier to the damage it deals on a hit.
 - **Armor of Shadows:** You can cast mage armor on yourself at will.
 - **Aspect of the Moon:** (You must be of the Pact of the Tome) You no longer need to sleep and can't be forced to sleep by any means. To gain the benefits of a long rest, you can spend all 8 hours doing light activity, such as reading your Book of Shadows and keeping watch.
 - **Beast Speech:** You can cast speak with animals at will.
 - **Beguiling Influence:** You gain proficiency in the Deception and Persuasion skills.
 - **Book of Ancient Secrets:** (You must be of the Pact of the Tome) Choose two 1st-level spells that have the ritual tag from any class's spell list. The spells appear in the book and don't count against the number of spells you know. With your Book Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells

except as rituals, unless you've learned them by some other means. On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50fp for the rare inks needed to inscribe it.

- **Burning Hex:** (You must be a patron of the Hexblade) As a bonus action, you cause a target cursed by your Hexblade's Curse to take fire damage equal to your Charisma modifier.
- **Caiphon's Beacon:** (You must be a patron of the Great Old One) You gain proficiency in the Deception and Stealth skills, and you have advantage on attack rolls against charmed creatures.
- **Chilling Hex:** (You must be a patron of the Hexblade) As a bonus action, you cause frost to swirl around a target cursed by your Hexblade's Curse, dealing cold damage to each of your enemies within 5 feet of the target. The cold damage equals your Charisma modifier.
- **Chronicle of the Raven Queen:** (You must be a patron of the Raven Queen and be a Pact of the Tome) You can place a corpse's hand or similar appendage on your Book of Shadows and ask one question aloud. After 1 minute, the answer appears written in blood in your book. The answer is provided

by the dead creature's spirit to the best of its knowledge and is translated into a language of your choice. You must use this ability within 1 minute of a creature's death, and a given creature can only be asked on question in this manner.

- **Claw of Acamar:** (You must be a patron of the Great Old One and be a Pact of the Blade) You can create a black, lead flail using your Pact of the Blade feature. The flail's head is sculpted to resemble a pair of grasping tentacles. The weapon has the reach property. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 necrotic damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.
- **Cloak of Baalzebul:** (You must be a patron of the Fiend) As a bonus action, you can conjure a swarm of buzzing flies around you. The swarm grants you advantage on Intimidation checks but disadvantage on all other Charisma checks. In addition, a creature that starts its turn within 5 feet of you takes poison damage equal to your Charisma modifier. You can dismiss the swarm with another bonus action.
- **Curse Bringer:** (You must be a patron of the Hexblade and be a Pact of the Blade) You can create a greatsword forged from silver, with black runes etched into its blade, using your Pact of the Blade feature. If you reduce a target cursed by your Hexblade's Curse to

0 hit points with this sword, you can immediately change the target of the curse to a different creature. This change doesn't extend the curse's duration. When you hit a creature with this weapon, you can expend a spell slot to deal an additional 2d8 slashing damage to the target per spell level, and you can reduce the creature's speed to 0 feet until the end of your next turn.

- **Devil's Sight:** You gain Darkvision up to 120 feet.
- **Eldritch Sight:** You can cast detect magic at will.
- **Eldritch Spear:** (You must know the eldritch blast cantrip) When you cast eldritch blast, its range is 300 feet.
- **Eyes of the Rune Keeper:** You can read all writing.
- **Fiendish Vigor:** You can cast false life at will as a 1st level spell.
- **Gaze of Two Minds:** You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are blinded and deafened to your own surroundings.
- **Grasp of Hadar:** (You must know the eldritch blast cantrip) Once during your turn when you hit a creature with your eldritch blast

cantrip, you can move that creature in a straight line 10 feet closer to yourself.

- **Gift of the Ever-Living Ones:** (You must be of the Pact of the Chain) Whenever you regain hit points, you treat any dice rolled to determine the hit points you regain as having rolled their maximum value.
- **Improved Pact Weapon:** (You must be of the Pact of the Blade) You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells. In addition, the weapon counts as a magic weapon with a +1 bonus to its attack and damage rolls, unless it is already a magic weapon that you transformed into your pact weapon. Finally, the weapon you conjure can be a short/long bow, or light/heavy crossbow.
- **Lance of Lethargy:** (You must know the eldritch blast cantrip) Once on each of your turns when you hit a creature with your eldritch blast cantrip, you can reduce that creature's speed by 10 feet until the end of your next turn.
- **Mace of Dispaters:** (You must be a patron of the Fiend and be a Pact of the Blade) When you create your pact weapon as a mace, it manifests as an iron mace forged in Dis, the second of the Nine Hells. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 force damage to the target per spell level, and you can knock the target prone if it is Huge or smaller.
- **Mask of Many Faces:** You can cast disguise self at will.
- **Misty Visions:** You can cast silent image at will.
- **Moon Bow:** (You must be a patron of the Archfey and be a Pact of the Blade) You can create a longbow using your Pact of the Blade feature. When you draw back its string and fire, it creates an arrow of white wood, which vanishes after 1 minute. You have advantage on attack rolls against lycanthropes with the bow. When you hit a creature with it, you can expend a spell slot to deal an additional 2d8 radiant damage to the target per spell level.
- **Path of the Seeker:** (You must be a patron of the Seeker) You ignore difficult terrain, have advantage on all checks to escape a grapple, manacles, or rope bindings, and advantage on saving throws against being paralyzed.
- **Raven Queen's Blessing:** (You must be a patron of the Raven Queen and know the eldritch blast cantrip) When you score a critical hit with your eldritch blast cantrip, pick yourself or an ally you can see within 30 feet of you. The chosen creature can immediately expend a Hit Die to regain hit points equal to the roll + the creature's Constitution modifier (minimum of 1 hit point).
- **Repelling Blast:** (You must know the eldritch blast cantrip) When you hit a creature with eldritch blast, you can push the creature up to 10 feet away from you in a straight line.

- **Sea Twin's Gift:** (You must be a patron of the Archfey) You can breathe underwater, and you gain a swimming speed equal to your walking speed. You can also cast water breathing using a warlock spell slot. Once you cast it using this invocation, you can't do so again until you finish a long rest.
 - **Seeker's Speech:** (You must be a patron of the Seeker) When you complete a long rest, you can pick two languages. You gain the ability to speak, read, and write the chosen languages until you finish your next long rest.
 - **Thief of Five Fates:** You can cast bane once using a warlock spell slot. You can't do so again until you finish a long rest.
 - **Voice of the Chain Master:** (You must be of the Pact of the Chain) You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speaking.
- **Level 3**
 - You only have level 2 spell slots.
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - **Pact Boon:** Your otherworldly patron bestows a gift upon you for your loyal service. The boon reflects your patron. Your DM can help you incorporate this. You gain one of the following features of your choice:
 - **Pact of the Chain:** You learn the find familiar spell and can cast it as a ritual. The spell doesn't count against your number of spells known. When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite. Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own.
 - **Pact of the Blade:** You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die. You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shutting it into an extradimensional space, and it appears whenever you

create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

- **Pact of the Star Chain:** Your patron grants you a chain forged from starlight, decorated with seven gleaming motes of brightness. While the chain is on your person, you know the augury spell and can cast it as a ritual. The spell doesn't count against your number of spells known. Additionally, you can invoke your patron's power to gain advantage on an Intelligence check while you carry this item. Once you use this ability, you cannot use it again until you complete a rest. If you lose your Star Chain, you can perform a 1-hour ceremony to receive a replacement from your patron. The ceremony can be performed during a rest and it destroys the previous chain. The chain disappears in a flash of light when you die.
- **Pact of the Tome:** Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a

replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

- **Level 4**

- Gain one cantrip
- You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
- Ability Score Improvement or Choice of Feat

- **Level 5**

- +3 Proficiency Bonus
- You only have level 3 spell slots.
- You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
- You gain another eldritch invocation. Additionally, you can replace one you currently know with one you do not.
- **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:
 - **Cloak of Flies:** As a bonus action, you can surround yourself with a magical aura that looks like buzzing flies. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you're incapacitated or you dismiss it as a bonus action. The aura grants you advantage on Intimidation checks but disadvantage on all other Charisma checks. Any other creature that

starts its turn in the aura takes poison damage equal to your Charisma modifier. Once you use this invocation, you can't use it again until you finish a rest.

- **Eldritch Smite:** (You must be of the Pact of the Blade) Once per turn when you hit a creature with your pact weapon, you can expend a warlock spell slot to deal an extra 1d8 force damage to the target, plus another 1d8 per level of the spell slot, and you can knock the target prone if it is Huge or smaller.
- **Gift of the Depths:** You can breathe underwater, and you gain a swimming speed equal to your walking speed. You can also cast *water breathing* once without expending a spell slot. You regain the ability to do so when you finish a long rest.
- **Kiss of Mephistopheles:** (You must be a patron of the Fiend and know the eldritch blast cantrip) When you hit a creature with the eldritch blast cantrip, you can cast fireball as a bonus action using a warlock spell slot. However, the spell must be centered on a creature you hit with eldritch blast.
- **Maddening Hex:** (You must have a hex spell or a warlock feature that curses) As a bonus action, you cause a psychic disturbance around the target cursed by you *hex* spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen. When you do so, you deal psychic damage to the cursed target and each creature of your choice that you can see within 5 feet of it. The psychic damage

equals your Charisma modifier. To use this invocation, you must be able to see the cursed target, and it must be within 30 feet of you.

- **Mire the Mind:** You can cast slow once using a warlock spell slot. You can't do so again until you finish a long rest.
- **One with Shadows:** When you are in an area of dim light or darkness, you can use your action to become invisible until you move, take an action, or a reaction.
- **Sign of Ill Omen:** You can cast bestow curse once using a warlock spell slot. You can't do so again until you finish a long rest.
- **Thirsting Blade:** (You must be of the Pact of the Blade) You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.
- **Tomb of Levistus:** As a reaction when you take damage, you can entomb yourself in ice, which melts away at the end of your next turn. You gain 10 temporary hit points per warlock level, which take as much of the triggering damage as possible. Immediately after you take the damage, you gain vulnerability to fire damage, your speed drops to 0, and you are incapacitated. These effects including any remaining temporary hit points, all end when the ice melts. Once you use this invocation, you can't use it again until you finish a rest.

- **Level 6**

- You learn one spell of any level up to the current level of your spell slots.

Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.

- Subclass Feature
- **Level 7**
 - You only have level 4 spell slots.
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - You gain another eldritch invocation.
 - Additionally, you can replace one you currently know with one you do not.
 - **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:
 - **Bewitching Whispers:** You can cast compulsion once using a warlock spell slot. You can't do so again until you finish a long rest.
 - **Dreadful Word:** You can cast confusion once using a warlock spell slot. You can't do so again until you finish a long rest.
 - **Ghostly Gaze:** As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this invocation, you can't use it again until you finish a rest.
 - **Relentless Hex:** (You must have a hex spell or a warlock feature that curses) As a bonus action, you can

magically teleport to a space you can see within 30 feet of the target cursed by your hex spell or by a warlock feature of yours, such as Hexblade's Curse or Sign of Ill Omen. To teleport this way, you must be able to see the cursed target.

- **Sculptor of Flesh:** You can cast polymorph once using a warlock spell slot. You can't do so again until you finish a long rest.
- **Trickster's Escape:** You can cast *freedom of movement* once on yourself without expending a spell slot. You regain the ability to do so when you finish a long rest.

- **Level 8**

- You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
- Ability Score Improvement or Choice of Feat

- **Level 9**

- +4 Proficiency Bonus
- You only have level 5 spell slots.
- You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
- You gain another eldritch invocation.
- Additionally, you can replace one you currently know with one you do not.
- **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:

- **Ascendant Step:** You can cast levitate on yourself at will.
 - **Minions of Chaos:** You can cast conjure elemental once using a warlock spell slot. You can't do so again until you finish a long rest.
 - **Otherworldly Leap:** You can cast jump on yourself at will.
 - **Superior Pact Weapon:** (You must be of the Pact of the Blade) Any weapon you create using your Pact of the Blade feature is a +2 weapon. This invocation doesn't affect a magic weapon you transformed into your pact weapon.
 - **Whispers of the Grave:** You can cast speak with dead at will.
- **Level 10**
 - Subclass Feature
 - Gain one cantrip
 - **Level 11**
 - **Mystic Arcanum:** Choose one 6th level spell from the warlock spell list as this Arcanum. You can cast your Arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.
 - You gain one spell slot.
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - **Level 12**
 - You gain another eldritch invocation. Additionally, you can replace one you currently know with one you do not.
 - Ability Score Improvement or Choice of Feat
 - **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:
 - **Lifedrinker:** (You must be of the Pact of the Blade) When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier.
 - **Level 13**
 - +5 Proficiency Bonus
 - **Mystic Arcanum:** Choose one 7th level spell from the warlock spell list as this Arcanum. You can cast your Arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - **Level 14**
 - Subclass Feature
 - **Level 15**
 - **Mystic Arcanum:** Choose one 8th level spell from the warlock spell list as this Arcanum. You can cast your Arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - You gain another eldritch invocation.
 - Additionally, you can replace one you currently know with one you do not.

- **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:
 - **Chains of Carceri:** (You must be of the Pact of the Chain) You can cast hold monster at will, but only on celestials, fiends, or elementals. You can't target the same creature again until you finish a long rest.
 - **Master of Myriad Forms:** You can cast alter self at will.
 - **Shroud of Shadow:** You can cast *invisibility* at will, without expending a spell slot.
 - **Ultimate Pact Weapon:** (You must be of the Pact of the Blade) Any weapon you create using your Pact of the Blade feature is a +3 weapon. This invocation doesn't affect a magic weapon you transformed into your pact weapon.
 - **Visions of Distant Realms:** You can cast arcane eye at will.
 - **Witch Sight:** You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - **Mystic Arcanum:** Choose one 9th level spell from the warlock spell list as this Arcanum. You can cast your Arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.
 - +6 Proficiency Bonus
 - You gain one spell slot.
- You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
- **Level 18**
 - You gain another eldritch invocation.
 - Additionally, you can replace one you currently know with one you do not.
 - **Eldritch Invocations:** The following eldritch invocations are added to the list of eligible options:
 - **Shroud of Ulban:** (You must be a Patron of the Great Old One) As an action, you can turn invisible for 1 minute. If you attack, deal damage, or force a creature to make a saving throw, you become visible at the end of the current turn.
- **Level 19**
 - You learn one spell of any level up to the current level of your spell slots. Additionally, you can replace one spell you know with another spell up to the level less than or equal to the current level of your spell slots.
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Eldritch Master:** You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Subclasses:

Patron of the Archfey (PHB):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – faerie fire, sleep
 - **Spell Level 2** – calm emotions, phantasmal force
 - **Spell Level 3** – blink, plant growth
 - **Spell Level 4** – arcane eye, confusion
 - **Spell Level 5** – legend lore, scrying
- **Level 1**
 - **Fey Presence:** As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all charmed or frightened by you (your choice) until the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.
- **Level 6**
 - **Misty Escape:** When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space you can see. You remain invisible until the start of your next turn or until you attack or cast a spell. Once you use this feature, you can't use it again until you finish a short or long rest.
- **Level 10**
 - **Beguiling Defenses:** You are immune to being charmed, and once per round, when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must

succeed on a Wisdom saving throw against your warlock spell save DC or be charmed by you for 1 minute or until the creature takes any damage.

- **Level 14**

- **Dark Delirium:** As an action, choose a creature that you can see within 60 feet of you. It must make a Wisdom saving throw against your warlock spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken (as if you are concentrating on a spell). This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself, you, and the illusion. You must finish a short or long rest before you can use this feature again.

Patron of the Fiend (PHB):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – burning hands, command
 - **Spell Level 2** – blindness/deafness, scorching ray
 - **Spell Level 3** – fireball, stinking cloud
 - **Spell Level 4** – fire shield, wall of fire
 - **Spell Level 5** – flame strike, hallow
- **Level 1**
 - **Dark One's Blessing:** When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your

Charisma modifier + your warlock level (minimum of 1).

Patron of the Great Old One (PHB):

- **Level 6**

- **Dark One's Own Luck:** When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur. Once you use this feature, you can't use it again until you finish a short or long rest.

- **Level 10**

- **Fiendish Resilience:** You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

- **Level 14**

- **Hurl Through Hell:** When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience. Once you use this feature, you can't use it again until you finish a long rest.

- **Expanded Spell List:** Add the following spells to the Warlock spell list.

- **Spell Level 1** – dissonant whispers, Tasha's hideous laughter
- **Spell Level 2** – detect thoughts, phantasmal force
- **Spell Level 3** – clairvoyance, sending
- **Spell Level 4** – dominate beast, Evard's black tentacles
- **Spell Level 5** – dominate person, telekinesis

- **Level 1**

- **Awakened Mind:** You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

- **Level 6**

- **Entropic Ward:** When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses you, your next attack roll against the creature has advantage if you make it before the end of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

- **Level 10**

- **Thought Shield:** Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic

damage to you, that creature takes the same amount of damage that you do.

- **Level 14**
 - **Create Thrall:** You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

Patron of the Undying (SC):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – false life, ray of sickness
 - **Spell Level 2** – blindness/deafness, silence
 - **Spell Level 3** – feign death, speak with dead
 - **Spell Level 4** – aura of life, death ward
 - **Spell Level 5** – contagion, legend lore
- **Level 1**
 - **Among the Dead:** You learn the spare the dying cantrip, which counts as a warlock cantrip for you. You also have advantage on saving throws against any disease. Additionally, if an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against your spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of fireball). On a failed save, the creature must choose a new target or forfeit

targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

- **Level 6**
 - **Defy Death:** You can regain hit points equal to 1d8 + your Constitution modifier (minimum of 1 hit point) when you succeed on a death saving throw or when you stabilize a creature with spare the dying. Once you use this feature, you can't use it again until you finish a long rest.
- **Level 10**
 - **Undying Nature:** You can hold your breath indefinitely, and you don't require food, water, or sleep, although you still require rest to reduce exhaustion and still benefit from finishing short and long rests. In addition, you age at a slower rate. For every 10 years that pass, your body ages only 1 year, and you are immune to being magically aged.
- **Level 14**
 - **Indestructible Life:** On your turn, you can use a bonus action to regain hit points equal to 1d8 + your warlock level. Additionally, if you put a severed body part of yours back in place when you use this feature, the part reattaches. Once you use this feature, you can't use it again until you finish a short or long rest.

Patron of the Celestial (XG):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – cure wounds, guiding bolt
 - **Spell Level 2** – flaming sphere, lesser restoration
 - **Spell Level 3** – daylight, revivify
 - **Spell Level 4** – guardian of faith, wall of fire
 - **Spell Level 5** – flame strike, greater restoration
- **Level 1**
 - **Healing Light:** You have a pool of d6s that you spend to fuel wounds. The number of dice in the pool equals 1 + your warlock level. As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your Charisma modifier. Roll the dice you spend, add them together, and restore a number of hit points equal to the total. Your pool regains all expended dice when you finish a long rest.
 - **Bonus Cantrips:** You know the sacred flame and light cantrips and can cast them at will. They don't count against your number of cantrips known.
- **Level 6**
 - **Radiant Soul:** You have resistance to radiant damage, and when you cast a spell that deals radiant or fire damage, you can add your Charisma modifier to one radiant or fire damage roll of that spell against one of its targets.

- **Level 10**

- **Celestial Resilience:** You gain temporary hit points whenever you finish a long or short rest. These temporary hit points equal your warlock level + your Charisma modifier. Additionally, choose up to five creatures you can see at the end of your rest. Those creatures gain temporary hit points equal to half your warlock level + your Charisma modifier.

- **Level 14**

- **Searing Vengeance:** When you have to make a death saving throw at the start of your turn, you can instead spring back to your feet with a burst of radiant energy. You regain hit points equal to half your hit point maximum, and then you stand up if you so choose. Each creature of your choice that is within 30 feet of you takes radiant damage equal to 2d8 + your Charisma modifier, and it is blinded until the end of the current turn. Once you use this feature, you can't use it again until you finish a long rest.

Patron of the Seeker (UA):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – feather fall, jump
 - **Spell Level 2** – levitate, locate object
 - **Spell Level 3** – clairvoyance, sending
 - **Spell Level 4** – arcane eye, locate creature
 - **Spell Level 5** – legend lore, passwall
- **Level 1**
 - **Shielding Aurora:** As a bonus action, you create a whirling aurora of brilliant

energy that swirls around you. Until the end of your next turn, you gain resistance to all damage, and if a hostile creature ends its turn within 10 feet of you, it takes radiant damage equal to your warlock level + your Charisma modifier. Once you use this feature, you can't use it again until you finish a rest.

- **Level 6**

- **Astral Refuge:** As an action, you disappear from the world for a brief moment and enter the Astral Plane, taking advantage of its timeless nature. While in your astral refuge, you can take two actions to cast spells that target only you. After those two actions, you return to the space you occupied and your turn ends.

- **Level 10**

- **Far Wanderer:** You no longer need to breathe, and you gain resistance to fire damage and cold damage.

- **Level 14**

- **Astral Sequestration:** By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. Once you use this ability, you cannot use it again until you complete a long rest.

Patron of the Hexblade (UA):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.

- **Spell Level 1** – shield, wrathful smite
- **Spell Level 2** – branding smite, blur
- **Spell Level 3** – blink, elemental weapon
- **Spell Level 4** – phantasmal killer, staggering smite
- **Spell Level 5** – cone of cold, banishing smite

- **Level 1**

- **Hex Warrior:** You gain proficiency with medium armor, shields, and martial weapons. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.
- **Hexblade's Curse:** As a bonus action, choose one creature you can see within 30 feet of you. The target is cursed for 1 minute. The curse ends early if you target dies, you die, or you are incapacitated. You can't use this feature again until you finish a rest. Until the curse ends, you gain the following benefits:
 - You gain a bonus to damage rolls against the cursed target. The bonus equals your proficiency bonus.

- Any attack roll you make against the cursed target is a critical on a roll of 19 or 20 on the d20.
- If the cursed target dies, you regain hit points equal to your warlock level + your Charisma modifier.
- **Level 6**
 - **Accursed Specter:** When you slay a humanoid, you can cause its spirit to rise from its corpse as a specter, the statistics for which are in the Monster Manual. When the Specter appears, it gains temporary hit points equal to half your warlock level. Roll initiative for the specter, which has its own turns. It obeys your verbal commands, and it gains a special bonus to its attack rolls equal to your Charisma modifier. The specter remains in your service until the end of your next long rest, at which point it vanishes to the afterlife. Once you raise a specter with this feature you can't use the feature again until you finish a long rest.
- **Level 10**
 - **Armor of Hexes:** If the target cursed by your Hexblade's Curse hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you.
- **Level 14**
 - **Master of Hexes:** When the creature cursed by your Hexblade's Curse dies, you can apply the curse to a different creature you can see within 30 feet of you, provided you aren't incapacitated. When you apply the curse in this way, you don't regain hit points from the death of the previously cursed creature.

Patron of the Raven Queen (UA):

- **Expanded Spell List:** Add the following spells to the Warlock spell list.
 - **Spell Level 1** – false life, sanctuary
 - **Spell Level 2** – silence, spiritual weapon
 - **Spell Level 3** – feign death, speak with dead
 - **Spell Level 4** – ice storm, locate creature
 - **Spell Level 5** – commune, cone of cold
- **Level 1**
 - **Sentinel Raven:** You gain the service of a spirit sent by the Raven Queen to watch over you. The spirit assumes the form and game statistics of a raven, and it always obeys your commands, which you can give telepathically while it is within 100 feet of you. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive Perception score and to Perception checks. The bonus equals your Charisma modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; only you can cast spells on it; it can't take damage; and it is incapacitated. You can see through the raven's eyes and hear what it hears while it is within 100 feet of you. In combat, you roll initiative for the raven and control how it acts. If it is slain by a creature, you gain advantage on all attack rolls against the killer for the next 24 hours. The raven doesn't require sleep. While it is within 100 feet of you, it can awaken you from sleep as a bonus action. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. At the end of a short or long rest, you can call the raven back to

you—no matter where it is or whether it died— and it reappears within 5 feet of you.

- **Level 6**

- **Soul of the Raven:** You gain the ability to merge with your raven spirit. As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged you become Tiny, you replace your speed with the raven's and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

- **Level 10**

- **Raven's Shield:** You gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage.

- **Level 14**

- **Queen's Right Hand:** You can cast finger of death. After you cast the spell with this feature, you can't do so again until you finish a long rest.



Wizard (PHB):

- **Hit Points**
 - **Hit Dice:** 1d6 per wizard level
 - **Hit Points at 1st level:** 6 + Con Modifier
 - **Hit Points at Higher Levels:** 1d6 + Con Modifier per wizard level after 1st
- **Proficiencies**
 - **Armor:** None
 - **Weapons:** Daggers, darts, slings, quarterstaves, light crossbows
 - **Tools:** None
 - **Saving Throws:** Intelligence, Wisdom
 - **Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion
- **Equipment**
 - a quarterstaff or (B) a dagger
 - component pouch or (B) an arcane focus
 - a scholar's pack or (B) explorer's pack
 - A spellbook
- **Level 1**
 - +2 Proficiency Bonus
 - Three cantrips
 - Two level 1 spell slots
 - **Spellcasting:** As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.
 - **Spellbook:** You have a spellbook containing six level 1 wizard spells of your choice.
 - **Spell Save DC:** 8 + your proficiency bonus + your Intelligence modifier
 - **Spell Attack Modifier:** your proficiency bonus + your Intelligence modifier
 - **Spellcasting Focus:** You can use an arcane focus as a spellcasting focus.

- **Arcane Recovery:** Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.
- **Level 2**
 - Gain one level 1 spell slot
 - You learn two level 1 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Arcane Tradition (Choose a Subclass)
- **Level 3**
 - Gain one level 1 spell slot and two level 2 spell slots
 - You learn two level 1 or 2 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 4**
 - Gain one cantrip
 - Gain one level 2 spell slot
 - You learn two level 1 or 2 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Ability Score Improvement or Choice of Feat
- **Level 5**
 - +3 Proficiency Bonus
 - Gain two level 3 spell slots
 - You learn two level 1-3 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 6**
 - You learn two level 1-3 spells. Additionally, you may replace one spell
- from your list with a new one you don't already know and have a spell slot for.
- **Level 7**
 - Gain one level 4 spell slot
 - You learn two level 1-4 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 8**
 - Gain one level 4 spell slot
 - You learn two level 1-4 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - Gain one level 4 spell slot and one level 5 spell slot
 - You learn two level 1-5 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 10**
 - Gain one cantrip
 - Gain one level 5 spell slot
 - You learn two level 1-5 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 11**
 - Gain one level 6 spell slot
 - You learn two level 1-6 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Gain one level 3 spell slot

- **Level 12**
 - You learn two level 1-6 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - +5 Proficiency Bonus
 - Gain one level 7 spell slot
 - You learn two level 1-7 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 14**
 - You learn two level 1-7 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 15**
 - Gain one level 8 spell slot
 - You learn two level 1-8 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
- **Level 16**
 - You learn two level 1-8 spells. Additionally, you may replace one spell from your list with a new one you don't already know and have a spell slot for.
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus
 - Gain one level 9 spell slot
 - You learn two level 1-9 spells. Additionally, you may replace one spell from your list with a new one you don't already know.
- **Level 18**
 - You learn two level 1-9 spells. Additionally, you may replace one spell from your list with a new one you don't already know.
 - **Spell Mastery:** Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.
- **Level 19**
 - Gain one level 6 spell slot
 - You learn two level 1-9 spells. Additionally, you may replace one spell from your list with a new one you don't already know.
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - Gain one level 7 spell slot
 - You learn two level 1-9 spells. Additionally, you may replace one spell from your list with a new one you don't already know.
 - Gain one level 5 spell slot
 - **Signature Spells:** Choose two 3rd-level wizard spells in your spellbook as your signature spells. You can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a rest. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Subclasses:

School of Abjuration (PHB):

- **Level 2**
 - **Abjuration Savant:** The gold and time you must spend to copy an abjuration spell into your spellbook is halved.
 - **Arcane Ward:** When you cast an abjuration spell of 1st level or higher, you can simultaneously use a strand of the spell's magic to create a magical ward on yourself that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level 4- your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage. While the ward has 0 hit points, it can't absorb damage, but its magic remains. Whenever you cast an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell. Once you create the ward, you can't create it again until you finish a long rest.
- **Level 6**
 - **Projected Ward:** When a creature that you can see within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If this damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.
- **Level 10**
 - **Improved Abjuration:** When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in counterspell and dispel

magic), you add your proficiency bonus to that ability check.

- **Level 14**
 - **Spell Resistance:** You have advantage on saving throws against spells. You have resistance against the damage of spells.

School of Conjuration (PHB):

- **Level 2**
 - **Conjuration Savant:** The gold and time you must spend to copy a conjuration spell into your spellbook is halved.
 - **Minor Conjuration:** You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object that you have seen. The object is visibly magical, radiating dim light out to 5 feet. The object disappears after 1 hour, when you use this feature again, if it deals damage, or if it takes any damage.
- **Level 6**
 - **Benign Transportation:** You can use your action to teleport up to 30 feet to an unoccupied space that you can see. Alternatively, you can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. Once you use this feature, you can't use it again until you finish a long rest or you cast a conjuration spell of 1st level or higher.

- **Level 10**

- **Focused Conjunction:** While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

- **Level 14**

- **Durable Summons:** Any creature that you summon or create with a conjuration spell has 30 temporary hit points.

School of Divination (PHB):

- **Level 2**

- **Divination Savant:** The gold and time you must spend to copy a divination spell into your spellbook is halved.
- **Portent:** When you finish a long rest, roll two d20s and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. When you finish a long rest, you lose any unused foretelling rolls.

- **Level 6**

- **Expert Divination:** When you cast a divination spell of 2nd level or higher using a spell slot, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

- **Level 10**

- **The Third Eye:** You can use your action to increase your powers of perception. You

can't use the feature again until you finish a rest. When you do so, choose one of the following benefits, which lasts until you are incapacitated or you take a short or long rest:

- **Darkvision:** You gain darkvision out to a range of 60 feet.
- **Ethereal Sight:** You can see into the Ethereal Plane within 60 feet of you.
- **Greater Comprehension:** You can read any language.
- **See Invisibility:** You can see invisible creatures and objects within 10 feet of you that are within line of sight.

- **Level 14**

- **Greater Portent:** You roll three d20s for your Portent feature, rather than two.

School of Enchantment (PHB):

- **Level 2**

- **Enchantment Savant:** The gold and time you must spend to copy an enchantment spell into your spellbook is halved.
- **Hypnotic Gaze:** As an action, choose one creature that you can see within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you until the end of your next turn. The charmed creature's speed drops to 0, and the creature is incapacitated and visibly dazed. On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. However, the effect ends if you move more than 5 feet away from the creature, if the creature can neither see nor hear you, or if the creature takes damage. Once the effect ends, or if the creature succeeds on its initial saving

throw against this effect, you can't use this feature on that creature again until you finish a long rest.

- **Level 6**

- **Instinctive Charm:** When a creature you can see within 30 feet of you makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your wizard spell save DC. On a failed save, the attacker must target the creature that is closest to it, not including you or itself. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, you can't use this feature on the attacker again until you finish a long rest. You must choose to use this feature before knowing whether the attack hits or misses. Creatures that can't be charmed are immune to this effect.

- **Level 10**

- **Split Enchantment:** When you cast an enchantment spell of 1st level or higher that targets only one creature, you can have it target a second creature.

- **Level 14**

- **Alter Memories:** When you cast an enchantment spell to charm one or more creatures, you can alter one creature's understanding so that it remains unaware of being charmed. Additionally, once before the spell expires, you can use your action to try to make the chosen creature forget some of the time it spent charmed. The creature must succeed on an Intelligence saving throw against your wizard spell save DC or lose a number of hours of its memories equal to 1 + your

Charisma modifier (minimum 1). You can make the creature forget less time, and the amount of time can't exceed the duration of your enchantment spell.

School of Evocation (PHB):

- **Level 2**

- **Evocation Savant:** The gold and time you must spend to copy an evocation spell into your spellbook is halved.
- **Sculpt Spells:** When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

- **Level 6**

- **Potent Cantrip:** Your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

- **Level 10**

- **Empowered Evocation:** You can add your Intelligence modifier to a single damage roll of any wizard evocation spell you cast.

- **Level 14**

- **Overchannel:** When you cast a wizard spell of 1st to 5th level that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you

finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity.

School of Illusion (PHB):

- **Level 2**
 - **Illusion Savant:** The gold and time you must spend to copy an illusion spell into your spellbook is halved.
 - **Improved Minor Illusion:** When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.
- **Level 6**
 - **Malleable Illusions:** When you cast an illusion spell that has a duration of 1 minute or longer, you can use your action to change the nature of that illusion (using the spell's normal parameters for the illusion), provided that you can see the illusion.
- **Level 10**
 - **Illusory Self:** You can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. Once per turn, when a creature makes an attack roll against you, you can use your reaction to interpose the illusory duplicate between the attacker and yourself. The attack automatically

misses you, and then the illusion dissipates. Once you use this feature, you can't use it again until you finish a short or long rest.

- **Level 14**
 - **Illusory Reality:** When you cast an illusion spell of 1st level or higher, you can choose one inanimate, nonmagical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action while the spell is ongoing. The object remains real for 1 minute. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross. The object can't deal damage or otherwise directly harm anyone.

School of Necromancy (PHB):

- **Level 2**
 - **Necromancy Savant:** The gold and time you must spend to copy a necromancy spell into your spellbook is halved.
 - **Grim Harvest:** Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.
- **Level 6**
 - **Undead Thralls:** Add the animate dead spell to your spellbook if it is not there already. When you cast animate dead, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Whenever you create an undead using a

necromancy spell, it has additional benefits:

- The creature's hit point maximum is increased by an amount equal to your wizard level.
 - The creature adds your proficiency bonus to its weapon damage rolls.
- **Level 10**
 - **Inured to Undeath:** You have resistance to necrotic damage, and your hit point maximum can't be reduced. You have spent so much time dealing with undead and the forces that animate them that you have become inured to some of their worst effects.
 - **Level 14**
 - **Command Undead:** As an action, you can choose one undead that you can see within 60 feet of you. That creature must make a Charisma saving throw against your wizard spell save DC. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

School of Transmutation (PHB):

- **Level 2**
 - **Transmutation Savant:** The gold and time you must spend to copy a transmutation spell into your spellbook is halved.

- **Minor Alchemy:** You perform a special alchemical procedure on one object composed entirely of wood, stone (but not a gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you can transform up to 1 cubic foot of material. After 1 hour, or until you lose your concentration (as if you were concentrating on a spell), the material reverts to its original substance.

- **Level 6**

- **Transmuter's Stone:** You can spend 8 hours creating a transmuter's stone that stores transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if the stone is on your person. If you create a new transmuter's stone, the previous one ceases to function. When you create the stone, choose the benefit from the following options:
 - Darkvision out to a range of 60ft.
 - An increase to speed of 10 feet.
 - Proficiency in Constitution saving throws
 - Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit)

- **Level 10**

- **Shapechanger:** Add the polymorph spell to your spellbook, if it is not there already. You can cast polymorph without expending a spell slot. When you do so, you can target only yourself and transform into a beast whose

challenge rating is 1 or lower. Once you cast polymorph in this way, you can't do so again until you finish a short or long rest, though you can still cast it normally using an available spell slot.

- **Level 14**

- **Master Transmuter:** You can use your action to consume the reserve of transmutation magic stored within your transmuter's stone in a single burst. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest.

- **Major Transformation:** You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it.
- **Panacea:** You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points.
- **Restore Life:** You cast the raise dead spell on a creature you touch with the transmuter's stone, without expending a spell slot or needing to have the spell in your spellbook.
- **Restore Youth:** You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

School of Bladesinging (SC):

- **Level 2**

- **Training in War and Song:** You gain proficiency with light armor, and you gain proficiency with one type of one-handed melee weapon of your choice. You also gain proficiency in the Performance skill if you don't already have it.
- **Bladesong:** You can invoke a secret magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus. You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time you choose (no action required). You can use this feature twice. You regain all expended uses of it when you finish a short or long rest. While your Bladesong is active, you gain the following benefits:
 - You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).
 - Your walking speed increases by 10 feet.
 - You have advantage on Acrobatics checks.
 - You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

- **Level 6**
 - **Extra Attack:** You can attack twice, instead of once, whenever you take the Attack action on your turn.
- **Level 10**
 - **Song of Defense:** When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.
- **Level 14**
 - **Song of Victory:** You add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

School of Artificery (UA):

- **Level 2**
 - **Infuse Potions:** You can produce magic potions. You spend 10 minutes focusing your magic on a vial of mundane water and expend a spell slot to transform it into a potion. Once you have expended a spell slot to create a potion, you cannot regain that slot until the potion is consumed or after 1 week, at which time the potion loses its effectiveness. You can create up to three potions at a time; creating a fourth potion causes the oldest currently active one to immediately lose its potency. If that potion has been consumed, its effects immediately end. The spell slot you expend determines the type of potion you can create:
 - **1st Level Spell Slot:** Climbing, growth, or healing
 - **2nd Level Spell Slot:** Mind reading or greater healing
 - **3rd Level Spell Slot:** Invisibility, superior healing, or water breathing
 - **4th Level Spell Slot:** Resistance
- **Infuse Scrolls:** You can use your Arcane Recovery ability to create a scroll instead of regaining expended spell slots. You must finish a short rest, and then spend 10 minutes with parchment, quill, and ink to create a spell scroll containing one spell chosen from those you know. Subtract the spell's level from the total levels worth of slots you regain using Arcane Recovery. This reduction to your Arcane Recovery applies until you use the scroll and then finish a long rest.
- **Level 6**
 - **Infuse Weapons and Armor:** You spend 10 minutes focusing your magic on a mundane weapon, suit of armor, shield, or bundle of twenty pieces of ammunition, and expend a spell slot to infuse it with magical energy. The magic item retains its enhancement for 8 hours or until used (in the case of magic ammunition). You can infuse only one item at a time; if you infuse a second one, the first immediately loses its potency. Once you have expended a spell slot to create such an item, you cannot regain that slot until the item becomes nonmagical. The spell slot you expend determines the type of weapon, armor, or shield you can create:
 - **2nd Level Spell Slot:** +1 ammunition (20 pieces)
 - **3rd Level Spell Slot:** +1 weapon or +1 shield
 - **4th Level Spell Slot:** +1 armor
 - **5th Level Spell Slot:** +2 weapon or +2 ammunition (20 pieces)
 - **6th Level Spell Slot:** +2 armor

- **Level 10**

- **Superior Artificer:** You can create a second magic weapon, suit of armor, shield, or bundle of ammunition using your Infuse Weapons and Armor ability. Attempting to infuse a third item causes the oldest one to immediately lose its potency. You can also create one additional potion or scroll using Infuse Potions or Infuse Scrolls.

- **Level 14**

- **Master Artificer:** You can create a single item chosen from Magic Item Tables A and B in chapter 7 of the Dungeon Master's Guide. It takes you 1 week to produce such an item, and you must rest for 1 month before using this ability to craft another item.

School of Lore Mastery (UA):

- **Level 2**

- **Lore Master:** Your proficiency bonus is doubled for any ability check you make that uses the Arcana, History, Nature, or Religion skill if you are proficient in that skill. In addition, when you roll initiative, you may choose to use your Intelligence modifier instead of your Dexterity modifier.
- **Spell Secrets:** When you cast a spell with a spell slot and the spell deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list (you can change only one damage type per casting of a spell). You replace one energy type for another by altering the spell's formula as you cast it. When you cast a spell with a spell slot and the spell requires a saving throw, you can change the saving throw from

one ability score to another of your choice. Once you change a saving throw in this way, you can't do so again until you finish a short or long rest.

- **Level 6**

- **Alchemical Casting:** When you cast a spell with a spell slot, you can expend one additional spell slot to augment its effects for this casting, mixing the raw stuff of magic into your spell to amplify it. The effect depends on the spell slot you expend:
 - An additional 1st-level spell slot can increase the spell's raw force. If you roll damage for the spell when you cast it, increase the damage against every target by 2d10 force damage. If the spell can deal damage on more than one turn, it deals this extra force damage only on the turn you cast the spell.
 - An additional 2nd-level spell slot can increase the spell's range. If the spell's range is at least 30 feet, it becomes 1 mile.
 - An additional 3rd-level spell slot can increase the spell's potency. Increase the spell's save DC by 2.

- **Level 10**

- **Prodigious Memory:** As a bonus action, you can replace one spell you know with another spell from your wizard list. You can't use this feature again until you finish a short or long rest, at which point, the original spell you knew replaces the one you learned with this feature.

- **Level 14**

- **Master of Magic:** As a bonus action, you can call to mind the ability to cast one spell of your choice from any class's spell list. The spell must be of a level for

which you have spell slots, you mustn't have it prepared, and you follow the normal rules for casting it, including expending a spell slot. If the spell isn't a wizard spell, it counts as a wizard spell when you cast it. The ability to cast the spell vanishes from your mind when you cast it or when the current turn ends. You can't use this feature again until you finish a long rest.

School of War Magic (XG):

- **Level 2**
 - **Arcane Deflection:** When you are hit by an attack or fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. When you use this feature, you can't cast spells other than cantrips until the end of your next turn.
 - **Tactical Wit:** You gain a bonus to your initiative rolls equal to your Intelligence modifier.
- **Level 6**
 - **Power Surge:** You can store magical energy within yourself to later empower your damaging spells. In its stored form, this energy is called a power surge. You can store a maximum number of power surges equal to your intelligence modifier. Whenever you finish a long rest, your number of power surges rests to one. Whenever you successfully end a spell with *dispel magic* or *counterspell*, you gain one power surge, as you steal magic from the spell you foiled. If you end a short rest with no power surges, you gain one power surge. Once per turn when you deal damage to a creature or object with a wizard spell,

you can spend one power surge to deal extra force damage to that target. The extra damage equals half your wizard level.

- **Level 10**
 - **Durable Magic:** While you maintain concentration on a spell, you have a +2 bonus to AC and all saving throws.
- **Level 14**
 - **Deflecting Shroud:** When you use your Arcane Deflection feature, you can cause magical energy to arc from you. Up to three creatures of your choice that you can see within 60 feet of you takes force damage equal to half your wizard level.

Forbidden School of Blood Magic (UA):

- **Level 2**
 - **Blood Savant:** You gain proficiency in Medicine and double your proficiency bonus to any check made with the skill, instead of your normal proficiency bonus. Furthermore, when you perform the Arcane Recovery feature, you also regain 1 expended hit die.
 - **Blood Magic:** You can use a bonus action to call upon the power of blood by either inflicting a minor or severe wound upon yourself.
 1. **Minor Wound:** Expend one hit die without healing and gain 1 blood point.
 2. **Severe Wound:** Expend two hit dice without healing and gain 2 blood points.
 - **Blood Points:** All unexpended blood points vanish at the end of a long rest. While you possess one or more blood

points, you gain the following features:

1. **Armor of Vitality:** When you do not wear armor, your AC equals 13 + your Constitution modifier.
 2. **Lifeblood:** You gain advantage on your first death saving throw of the day.
- **Blood Rituals:** You can expend blood points to perform the following blood rituals:
 1. **Blood Agony:** When you hit a creature with a melee or spell attack, you can expend 1 or more blood points to deal psychic damage to the target, in addition to the damage of the attack. The extra damage is 1d6 for 1 blood point, plus 1d6 for each additional blood point, to a maximum of 5d6. At 14th level, increase the damage die of Blood Agony to a d8.
 2. **Blood Sense:** Expend 1 blood point as an action to focus your awareness upon the immediate area to reveal the presence of living creatures. Until the end of your next turn, you know the location of any beast, giant, or humanoid, within 60 feet that is not behind total cover. You know the type of any being whose presence you sense, but not the identity of the creature.
 3. **Fortitude of Blood:** Expend 1 blood point as a bonus action to gain a bonus to Constitution saving throws, which lasts for 1 minute, equal to your Intelligence modifier (minimum of +1). You can invoke this ritual twice. Afterward, you cannot perform it again until you finish a short or long rest.
- **Level 6**
 - **Burn the Blood:** You gain resistance to psychic and fire damage. Furthermore, whenever you begin casting a spell of 1st level or higher that deals psychic or fire damage, a wave of pain and anguish erupts from you. This wave causes creatures of your choice within 10 feet to suffer psychic or fire damage (you choose each time you activate this feature) equal to half your wizard level.
 - **Cull the Blood:** You learn to manipulate the flow of blood, even if it is not your own, to either stem death or empower your blood magic in the following ways:
 - **Blood Siphon:** When you reduce a creature to 0 hit points with a melee or spell attack, and the creature dies, you gain 1 blood point.
 - **Mark of Blood:** When an attack scores a critical hit against a living creature within 10ft., you can spend 1 blood point as a reaction. Until the end of your next turn, you gain advantage on attack rolls against the creature.
 - **Wellspring of Life:** When you make a death saving throw and roll a 19-20, you can spend a blood point to regain 1d6 hit points instead of normal. At 14th level, you can spend a blood point to gain 1d6 hit points when you roll a 18-20 on a death saving throw.
 - **Level 10**
 - **Inheritor of Blood:** Should you drop to 0 hit points and do not die outright, you can make a DC 10 Constitution saving throw. If you succeed, one willing creature within 30 feet can expend one hit die and you regain a number of hit points equal to the result. Each time you use this feature after the first, increase the DC by 5. When you finish a short or long rest, reset the DC to 10.
 - **Soul Burn:** As a bonus action on your

turn, expend one or more blood points to create one spell slot. For each blood point you expend, roll 1d6 and consult the following Creating Spell Slots table for the result. You cannot create a spell slot higher than 5th level.

1. **1st Level:** 7+
2. **2nd Level:** 10+
3. **3rd Level:** 17+
4. **4th Level:** 21+
5. **5th Level:** 24+

- **Level 14**

- **Blood Soul Magus:** When you inflict a minor or severe wound through your Blood Magic feature, you gain a greater number blood points. When you inflict a minor wound, instead gain 2 blood points, while you gain 4 blood points from a severe wound.

School of Invention (UA):

- **Level 2**

- **Arcanomechanical Armor:** You gain proficiency with light armor and gain a suit of arcanomechanical armor, a magic item that only you can attune to. While you are attuned to it and wearing it, it grants you resistance to force damage. The armor is light and provides an AC of 12 + your Dexterity modifier. It weighs 8 pounds. You can create a new suit at the end of a long rest by touching a nonmagical suit of studded leather armor, which magically transforms it. Doing so removes the magic from your previous arcanomechanical armor, turning it into nonmagical studded leather.
- **Tools of the Inventor:** You gain proficiency with two tools of your choice.

- **Reckless Casting:** You can attempt to cast a spell you don't have prepared. When you use this ability, you use your action and choose one of the following options.

1. Roll on the Reckless Casting table for cantrips and cast the resulting spell as part of this action.
2. Expend a spell slot and roll twice on the Reckless Casting table for its level, or the 5th level table if the slot is 6th level or higher. Pick which of the two results you want to use and cast the resulting spell as part of this action.

- **Reckless Casting:** Cantrips

1. *acid splash*
2. *chill touch*
3. *fire bolt*
4. *light*
5. *poison spray*
6. *ray of frost*
7. *shocking grasp*
8. *sacred flame*
9. *thorn whip*
10. Roll twice and cast each cantrip, but if you roll another 10 on either die, you cast nothing, wasting your action.

- **Reckless Casting:** Level 1 Spell Slot

1. *burning hands*
2. *chromatic orb*
3. *color spray*
4. *faerie fire*
5. *false life*
6. *fog cloud*
7. *jump*
8. *magic missile*
9. *thunderwave*
10. Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action, but not your spell slot.

- **Reckless Casting:** Level 2 Spell Slot

1. *blur*

2. *darkness*
 3. *enlarge/reduce*
 4. *gust of wind*
 5. *invisibility*
 6. *levitate*
 7. *Melf's Acid Arrow*
 8. *scorching ray*
 9. *shatter*
 10. Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action, but not your spell slot.
- **Reckless Casting:** Level 3 Spell Slot
 1. *blink*
 2. *fear*
 3. *feign death*
 4. *fireball*
 5. *fly*
 6. *gaseous form*
 7. *lightning bolt*
 8. *sleet storm*
 9. *stinking cloud*
 10. Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action, but not your spell slot.
 - **Reckless Casting:** Level 4 Spell Slot
 1. *blight*
 2. *confusion*
 3. *Evard's black tentacles*
 4. *fire shield*
 5. *greater invisibility*
 6. *ice storm*
 7. *phantasmal killer*
 8. *stoneskin*
 9. *wall of fire*
 10. Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action, but not your spell slot.
 - **Reckless Casting:** Level 5 Spell Slot
 1. *cloudkill*
 2. *cone of cold*
 3. *destructive wave*
 4. *flame strike*
 5. *hold monster*
 6. *insect plague*
 7. *mass cure wounds*
 8. *wall of force*
 9. *wall of stone*
 10. Roll twice and cast each spell, but if you roll another 10 on either die, you cast nothing, wasting your action, but not your spell slot.
- **Level 6**
 - **Alchemical Casting:** When you cast a spell while wearing your arcanomechanical armor and attuned to it, you can spend one additional spell slot of 1st or 2nd level to alter the spell in the following ways:
 - **1st Level:** When you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can substitute that damage type for another one from that list.
 - **2nd Level:** If you roll damage for the spell when you cast it, increase that damage by 2d10 force damage against one of the spell's targets this turn.
 - **Level 10**
 - **Prodigious Inspiration:** As a bonus action, you can replace one spell you have prepared with another spell from your spellbook. You can't use this ability again until you finish a short or long rest.
 - **Level 14**
 - **Controlled Chaos:** Whenever you roll on a Reckless Casting table for a spell other than a cantrip, you can roll on the table that is one level higher than the expended spell slot.



Artificer (UA):

- **Hit Points**
 - **Hit Dice:** 1d8 per artificer level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per artificer level after 1st
- **Proficiencies**
 - **Armor:** Light and medium armor
 - **Weapons:** Simple weapons
 - **Tools:** Thieves' tools, two other tools or your choice
 - **Saving Throws:** Constitution, Intelligence
 - **Skills:** Choose two from Arcana, Deception, History, Investigation, Medicine, Nature, Religion, and Sleight of Hand
- **Equipment:**
 - a handaxe and a light hammer or (B) any two simple weapons
 - scale mail or (B) studded leather armor,
 - A light crossbow and 20 bolts
 - Thieves' tools and a dungeoneer's pack
- **Level 1**
 - +2 Proficiency Bonus
 - Artificer Specialist (Choose a Subclass)
 - **Magic Item Analysis:** You know the artificer spells detect magic and identify, and you can cast them as rituals. You don't need to provide a material component when casting identify with this class feature.
- **Level 2**
 - **Tool Expertise:** Your proficiency bonus is doubled for any ability check you make that uses any of the tool proficiencies you gain from this class.

- **Wondrous Invention:** You gain the use of a magic item that you have crafted. Choose the item from the list of items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up. You complete another item of your choice when you reach certain levels in this class: Bag of holding, cap of water breathing, Driftglobe, goggles of night, sending stones.

- **Level 3**

- Subclass Feature
- **Spellcasting:** As part of your study of magic, you gain the ability to cast spells.
- **Spell Save DC:** 8 + your proficiency bonus + your intelligence modifier
- **Spell Attack Modifier:** Your proficiency bonus + your intelligence modifier.
- **Spellcasting Focus:** You can use an arcane focus as a spellcasting focus.
- You gain two level 1 spell slots.
- You learn three level 1 spells.

- **Level 4**

- You gain one level 1 spell slot.
- You learn one level 1 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- Ability Score Improvement or Choice of Feat
- **Infuse Magic:** When you cast an artificer spell with a casting time of 1 action, you can increase its casting time to 1 minute. If you do so and hold a nonmagical item throughout the casting, you expend a spell slot, but

none of the spell's effects occur. Instead, the spell transfers into that item for later use if the item doesn't already contain a spell from this feature. Any creature holding the item thereafter can use an action to activate the spell if the creature has an Intelligence score of at least 6. The spell is cast using your spellcasting ability, targeting the creature that activates the item. If the spell targets more than one creature, the creature that activates the item selects the additional targets. If the spell has an area of effect, it is centered on the item. If the spell's range is self, it targets the creature that activates the item. When you infuse a spell in this way, it must be used within 8 hours. After that time, its magic fades and is wasted. You can have a limited number of infused spells at the same time. The number equals your Intelligence modifier.

- **Level 5**

- +3 Proficiency Bonus
- **Superior Attunement:** You can now attune to up to four, rather than three, magic items at a time.
- **Wondrous Invention:** You gain the use of a magic item that you have crafted. Choose the item from the list of items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up. You complete another item of your choice when you reach certain levels in this class: alchemy jug, helm of comprehending languages, lantern of

revealing, ring of swimming, robe of useful items, rope of climbing, wand of magic detection, wand of secrets

- **Level 6**

- **Mechanical Servant:** Your research and mastery of your craft allow you to produce a mechanical servant. The servant is a construct that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant is not magical itself. You are assumed to have been working on the servant for quite some time, finally finishing it during a short or long rest after you reach 6th level. Select a Large beast with a challenge rating of 2 or less. The servant obeys your orders to the best of its ability. In combat, it rolls its own initiative and acts on its own. If the servant is killed, it can be returned to life via normal means, such as with the revivify spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body. It returns to life with 1 hit point at the end of the rest. If the servant is beyond recovery, you can build a new one with one week of work (eight hours each day) and 1,000 gp of raw materials. The servant uses that beast's game statistics, but it can look however you like, as long as its form is appropriate for its statistics. It has the following modifications:
 - It is a construct instead of a beast.
 - It can't be charmed.
 - It is immune to poison damage and the poisoned condition.
 - It gains darkvision with a range of 60 feet if it doesn't have it already.
 - It understands the languages you can speak when you create it, but it can't speak.

- If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its reaction to make a melee attack against the attacker.

- **Level 7**

- You gain one level 1 spell slot and two level 2 spell slots.
- You learn one level 1 or 2 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.

- **Level 8**

- You learn one level 1 or 2 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- Ability Score Improvement or Choice of Feat

- **Level 9**

- +4 Proficiency Bonus
- Subclass Feature

- **Level 10**

- You gain one level 2 spell slot.
- You learn one level 1 or 2 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- **Wondrous Invention:** You gain the use of a magic item that you have crafted. Choose the item from the list of items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up. You

complete another item of your choice when you reach certain levels in this class: bag of beans, chime of opening, decanter of endless water, eyes of minute seeing, folding boat, Heward's handy haversack

- **Level 11**

- You learn one level 1 or 2 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.

- **Level 12**

- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus
- You gain two level 3 spell slots.
- You learn one level 1-3 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.

- **Level 14**

- You learn one level 1-3 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- Subclass Feature

- **Level 15**

- **Improved Superior Attunement:** You can now attune to up to five, rather than three, magic items at a time.
- **Wondrous Invention:** You gain the use of a magic item that you have crafted. Choose the item from the list of items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on

this item in your leisure time and to finish it when you level up. You complete another item of your choice when you reach certain levels in this class: boots of striding and springing, bracers of archery, brooch of shielding, broom of flying, hat of disguise, slippers of spider climbing

- **Level 16**

- You gain one level 3 spell slot.
- You learn one level 1-3 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- Ability Score Improvement or Choice of Feat

- **Level 17**

- +6 Proficiency Bonus
- Subclass Feature

- **Level 18**

- Ability Score Improvement or Choice of Feat

- **Level 19**

- You gain one level 4 spell slot.
- You learn one level 1-4 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.

- **Level 20**

- You learn one level 1-4 spell. Additionally, you may replace one spell you know, with another that you have a spell slot for.
- **Soul of Artifice:** You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.
- **Wondrous Invention:** You gain the use of a magic item that you have crafted.

Choose the item from the list of items below. Crafting an item is a difficult task. When you gain a magic item from this feature, it reflects long hours of study, tinkering, and experimentation that allowed you to finally complete the item. You are assumed to work on this item in your leisure time and to finish it when you level up. You complete another item of your choice when you reach certain levels in this class: eyes of the eagle, gem of brightness, gloves of missile snaring, gloves of swimming and climbing, ring of jumping, ring of mind shielding, wings of flying

Subclasses:

Alchemist (UA):

- **Level 1**

- **Alchemist's Satchel:** You craft an Alchemist's Satchel, a bag of reagents that you use to create a variety of concoctions. The bag and its contents are both magical, and this magic allows you to pull out exactly the right materials you need for your Alchemical Formula options, described below. After you use one of those options, the bag reclaims the materials. If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.
- **Alchemical Formula:** You learn three Alchemical Formula options: Alchemical Fire, Alchemical Acid, and one other option of your choice. You learn an additional formula of your choice at higher levels. To use any of

these options, your Alchemist's Satchel must be within reach. If an Alchemical Formula option requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier

- **Alchemical Fire:** As an action, you can reach into your Alchemist's Satchel, pull out a vial of volatile liquid, and hurl the vial at a creature, object, or surface within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. This formula's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).
- **Alchemical Acid:** As an action, you can reach into your Alchemist's Satchel, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you (the vial and its contents disappear if you don't hurl the vial by the end of the current turn). The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized. This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

- **Healing Draught:** As an action, you can reach into your Alchemist's Satchel and pull out a vial of healing liquid. A creature can drink it as an action to regain 1d8 hit points. The vial then disappears. Once a creature regains hit points from this alchemical formula, the creature can't do so again until it finishes a long rest. If not used, the vial and its contents disappear after 1 hour. While the vial exists, you can't use this formula. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).
 - **Smoke Stick:** As an action, you can reach into your Alchemist's Satchel and pull out a stick that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute and then disappear. After using this formula, you can't do so again for 1 minute.
 - **Swift Step Draught:** As a bonus action, you can reach into your Alchemist's Satchel and pull out a vial filled with a bubbling, brown liquid. As an action, a creature can drink it. Doing so increases the creature's speed by 20 feet for 1 minute, and the vial disappears. If not used, the vial and its contents disappear after 1 minute. After using this formula, you can't do so again for 1 minute.
 - **Tanglefoot Bag:** As an action, you can reach into your Alchemist's Satchel and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you (the bag and its contents disappear if you don't hurl the bag by the end of the current turn). The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this formula, you can't do so again for 1 minute.
 - **Thunderstone:** As an action, you can reach into your Alchemist's Satchel and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you (the shard disappears if you don't hurl it by the end of the current turn). The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.
- **Level 3**
 - **Alchemical Formula:** You learn a new Alchemical Formula option.
 - **Level 9**
 - **Alchemical Formula:** You learn a new Alchemical Formula option.

- **Level 14**
 - **Alchemical Formula:** You learn a new Alchemical Formula option.
- **Level 17**
 - **Alchemical Formula:** You learn a new Alchemical Formula option.

Gunsmith (UA):

- **Level 1**
 - **Master Smith:** You gain proficiency with smith's tools, and you learn the mending cantrip.
 - **Arcane Magazine:** You craft a leather bag used to carry your tools and ammunition for your Thunder Cannon. Your Arcane Magazine includes the powders, lead shot, and other materials needed to keep that weapon functioning. You can use the Arcane Magazine to produce ammunition for your gun. At the end of each long rest, you can magically produce 40 rounds of ammunition with this magazine. After each short rest, you can produce 10 rounds. If you lose your Arcane Magazine, you can create a new one as part of a long rest, using 25 gp of leather and other raw materials.
 - **Thunder Cannon:** You forge a deadly firearm using a combination of arcane magic and your knowledge of engineering and metallurgy. This firearm is called a Thunder Cannon. It is a ferocious weapon that fires leaden bullets that can punch through armor with ease. You are proficient with the Thunder Cannon. The firearm is a two-handed ranged weapon that deals 2d6 piercing damage. Its normal range is 150 feet, and its maximum range is 500 feet. Once fired, it must be reloaded as

a bonus action. If you lose your Thunder Cannon, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of metal and other raw materials.

- **Level 3**
 - **Thunder Monger:** You learn to channel thunder energy into your Thunder Cannon. As an action, you can make a special attack with your Thunder Cannon that deals an extra 1d6 thunder damage on a hit. This extra damage increases by 1d6 when you reach certain levels in this class: 5th level (2d6), 7th level (3d6), 9th level (4d6), 11th level (5d6), 13th level (6d6), 15th level (7d6), 17th level (8d6), and 19th level (9d6).
- **Level 9**
 - **Blast Wave:** You can channel force energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you unleash force energy in a 15-foot cone from the gun. Each creature in that area must make a Strength saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 2d6 force damage and is pushed 10 feet away from you. This damage increases by 1d6 when you reach certain levels in this class: 13th level (3d6) and 17th level (4d6).
- **Level 14**
 - **Piercing Round:** You can shoot lightning energy through your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you cause the gun to unleash a bolt of lightning, 5-feet wide

and 30-feet long. Each creature in that area must make Dexterity saving throws with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d6 lightning damage. This damage increases to 6d6 when you reach 19th level in this class.

- **Level 17**

- **Explosive Round:** You can channel fiery energy into your Thunder Cannon. As an action, you can make a special attack with it. Rather than making an attack roll, you launch an explosive round from the gun. The round detonates in a 30-foot radius sphere at a point within range. Each creature in that area must make a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Intelligence modifier. On a failed saving throw, a target takes 4d8 fire damage.



Mystic (UA):

- **Hit Points**
 - **Hit Dice:** 1d8 per mystic level
 - **Hit Points at 1st level:** 8 + Con Modifier
 - **Hit Points at Higher Levels:** 1d8 + Con Modifier per mystic level after 1st
- **Proficiencies**
 - **Armor:** Light armor
 - **Weapons:** Simple weapons
 - **Tools:** None
 - **Saving Throws:** Intelligence, Wisdom
 - **Skills:** Choose two from Arcana, History, Insight, Medicine, Nature, Perception, and Religion
- **Equipment**
 - a spear or (B) a mace
 - leather armor or (B) studded leather armor
 - a light crossbow and 20 bolts or (b) any simple weapon
 - a scholar's pack or (B) explorer's pack
 - Alternatively, you can ignore the equipment here and in your background, and buy 5d4 x 10 gp worth of equipment from Chapter 5 in the Player's Handbook.
- **Mystic Quirk – d20**
 - **1:** You never cut your hair
 - **2:** You refuse to wear clothes of a specific color.
 - **3:** You never say your name.
 - **4:** You never wear footwear.
 - **5:** You always wear a mask.
 - **6:** You dye your hair bright blue or green.
 - **7:** You pick a new name each day.
 - **8:** You never immerse yourself in water.
 - **9:** You sleep on bare earth.
 - **10:** You never consume alcohol.
 - **11:** You wear a veil to conceal your face.
 - **12:** You always wear a specific piece of clothing.

- **13:** You refuse to light fires.
 - **14:** You refuse to write things down, instead using pictograms.
 - **15:** You never sit on a chair, preferring to stand or sit on the floor.
 - **16:** You never answer to any name but your own.
 - **17:** You write down the name of each creature you slay, and name ones that are unnamed.
 - **18:** You consume only water and raw vegetables.
 - **19:** You spend any money you earn within 1 week of gaining it.
 - **20:** You often speak to an imaginary companion, and act only with its blessing.
- **Level 1**
 - +2 Proficiency Bonus
 - Mystic Order (Choose a Subclass)
 - **Psionics:** As a student of psionics, you can master and use psionic talents and disciplines.
 - **Psionic Disciplines:** A psionic discipline is a rigid set of mental exercises that allows a mystic to manifest psionic power. Each psionic discipline has an order, however, you are able to choose whichever disciplines you wish. You choose a discipline at level one. Every time you gain a Mystic level, you are able to replace a discipline you know with one you do not.
 - **Psionic Talents:** A psionic talent is a minor psionic effect you have mastered. You learn one, and learn more at additional levels:
 - **Beacon:** As a bonus action, you cause bright light to radiate from your body in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. The light lasts for 1 hour, and you can extinguish it earlier as a bonus action.
 - **Blade Meld:** As a bonus action, a one-handed melee weapon you hold becomes one with your hand. For the next minute, you can't let go of the weapon nor can it be forced from your grasp.
 - **Blind Spot:** As an action, you erase your image from the mind of one creature you can see within 120 feet of you; the target must succeed on a Wisdom saving throw, or you are invisible to it until the end of your next turn.
 - **Delusion:** As an action, you plant a false belief in the mind of one creature that you can see within 60 feet of you. You can create a sound or an image. Only the target of this talent perceives the sound or image you create. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a creature's roar, a musical instrument, or any other sound you pick. It lasts for 1 minute. If you create an object, it must fit within a 5-foot cube and can't move or be reflective. The image can't create any effect that influences a sense other than sight. The image lasts for 1 minute, and it disappears if the creature touches it.
 - **Energy Beam:** As an action, you target one creature you can see within 90 feet of you. The target must succeed on a Dexterity saving throw or take 1d8 acid, cold, fire, lightning, or thunder damage (your choice). The talent's damage

increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

- **Light Step:** As a bonus action, you alter your density and weight to improve your mobility. For the rest of your turn, your walking speed increases by 10 feet, and the first time you stand up this turn, you do so without expending any of your movement if your speed is greater than 0.
- **Mind Meld:** As a bonus action, you can communicate telepathically with one willing creature you can see within 120 feet of you. The target must have an Intelligence of at least 2, otherwise this talent fails and the action is wasted. This communication can occur until the end of the current turn. You don't need to share a language with the target for it to understand your telepathic utterances, and it understands you even if it lacks a language. You also gain access to one memory of the target's choice, gaining perfect recall of one thing it saw or did.
- **Mind Slam:** As an action, you target one creature you can see within 60 feet of you. The target must succeed on a Constitution saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, it is knocked prone. The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- **Mind Thrust:** As an action, you target one creature you can see within 120 feet of you. The target must succeed on an Intelligence

saving throw or take 1d10 psychic damage. The talent's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

- **Mystic Charm:** As an action, you beguile one humanoid you can see within 120 feet of you. The target must succeed on a Charisma saving throw or be charmed by you until the end of your next turn.
- **Mystic Hand:** You can use your action to manipulate or move one object within 30 feet of you. The object can't weigh more than 10 pounds, and you can't affect an object being worn or carried by another creature. If the object is loose, you can move it up to 30 feet in any direction. This talent allows you to open an unlocked door, pour out a beer stein, and so on. The object falls to the ground at the end of your turn if you leave it suspended in midair.
- **Psychic Hammer:** As an action, you try to grasp one creature you can see within 120 feet of you, with a hand crafted from telekinetic energy. The target must succeed on a Strength saving throw or take 1d6 force damage. If it takes any of this damage and is Large or smaller, you can move it up to 10 feet in a straight line in a direction of your choice. You can't lift the target off the ground unless it is already airborne or underwater. The talent's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).
- You have a maximum of 4 Psi Points.
- You have a Psi Limit of 2.

- **Psychic Focus:** As a bonus action, you can choose one of your psionic disciplines and gain its psychic focus benefit. The benefit lasts until you are incapacitated or until you use another bonus action to choose a different focus benefit. You can have only one psychic focus benefit at a time, and using the psychic focus of one discipline doesn't limit your ability to use other disciplines.
 - **Psionic Save DC:** 8 + your proficiency bonus + your Intelligence modifier
 - **Psionic Attack Modifier:** your proficiency bonus + your intelligence Modifier
- **Level 2**
 - You have a maximum of 6 Psi Points.
 - **Mystical Recovery:** Immediately after you spend psi points on a psionic discipline, you can take a bonus action to regain hit points equal to the number of psi points you spent.
 - **Telepathy:** You can telepathically speak to any creature you can see within 120 feet of you in this manner. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.
- **Level 3**
 - Subclass Feature
 - You learn one talent.
 - You learn one discipline.
 - You have a maximum of 14 Psi Points.
 - You have a Psi Limit of 3.
- **Level 4**
 - You have a maximum of 17 Psi Points.
- Ability Score Improvement or Choice of Feat
- **Strength of Mind:** You can replace your proficiency in Wisdom saving throws whenever you finish a short or long rest. To do so, choose Strength, Dexterity, Constitution, or Charisma. You gain proficiency in saves using that ability, instead of Wisdom. This change lasts until you finish your next short or long rest.
- **Level 5**
 - +3 Proficiency Bonus
 - You learn one discipline.
 - You have a maximum of 27 Psi Points.
 - You have a Psi Limit of 5.
- **Level 6**
 - Subclass Feature
 - You have a maximum of 32 Psi Points.
- **Level 7**
 - You learn one discipline.
 - You have a maximum of 38 Psi Points.
 - You have a Psi Limit of 6.
- **Level 8**
 - Ability Score Improvement or Choice of Feat
 - **Potent Psionics:** Once on each of your turns when you hit a creature with a weapon, you can deal an extra 1d8 psychic damage to that target.
 - You have a maximum of 44 Psi Points.
- **Level 9**
 - +4 Proficiency Bonus
 - You learn one discipline.
 - You have a maximum of 57 Psi Points.
 - You have a Psi Limit of 7.

- **Level 10**

- **Consumptive Power:** When activating a psionic discipline, you can pay its psi point cost with your hit points, instead of using any psi points. Your current hit points and hit point maximum are both reduced by the number of hit points you spend. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest. Once you use this feature, you can't use it again until you finish a long rest.
- You learn one talent.
- You have a maximum of 64 Psi Points.

- **Level 11**

- **Psionic Mastery:** As an action, you gain 9 special psi points that you can spend only on disciplines that require an action or a bonus action to use. You can use all 9 points on one discipline, or you can spread them across multiple disciplines. You can't also spend your normal psi points on these disciplines; you can spend only the special points gained from this feature. When you finish a long rest, you lose any of these special points that you haven't spent. If more than one of the disciplines you activate with these points requires concentration, you can concentrate on all of them. Activating one of them ends any effect you were already concentrating on, and if you begin concentrating on an effect that doesn't use these special points, the disciplines end that you're concentrating on. You have one use of this feature, and you regain any expended use of it with a long rest.

- **Level 12**

- You learn one discipline.
- Ability Score Improvement or Choice of Feat

- **Level 13**

- +5 Proficiency Bonus
- **Psionic Mastery (Improved):** You gain an additional use of this feature, for a total of two uses before a long rest is needed.

- **Level 14**

- Subclass Feature
- **Potent Psionics (Improved):** Once on each of your turns when you hit a creature with a weapon, you can deal an extra 2d8 psychic damage to that target. In addition, you add your Intelligence modifier to any damage roll you make for a psionic talent.

- **Level 15**

- You learn one discipline.
- **Psionic Mastery (Improved):** You gain an additional use of this feature, for a total of three uses before a long rest is needed. Additionally, the pool of psi points you gain from this feature increases to 11.

- **Level 16**

- Ability Score Improvement or Choice of Feat

- **Level 17**

- +6 Proficiency Bonus
- You learn one talent.
- **Psionic Mastery (Superior):** You gain an additional use of this feature, for a total of four uses before a long rest is needed.

- **Level 18**
 - You learn one discipline.
 - You have a maximum of 71 Psi Points.
- **Level 19**
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Psionic Body:** Your physical form is infused with psionic energy. You gain the following benefits:
 - You gain resistance to bludgeoning, piercing, and slashing damage.
 - You no longer age.
 - You are immune to disease, poison damage, and the poisoned condition.
 - If you die, roll a d20. On a 10 or higher, you disincorporate with 0 hit points, instead of dying, and you fall unconscious. You and your gear disappear. You appear at a spot of your choice 1d3 days later on the plane of existence where you died, having gained the benefits of one long rest.

- **Level 3**
 - **Avatar of Battle:** You project an inspiring aura. While you aren't incapacitated, each ally within 30 feet of you who can see you gains a +2 bonus to initiative rolls.
- **Level 6**
 - **Avatar of Healing:** You project an aura of resilience. While you aren't incapacitated, each ally within 30 feet of you who can see you regains additional hit points equal to your Intelligence modifier (minimum of 0) whenever they regain hit points from a psionic discipline.
- **Level 14**
 - **Avatar of Speed:** You project an aura of speed. While you aren't incapacitated, any ally within 30 feet of you who can see you can take the Dash action as a bonus action.

Subclasses:

Order of the Avatar (UA):

- **Level 1**
 - **Bonus Disciplines:** You learn two additional psionic disciplines of your choice. They must be chosen from among the Avatar disciplines.
 - **Armor Training:** You gain proficiency with medium armor and shields.

Order of the Awakened (UA):

- **Level 1**
 - **Bonus Disciplines:** You learn two additional psionic disciplines of your choice. They must be chosen from among the Awakened disciplines.
 - **Awakened Talent:** You gain proficiency with two of the following skills of your choice: Animal Handling, Deception, Insight, Intimidation, Investigation, Perception, and Persuasion.
- **Level 3**
 - **Psionic Investigation:** If you hold an object and concentrate on it for 10 minutes (as if concentrating on a

psionic discipline), you learn a few basic facts about it. You gain a mental image from the object's point of view, showing the last creature to hold the object within the past 24 hours. You also learn of any events that have occurred within 20 feet of the object within the past hour. The events you perceive unfold from the object's perspective. You see and hear such events as if you were there, but can't use other senses. Additionally, you can embed an intangible psionic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. This perception lasts until the start of your next turn. Once you use this feature, you can't use it again until you finish a rest.

- **Level 6**

- **Psionic Surge:** You can impose disadvantage on a target's saving throw against a discipline or talent you use, but at the cost of using your psychic focus. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

- **Level 14**

- **Spectral Form:** You gain the ability to become a ghostly figure of psionic energy. As an action, you can transform into a transparent, ghostly version of yourself. While in this form, you have resistance to all damage, move at half speed, and can pass through objects and creatures while moving but can't

willingly end your movement in their spaces. The form lasts for 10 minutes or until you use an action to end it. Once you use this feature, you can't use it again until you finish a long rest.

Order of the Immortal (UA):

- **Level 1**

- **Bonus Disciplines:** You learn two additional psionic disciplines of your choice. They must be chosen from among the Immortal disciplines.
- **Immortal Durability:** Your hit point maximum increases by 1 per mystic level. In addition, while you aren't wearing armor or wielding a shield, your base AC equals 10 + your Dexterity modifier + your Constitution modifier.

- **Level 3**

- **Psionic Resilience:** At the start of each of your turns, you gain temporary hit points equal to your Intelligence modifier (minimum of 0) if you have at least 1 hit point.

- **Level 6**

- **Surge of Health:** As a reaction when you take damage, you can halve that damage against you. Your psychic focus immediately ends if it's active, and you can't use it until you finish a short or long rest. You can't use this feature if you can't use your psychic focus.

- **Level 14**

- **Immortal Will:** At the end of your turn while at 0 hit points, you can spend 5 psi points to immediately regain a number of hit points equal to your

mystic level + your Constitution modifier.

Order of the Nomad (UA):

- **Level 1**
 - **Bonus Disciplines:** You learn two additional psionic disciplines of your choice. They must be chosen from among the Nomad disciplines.
 - **Breadth of Knowledge:** When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.
- **Level 3**
 - **Memory of One Thousand Steps:** As a reaction when you are hit by an attack, you can teleport to an unoccupied space that you occupied since the start of your last turn, and the attack misses you. Once you use this feature, you can't use it again until you finish a short or long rest.
- **Level 6**
 - **Superior Teleportation:** When you use a psionic discipline to teleport any distance, you can increase that distance by up to 10 feet.
- **Level 14**
 - **Effortless Journey:** Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

Order of the Soul Knife (UA):

- **Level 1**
 - **Martial Training:** You gain proficiency with medium armor and martial weapons.
 - **Soul Knife:** As a bonus action, you create scintillating knives of energy that project from both of your fists. You can't hold anything in your hands while manifesting these blades. You can dismiss them as a bonus action. For you, a soul knife is a martial melee weapon with the light and finesse properties. It deals 1d8 psychic damage on a hit. As a bonus action, you can prepare to use the blades to parry; you gain a +2 bonus to AC until the start of your next turn or until you are incapacitated.
- **Level 3**
 - **Hone the Blade:** You gain a bonus to attack and damage rolls with your soul knives depending on the number of psi points spent, as shown on the table below. This bonus lasts for 10 minutes.
 - 2 Psi Points: +1
 - 5 Psi Points: +2
 - 7 Psi Points: +4
- **Level 6**
 - **Consumptive Knife:** Whenever you slay an enemy creature with a soul knife attack, you immediately regain 2 psi points.
- **Level 14**
 - **Phantom Knife:** As an action, you can make one attack with your soul knife. Treat the target's AC as 10 against this attack, regardless of the target's actual AC.

Order of the Wu Jen (UA):

- **Level 1**

- **Bonus Disciplines:** You learn two additional psionic disciplines of your choice. They must be chosen from among the Wu Jen disciplines.
- **Hermit's Study:** You gain proficiency with two of the following skills of your choice: Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, or Survival.

- **Level 3**

- **Elemental Attunement:** When a creature's resistance reduces the damage dealt by a psionic discipline of yours, you can spend 1 psi point to cause that use of the discipline to ignore the creature's resistance. You can't spend this point if doing so would increase the discipline's cost above your psi limit.

- **Level 6**

- **Arcane Dabbler:** You learn three wizard spells of your choice and always have them prepared. The spells must be of 1st through 3rd level. As a bonus action, you can spend psi points to create spell slots that you can use to cast these spells, as well as other spells you are capable of casting. The psi-point cost of each spell slot is detailed on the table below. The spell slot remains until you use it or finish a long rest. You must observe your psi limit when spending psi points to create a spell slot. Whenever you gain a level in this class, you can replace one of the chosen wizard spells with a different wizard spell of 1st through 3rd level.
 - **1st Level Spell Slot:** 2 Psi Points

- **2nd Level Spell Slot:** 3 Psi Points
- **3rd Level Spell Slot:** 5 Psi Points
- **4th Level Spell Slot:** 6 Psi Points
- **5th Level Spell Slot:** 7 Psi Points

- **Level 14**

- **Elemental Mastery:** If you have resistance to a type of damage, you can spend 2 psi points as a reaction when you take damage of that type to ignore that damage; you gain immunity to that damage type until the end of your next turn.

Mystic Disciplines:

- **Adaptive Body: (Immortal**

Discipline) You can alter your body to match your surroundings, allowing you to withstand punishing environments. With greater psi energy, you can extend this protection to others.

- **Psychic Focus.** While focused on this discipline, you don't need to eat, breathe, or sleep. To gain the benefits of a long rest, you can spend 8 hours engaged in light activity, rather than sleeping during any of it.
- **Environmental Adaptation** (2 psi). As an action, you or a creature you touch ignores the effects of extreme heat or cold (but not cold or fire damage) for the next hour.
- **Adaptive Shield** (3 psi). When you take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to damage of that type—including the triggering damage—until the end of your next turn.
- **Energy Adaptation** (5 psi; conc., 1 hr.). As an action, you can touch one creature and give it resistance to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.
- **Energy Immunity** (7 psi; conc., 1 hr.). As an action, you can touch one creature and give it immunity to acid, cold, fire, lightning, or thunder damage (your choice), which lasts until your concentration ends.

- **Aura Sight: (Awakened Discipline)**

You refocus your sight to see the energy that surrounds all creatures. You perceive auras, energy signatures that can reveal key elements of a creature's nature.

- **Psychic Focus.** While focused on this discipline, you have advantage on Insight checks.
- **Assess Foe** (2 psi). As a bonus action, you analyze the aura of one creature you see. You learn its current hit point total and all its immunities, resistances, and vulnerabilities.
- **Read Moods** (2 psi). As a bonus action, you learn a one-word summary of the emotional state of up to six creatures you can see, such as happy, confused, afraid, or violent.
- **View Aura** (3 psi; conc., 1 hr.). As an action, you study one creature's aura. Until your concentration ends, while you can see the target, you learn if it's under the effect of any magical or psionic effects, its current hit point total, and its basic emotional state. While this effect lasts, you have advantage on Wisdom (Insight) and Charisma checks you make against it.
- **Perceive the Unseen** (5 psi; conc., 1 min.). As a bonus action, you gain the ability to see auras even of invisible or hidden creatures. Until your concentration ends, you can see all creatures, including hidden and invisible ones, regardless of lighting conditions.

- **Bestial Form: (Immortal**

Discipline) You transform your body, gaining traits of different beasts.

- **Psychic Focus.** While focused on this discipline, you have advantage on Animal Handling checks.
- **Bestial Claws** (1–7 psi). You manifest long claws for an instant and make a melee weapon attack against one creature within 5 feet of you. On a hit, this attack deals 1d10 slashing damage per psi point spent.
- **Bestial Transformation.** As a bonus action, you alter your physical form to gain different characteristics. When you use this ability, you can choose one or more of the following effects. Each effect has its own psi point cost. Add them together to determine the total cost. This transformation lasts for 1 hour, until you die, or until you end it as a bonus action.
- **Amphibious** (2 psi). You gain gills; you can breathe air and water.
- **Climbing** (2 psi). You grow tiny hooked claws that give you gain a climbing speed equal to your walking speed.
- **Flight** (5 psi). Wings sprout from your back. You gain a flying speed equal to your walking speed.
- **Keen Senses** (2 psi). Your eyes and ears become more sensitive. You gain advantage on Perception checks.
- **Perfect Senses** (3 psi). You gain a keen sense of smell and an instinct to detect prey. You can see invisible creatures and objects within 10 feet of you, even if you are blinded.
- **Swimming** (2 psi). You gain fins and webbing between your fingers and toes; you gain a swimming speed equal to your walking speed.

- **Tough Hide** (2 psi). Your skin becomes as tough as leather; you gain a +2 bonus to AC.

- **Brute Force: (Immortal**

Discipline) You augment your natural strength with psionic energy, granting you the ability to achieve incredible feats of might.

- **Psychic Focus.** While focused on this discipline, you have advantage on Athletics checks.
- **Brute Strike** (1–7 psi). As a bonus action, you gain a bonus to your next damage roll against a target you hit with a melee attack during the current turn. The bonus equals +1d6 per psi point spent, and the bonus damage is the same type as the attack. If the attack has more than one damage type, you choose which one to use for the bonus damage.
- **Knock Back** (1–7 psi). When you hit a target with a melee attack, you can activate this ability as a reaction. The target must succeed on a Strength saving throw or be knocked 10 feet away from you per psi point spent. The target moves in a straight line. If it hits an object, this movement immediately ends and the target takes 1d6 bludgeoning damage per psi point spent.
- **Mighty Leap** (1–7 psi). As part of your movement, you jump in any direction up to 20 feet per psi point spent.
- **Feat of Strength** (2 psi). As a bonus action, you gain a +5 bonus to Strength checks until the end of your next turn.

- **Celerity: (Immortal Discipline)**

You channel psionic power into your body, honing your reflexes and agility to an incredible degree. The world seems to slow down while you continue to move as normal.

- **Psychic Focus.** While focused on this discipline, your walking speed increases by 10 feet.
- **Rapid Step** (1–7 psi). As a bonus action, you increase your walking speed by 10 feet per psi point spent until the end of the current turn. If you have a climbing or swimming speed, this increase applies to that speed as well.
- **Agile Defense** (2 psi). As a bonus action, you take the Dodge action.
- **Blur of Motion** (2 psi). As an action, you cause yourself to be invisible during any of your movement during the current turn.
- **Surge of Speed** (2 psi). As a bonus action, you gain two benefits: you don't provoke opportunity attacks, and you have a climbing speed equal to your walking speed.
- **Surge of Action** (5 psi). As a bonus action, you can Dash or make one weapon attack.

- **Corrosive Metabolism: (Immortal Discipline)**

Your control over your body allows you to deliver acid or poison attacks.

- **Psychic Focus.** While focused on this discipline, you have resistance to acid and poison damage.
- **Corrosive Touch** (1–7 psi). As an action, you deliver a touch of acid to one creature within your reach. The target must make a Dexterity saving throw, taking 1d10 acid damage per psi point

spent on a failed save, or half as much damage on a successful one.

- **Venom Strike** (1–7 psi). As an action, you create a poison spray that targets one creature you can see within 30 feet of you. The target must make a Constitution saving throw. On a failed save, it takes 1d6 poison damage per psi point spent and is poisoned until the end of your next turn. On a successful save, the target takes half as much damage and isn't poisoned.
- **Acid Spray** (2 psi). As a reaction when you take piercing or slashing damage, you cause acid to spray from your wound; each creature within 5 feet of you takes 2d6 acid damage.
- **Breath of the Black Dragon** (5 psi). You exhale a wave of acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a Constitution saving throw, taking 6d6 acid damage on a failed save, or half as much on a successful one. You can increase the damage by 1d6 per additional psi point spent on it.
- **Breath of the Green Dragon** (7 psi). You exhale a cloud of poison in a 90-foot cone. Each creature in the line must make a Constitution saving throw, taking 10d6 poison damage on a failed save, or half as much damage on a successful one.

- **Crown of Despair: (Avatar Discipline)**

You have learned to harvest seeds of despair in a creature's psyche, wracking it with self-doubt and inaction.

- **Psychic Focus.** While focused on this discipline, you have advantage on Intimidation checks.

- **Crowned in Sorrow** (1–7 psi). As an action, one creature you can see within 60 feet of you must make a Charisma saving throw. On a failed save, it takes 1d8 psychic damage per psi point spent and it can't take reactions until the start of its next turn. On a successful save, it takes half as much damage.
- **Call to Inaction** (2 psi; conc., 10 min.). If you spend 1 minute conversing with a creature, you can attempt to seed it with overwhelming ennui. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw. The save automatically succeeds if the target is immune to being charmed. On a failed save, it sits and is incapacitated until your concentration ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.
- **Visions of Despair** (3 psi). As an action, you force one creature you can see within 60 feet of you to make a Charisma saving throw. On a failed save, it takes 3d6 psychic damage, and its speed is reduced to 0 until the end of its next turn. On a successful save, it takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on it.
- **Dolorous Mind** (5 psi; conc., 1 min.). As an action, you choose one creature you can see within 60 feet of you. It must succeed on a Charisma saving throw, or it is incapacitated and has a speed of 0 until your concentration ends. It can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Crown of Disgust: (Avatar Discipline)** You cause a creature to be flooded with emotions of disgust.
 - **Psychic Focus.** While you are focused on this discipline, the area in a 5-foot radius around you is difficult terrain for any enemy that isn't immune to being frightened.
 - **Eye of Horror** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Charisma saving throw. On a failed save, it takes 1d6 psychic damage per psi point spent and can't move closer to you until the end of its next turn. On a successful save, it takes half as much damage.
 - **Wall of Repulsion** (3 psi; conc., 10 min.). As an action, you create an invisible, insubstantial wall of energy within 60 feet of you that is up to 30 feet long, 10 feet high, and 1 foot thick. The wall lasts until your concentration ends. Any creature attempting to move through it must make a Wisdom saving throw. On a failed save, a creature can't move through the wall until the start of its next turn. On a successful save, the creature can pass through it. A creature must make this save whenever it attempts to pass through the wall, whether willingly or unwillingly.
 - **Visions of Disgust** (5 psi; conc., 1 min.). You cause a creature to regard all other beings as horrid, alien entities. As an action, choose one creature you can see within 60 feet of you. The target must make a Wisdom saving throw. On a failed save, it takes 5d6 psychic damage, and until your concentration ends, it takes 1d6 psychic damage per creature within 5 feet of it at the end of each of its turns. On a successful save,

the target takes only half the initial damage and suffers none of the other effects.

- **World of Horror** (7 psi; conc., 1 min.). As an action, choose up to six creatures within 60 feet of you. Each target must make a Charisma saving throw. On a failed save, a target takes 8d6 psychic damage, and it is frightened until your concentration ends. On a successful save, a target takes half as much damage. While frightened by this effect, a target's speed is reduced to 0, and the target can use its action, and any bonus action it might have, only to make melee attacks. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Crown of Rage: (Avatar**

- Discipline**) You place a mote of pure fury within a creature's mind, causing its bloodlust to overcome its senses and for it to act as you wish it to.

- **Psychic Focus.** While you are focused on this discipline, any enemy within 5 feet of you that makes a melee attack roll against creatures other than you does so with disadvantage.
- **Primal Fury** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw or take 1d6 psychic damage per psi point spent on this ability and immediately use its reaction to move its speed in a straight line toward its nearest enemy. The save automatically succeeds if the target is immune to being charmed.
- **Fighting Words** (2 psi; conc., 10 min.). If you spend 1 minute conversing with a

creature, you can attempt to leave a simmering violence in its mind. At the end of the minute, you can use an action to force the creature to make a Wisdom saving throw to resist feeling violent urges against one creature you describe to it or name. The save automatically succeeds if the target is immune to being charmed. On a failed save, the target attacks the chosen creature if it sees that creature before your concentration ends, using weapons or spells against a creature it was already hostile toward or unarmed strikes against an ally or a creature it was neutral toward. Once the fight starts, it continues to attack for 5 rounds before this effect ends. This effect immediately ends if the target or any ally it can see is attacked or takes damage from any creature other than the one it has been incited against. On a successful save, the creature is unaffected and has no inkling of your attempt to bend its will.

- **Mindless Courage** (2 psi). You cause a creature's bloodlust to overcome its sense of preservation. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until the end of your next turn, it can't willingly move unless its movement brings it closer to its nearest enemy that it can see. The save automatically succeeds if the target is immune to being charmed.
- **Punishing Fury** (5 psi; conc., 1 min.). You cause a creature's rage to grow so hot that it attacks without heeding its own safety. As a bonus action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or, until your

concentration ends, any creature within 5 feet of it can use a reaction to make a melee attack against it whenever the target makes a melee attack. The save automatically succeeds if the target is immune to being charmed.

- **Diminution: (Immortal**

Discipline) You manipulate the matter that composes your body, drastically reducing your size without surrendering any of your might.

- **Psychic Focus.** While focused on this discipline, you have advantage on Stealth checks.
- **Miniature Form** (2 psi; conc., 10 min.). As a bonus action, you become Tiny until your concentration ends. While this size, you gain a +5 bonus to Stealth checks and can move through gaps up to 6 inches across without squeezing.
- **Toppling Shift** (2 psi). As a bonus action, you shift to an incredibly small size and then suddenly return to normal, sending an opponent flying backward. Choose one creature you can see within 5 feet of you. It must succeed on a Strength saving throw or be knocked prone.
- **Sudden Shift** (5 psi). As a reaction when you are hit by an attack, you shift down to minute size to avoid the attack. The attack misses, and you move up to 5 feet without provoking opportunity attacks before returning to normal size.
- **Microscopic Form** (7 psi; conc., 10 min.). As a bonus action, you become smaller than Tiny until your concentration ends. While this size, you gain a +10 bonus to Stealth checks and a +5 bonus to AC, you can move

through gaps up to 1 inch across without squeezing, and you can't make weapon attacks.

- **Giant Growth: (Immortal**

Discipline) You infuse yourself with psionic energy to grow to tremendous size, bolstering your strength and durability.

- **Psychic Focus.** While focused on this discipline, your reach increases by 5 feet.
- **Ogre Form** (2 psi; conc., 1 min.). As a bonus action, you gain 10 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 1d4 bludgeoning damage on a hit, and your reach increases by 5 feet. If you're smaller than Large, you also become Large for the duration.
- **Giant Form** (7 psi; conc., 1 min.). As a bonus action, you gain 30 temporary hit points. In addition, until your concentration ends, your melee weapon attacks deal an extra 2d6 bludgeoning damage on a hit, and your reach increases by 10 feet. If you're smaller than Huge, you also become Huge for the duration.

- **Intellect Fortress: (Awakened**

Discipline) You forge an indomitable wall of psionic energy around your mind—one that allows you to launch counterattacks against your opponents.

- **Psychic Focus.** While focused on this discipline, you gain resistance to psychic damage.

- **Psychic Backlash** (2 psi). As a reaction, you can impose disadvantage on an attack roll against you if you can see the attacker. If the attack still hits you, the attacker takes 2d10 psychic damage.
- **Psychic Parry** (1–7 psi). As a reaction when you make an Intelligence, a Wisdom, or a Charisma saving throw, you gain a +1 bonus to that saving throw for each psi point you spend on this ability. You can use this ability after rolling the die but before the DM reveals the outcome.
- **Psychic Redoubt** (5 psi; conc., 10 min.). As an action, you create a field of protective psychic energy. Choose any number of creatures within 30 feet of you. Until your concentration ends, each target has resistance to psychic damage and advantage on Intelligence, Wisdom, and Charisma saving throws.
- **Iron Durability: (Immortal Discipline)** You transform your body to become a living metal, allowing you to shrug off attacks that would cripple weaker creatures.
 - **Psychic Focus.** While focused on this discipline, you gain a +1 bonus to AC.
 - **Iron Hide** (1–7 psi). As a reaction when you are hit by an attack, you gain a +1 bonus to AC for each psi point you spend on this ability. The bonus lasts until the end of your next turn. This bonus applies against the triggering attack.
 - **Steel Hide** (2 psi). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn.
- **Iron Resistance** (7 psi; conc., 1 hr.). As an action, you gain resistance to bludgeoning, piercing, or slashing damage (your choice), which lasts until your concentration ends.
- **Mantle of Awe: (Awakened Discipline)** You learn to use psionic energy to manipulate others with a subtle combination of psi and your own, natural charm.
 - **Psychic Focus.** While focused on this discipline, you gain a bonus to Charisma checks. The bonus equals half your Intelligence modifier (minimum of +1).
 - **Charming Presence** (1–7 psi). As an action, you exert an aura of sympathetic power. Roll 2d8 per psi point spent on this ability; the total is how many hit points worth of creatures this option can affect. Creatures within 30 feet of you are affected in ascending order of their hit point maximums, ignoring incapacitated creatures, creatures immune to being charmed, and creatures engaged in combat. Starting with the creature that has the lowest hit point maximum, each creature affected by this option is charmed by you for 10 minutes, regarding you as a friendly acquaintance. Subtract each creature's hit point maximum from the total before moving on to the next creature. A creature's hit point maximum must be equal to or less than the remaining total for that creature to be affected.
 - **Center of Attention** (2 psi; conc., 1 min.). As an action, you exert an aura of power that grabs a creature's attention. Choose one creature you can

see within 60 feet of you. It must make a Charisma saving throw. On a failed save, the creature is so thoroughly distracted by you that all other creatures are invisible to it until your concentration ends. This effect ends if the creature can no longer see or hear you or if it takes damage.

- **Invoke Awe** (7 psi; conc., 10 min.). As an action, you exert an aura that inspires awe in others. Choose up to 5 creatures you can see within 60 feet of you. Each target must succeed on an Intelligence saving throw or be charmed by you until your concentration ends. While charmed, the target obeys all your verbal commands to the best of its ability and without doing anything obviously self-destructive. The charmed target will attack only creatures that it has seen attack you since it was charmed or that it was already hostile toward. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on success.

- **Mantle of Command: (Avatar Discipline)**

You exert an aura of trust and authority, enhancing the coordination among your allies.

- **Psychic Focus.** While focused on this discipline, when you end your turn and didn't move during it, you can use your reaction to allow one ally you can see within 30 feet of you to move up to half their speed, following a path of your choice. To move in this way, the ally mustn't be incapacitated.
- **Coordinated Movement** (2 psi). As a bonus action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to

move up to half their speed, following a path of your choice.

- **Commander's Sight** (2 psi; conc., 1 rnd.). As an action, choose one creature you can see within 60 feet of you. Until the start of your next turn, your allies have advantage on attack rolls against that target.
- **Command to Strike** (3 psi). As an action, choose one ally you can see within 60 feet of you. That ally can use their reaction to immediately take the Attack action. You choose the targets.
- **Strategic Mind** (5 psi; conc., 1 min.). As an action, you exert an aura of trust and command that unites your allies into a cohesive unit. Until your concentration ends, any ally within 60 feet of you on their turn can, as a bonus action, take the Dash or Disengage action or roll a d4 and add the number rolled to each attack roll they make that turn.
- **Overwhelming Attack** (7 psi). As an action, choose up to five allies you can see within 60 feet of you. Each of those allies can use their reaction to take the Attack action. You choose the targets of the attacks.

- **Mantle of Courage: (Avatar Discipline)**

You focus your mind on courage, radiating confidence and bravado to your allies.

- **Psychic Focus.** While focused on this discipline, you and allies within 10 feet of you who can see you have advantage on saving throws against being frightened.
- **Incite Courage** (2 psi). As a bonus action, choose up to six creatures you can see within 60 feet of you. If any of

- those creatures is frightened, that condition ends on that creature.
- **Aura of Victory** (1–7 psi; conc., 10 min.). As a bonus action, you project psionic energy until your concentration ends. The energy fortifies you and your allies when your enemies are felled; whenever an enemy you can see is reduced to 0 hit points, you and each of your allies within 30 feet of you gain temporary hit points equal to double the psi points spent to activate this effect.
 - **Pillar of Confidence** (6 psi; conc., 1 rnd.). As an action, you and up to five creatures you can see within 60 feet of you each gain one extra action to use on your individual turns. The action goes away if not used before the end of your next turn, the action can be used only to make one weapon attack or to take the Dash or Disengage action.
- **Mantle of Fear: (Avatar Discipline)** You tap into a well of primal fear and turn yourself into a beacon of terror to your enemies.
 - **Psychic Focus.** While focused on this discipline, you have advantage on Intimidation checks.
 - **Incite Fear** (2 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until your concentration ends. Whenever the frightened target ends its turn in a location where it can't see you, it can repeat the saving throw, ending the effect on itself on a success.
 - **Unsettling Aura** (3 psi; conc., 1 hr.). As a bonus action, you cloak yourself in unsettling psychic energy. Until your concentration ends, any enemy within 60 feet of you that can see you must spend 1 extra foot of movement for every foot it moves toward you. A creature ignores this effect if immune to being frightened.
 - **Incite Panic** (5 psi; conc., 1 min.). As an action, choose up to eight creatures you can see within 90 feet of you that can see you. At the start of each of a target's turns before your concentration ends, the target must make a Wisdom saving throw. On a failed save, the target is frightened until the start of its next turn, and you roll a die. If you roll an odd number, the frightened target moves half its speed in a random direction and takes no action on that turn, other than to scream in terror. If you roll an even number, the frightened target makes one melee attack against a random target within its reach. If there is no such target, it moves half its speed in a random direction and takes no action on that turn. This effect ends on a target if it succeeds on three saving throws against it.
- **Mantle of Fury: (Avatar Discipline)** You allow the primal fury lurking deep within your mind to burst forth, catching you and your allies in an implacable bloodthirst.
 - **Psychic Focus.** While focused on this discipline in combat, you and any ally who starts their turn within 10 feet of you gains a 5-foot increase to their walking speed during that turn.

- **Incite Fury** (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see within 60 feet of you (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when rolling damage for a melee weapon attack and add the number rolled to the damage roll.
- **Mindless Charge** (2 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target can use its reaction to move up to its speed in a straight line toward its nearest enemy.
- **Aura of Bloodletting** (3 psi; conc., 1 min.). As a bonus action, you unleash an aura of rage. Until your concentration ends, you and any creature within 60 feet of you has advantage on melee attack rolls.
- **Overwhelming Fury** (5 psi; conc., 1 min.). As an action, you flood rage into one creature you can see within 60 feet of you. The target must succeed on a Charisma saving throw, or it can use its actions only to make melee attacks until your concentration ends. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Mantle of Joy: (Avatar Discipline)** You tap into the joy within you, radiating it outward in soothing, psychic energy that brings hope and comfort to creatures around you.
 - **Psychic Focus.** While focused on this discipline, you have advantage on Persuasion checks.
- **Soothing Presence** (1–7 psi). As a bonus action, choose up to three creatures you can see within 60 feet of you. Each target gains 3 temporary hit points per psi point spent on this effect.
- **Comforting Aura** (2 psi; conc., 1 min.). As a bonus action, choose up to three allies you can see (you can choose yourself in place of one of the allies). Until your concentration ends, each target can roll a d4 when making a saving throw and add the number rolled to the total.
- **Aura of Jubilation** (3 psi; conc., 1 min.). As a bonus action, you radiate a distracting mirth until your concentration ends. Each creature within 60 feet of you that can see you suffers disadvantage on any checks using the Perception and Investigation skills.
- **Beacon of Recovery** (5 psi). As a bonus action, you and up to five allies you can see within 60 feet of you can immediately make saving throws against every effect they're suffering that allows a save at the start or end of their turns.
- **Mastery of Air: (Wu Jen Discipline)** You become one with the power of elemental air.
 - **Psychic Focus.** While focused on this discipline, you take no falling damage, and you ignore difficult terrain when walking.
 - **Wind Step** (1–7 psi). As part of your move on your turn, you can fly up to 20 feet for each psi point spent. If you end this flight in the air, you fall unless something else holds you aloft.
 - **Wind Stream** (1–7 psi). As an action, you create a line of focused air that is

30 feet long and 5 feet wide. Each creature in that area must make a Strength saving throw, taking 1d8 bludgeoning damage per psi point spent and being knocked prone on a failed save, or half as much damage on a successful one.

- **Cloak of Air** (3 psi; conc., 10 min.). As a bonus action, you seize control of the air around you to create a protective veil. Until your concentration ends, attack rolls against you have disadvantage, and when a creature you can see misses you with a melee attack, you can use your reaction to force the creature to repeat the attack roll against itself.
- **Wind Form** (5 psi; conc., 10 min.). As a bonus action, you gain a flying speed of 60 feet, which lasts until your concentration ends.
- **Misty Form** (6 psi; conc., 1 min.). As an action, your body becomes like a misty cloud until your concentration ends. In this form, you gain resistance to bludgeoning, piercing, and slashing damage, and you can't take actions other than the Dash action. You can pass through openings that are no more than 1 inch wide without squeezing.
- **Animate Air** (7 psi; conc., 1 hr.). As an action, you cause an air elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

- **Mastery of Fire: (Wu Jen Discipline)**

You align your mind with the energy of elemental fire.

- **Psychic Focus.** While focused on this discipline, you gain resistance to fire damage, and you gain a +2 bonus to rolls for fire damage.
- **Combustion** (1–7 psi; conc., 1 min.). As an action, choose one creature or object you can see within 120 feet of you. The target must make a Constitution save. On a failed save, the target takes 1d10 fire damage per psi point spent, and it catches on fire, taking 1d6 fire damage at the end of each of its turns until your concentration ends or until it or a creature adjacent to it extinguishes the flames with an action. On a successful save, the target takes half as much damage and doesn't catch on fire.
- **Rolling Flame** (3 psi; conc., 1 min.). As an action, you create fire in a 20-foot-by-20-foot cube within 5 feet of you. The fire lasts until your concentration ends. Any creature in that area when you use this ability and any creature that ends its turn there takes 5 fire damage.
- **Detonation** (5 psi). As an action, you create a fiery explosion at a point you can see within 120 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Constitution saving throw, taking 7d6 fire damage and being knocked prone on a failed save, or half as much damage on a successful one.
- **Fire Form** (5 psi; conc., 1 min.). As a bonus action, you become wreathed in flames until your concentration ends. Any creature that ends its turn within 5 feet of you takes 3d6 fire damage.

- **Animate Fire** (7 psi; conc., 1 hr.). As an action, you cause a fire elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.
- **Mastery of Force: (Wu Jen Discipline)** As a student of psionic power, you perceive the potential energy that flows through all things. You reach out with your mind, transforming the potential into the actual. Objects and creatures move at your command.
 - **Psychic Focus.** While focused on this discipline, you have advantage on Strength checks.
 - **Push** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Strength saving throw. On a failed save, it takes 1d8 force damage per psi point spent and is pushed up to 5 feet per point spent in a straight line away from you. On a successful save, it takes half as much damage.
 - **Inertial Armor** (2 psi). As an action, you sheathe yourself in an intangible field of magical force. For 8 hours, your base AC is 14 + your Dexterity modifier, and you gain resistance to force damage. This effect ends if you are wearing or don armor.
 - **Telekinetic Barrier** (3 psi; conc., 10 min.). As an action, you create a transparent wall of telekinetic energy, at least one portion of which must be within 60 feet of you. The wall is 40 feet long, 10 feet high, and 1 inch thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has an AC of 10 and 10 hit points.
 - **Move** (2–7 psi). Choose one object you can see within 60 feet of you that isn't being worn or carried by another creature and that isn't secured in place. It can't be larger than 20 feet on a side, and its maximum weight depends on the psi points spent on this ability, as shown below. As an action, you move the object up to 60 feet, and you must keep the object within sight during this movement. If the object ends this movement in the air, it falls. If the object would fall on a creature, the creature must succeed on a DC 10 Dexterity saving throw or take damage as listed on the table below:
 - **2 Psi Points:** 25 lbs. 2d6
 - **3 Psi Points:** 50 lbs. 4d6
 - **5 Psi Points:** 250 lbs. 6d6
 - **6 Psi Points:** 500 lbs. 7d6
 - **7 Psi Points:** 1000 lbs. 8d6
 - **Grasp** (3 psi; conc., 1 min.). You attempt to grasp a creature in telekinetic energy and hold it captive. As an action, choose one creature you can see within 60 feet of you. The target must succeed on a Strength saving throw or be grappled by you until your concentration ends or until the target leaves your reach, which is 60 feet for this grapple. The grappled target can escape by succeeding on a Athletics or Acrobatics check contested by your psionic ability plus your proficiency bonus. When a target attempts to escape in this way, you can spend psi points to boost your check, abiding by your psi limit. You gain a +1 bonus per psi point spent. While a target is

grappled in this manner, you create one of the following effects as an action:

- **Crush** (1-7 psi): The target takes 1d6 bludgeoning damage per psi point spent.
- **Move** (1-7 psi): You move the target up to 5 feet per psi point spent. You can move it in the air and hold it there. It falls if the grapple ends.

- **Mastery of Ice: (Wu Jen**

Discipline) You master the power of ice, shaping it to meet your demands.

- **Psychic Focus.** While focused on this discipline, you have resistance to cold damage.
- **Ice Spike** (1–7 psi). As an action, you hurl a mote of ice at one creature you can see within 120 feet of you. The target must make a Dexterity saving throw. On a failed save, the target takes 1d8 cold damage per psi point spent and has its speed halved until the start of your next turn. On a successful save, the target takes half as much damage.
- **Ice Sheet** (2 psi). As an action, choose a point on the ground you can see within 60 feet of you. The ground in a 20-foot radius centered on that point becomes covered in ice for 10 minutes. It is difficult terrain, and any creature that moves more than 10 feet on it must succeed on a Dexterity saving throw or fall prone. If the surface is sloped, a creature that falls prone in the area immediately slides to the bottom of the slope.
- **Frozen Sanctuary** (3 psi). As a bonus action, you sheathe yourself with icy

resilience. You gain 20 temporary hit points.

- **Frozen Rain** (5 psi; conc., 1 min.). As an action, choose a point you can see within 120 feet of you. The air in a 20-foot-radius sphere centered on that point becomes deathly cold and saturated with moisture. Each creature in that area must make a Constitution saving throw. On a failed save, a target takes 6d6 cold damage, and its speed is reduced to 0 until your concentration ends. On a successful save, a target takes half as much damage. As an action, a target that has its speed reduced can end the effect early if it succeeds on a Athletics check with a DC equal to this effect's save DC. You can increase this effect's damage by 1d6 per each additional psi point spent on it.
- **Ice Barrier** (6 psi; conc., 10 min.). As an action, you create a wall of ice, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 10-foot section of the wall has AC 12 and 30 hit points. A creature that damages the wall with a melee attack takes cold damage equal to the damage the creature dealt to the wall.

- **Mastery of Light and**
Darkness: (Wu Jen Discipline)

You claim dominion over light and darkness with your mind.

- **Psychic Focus.** While focused on this discipline, natural and magical darkness within 30 feet of you has no effect on your vision.

- **Darkness** (1–7 psi). As an action, you create an area of magical darkness, which foils darkvision. Choose a spot you can see within 60 feet of you. Magical darkness radiates from that point in a sphere with a 10-foot radius per psi point spent on this ability. The light produced by spells of 2nd level or less is suppressed in this area.
- **Light** (2 psi; conc., 1 min.). As an action, an object you touch radiates light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until your concentration ends. Alternatively, a creature you touch radiates light in the same manner if it fails a Dexterity saving throw. While lit in this manner, it can't hide, and attack rolls against it gain advantage.
- **Shadow Beasts** (3 psi; conc., 1 min.). As an action, you cause two shadows to appear in unoccupied spaces you can see within 60 feet of you. The shadows last until your concentration ends, and they obey your verbal commands. In combat, roll for their initiative, and choose their behavior during their turns. When this effect ends, the shadows disappear. See the Monster Manual for their stat block.
- **Radiant Beam** (5 psi; conc., 1 min.). As an action, you project a beam of light at one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it takes 6d6 radiant damage and is blinded until your concentration ends. On a successful save, it takes half as much damage. A blinded target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase this effect's damage by 1d6 per each additional psi point spent on it.
- **Mastery of Water: (Wu Jen Discipline)** Your mind becomes one with elemental water, attuning your thoughts to its ebb and flow.
 - **Psychic Focus**. While focused on this discipline, you have a swimming speed equal to your walking speed, and you can breathe underwater.
 - **Desiccate** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make a Constitution saving throw, taking 1d10 necrotic damage per psi point spent on this ability, or half as much damage on a successful one.
 - **Watery Grasp** (2 psi). As an action, you unleash a wave that surges forth and then retreats to you like the rising tide. You create a wave in a 20-foot-by-20-foot square. At least some portion of the square's border must be within 5 feet of you. Any creature in that square must make a Strength saving throw. On a failed save, a target takes 2d6 bludgeoning damage, is knocked prone, and is pulled up to 10 feet closer to you. On a successful save, a target takes half as much damage. You can increase this ability's damage by 1d6 per additional psi point spent on it.
 - **Water Whip** (3 psi). As an action, you unleash a jet of water in a line that is 60 feet long and 5 feet wide. Each creature in the line must make a Strength saving throw, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. In addition, you can move each target that fails its saving throw to any unoccupied space touching the line. You can increase this ability's damage by 1d6 per additional psi point spent on it.

- **Water Breathing** (5 psi). As an action, you grant yourself and up to ten willing creatures you can see within 60 feet of you the ability to breathe underwater for the next 24 hours.
- **Water Sphere** (6 psi; conc., 1 min.). As an action, you cause a sphere of water to form around a creature. Choose one creature you can see within 60 feet of you. The target must make a Dexterity saving throw. On a failed save, it becomes trapped in the sphere of water until your concentration ends. While the target is trapped, its speed is halved, it suffers disadvantage on attack rolls, and it can't see anything more than 10 feet away from it. However, attack rolls against it also suffer disadvantage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one.
- **Animate Water** (7 psi; conc., 1 hr.). As an action, you cause a water elemental to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.
- **Mastery of Weather: (Wu Jen Discipline)** Your mind reaches into the sky, reshaping the stuff of storms to serve your needs.
 - **Psychic Focus.** While focused on this discipline, you have resistance to lightning and thunder damage.
 - **Cloud Steps** (1–7 psi; conc., 10 min.). As an action, you conjure forth clouds to create a solid, translucent staircase that lasts until your concentration ends. The stairs form a spiral that fills a 10-foot-by-10-foot area and reaches upward 20 feet per psi point spent.
 - **Hungry Lightning** (1–7 psi). As an action, you lash out at one creature you can see within 60 feet of you with tendrils of lightning. The target must make a Dexterity saving throw, with disadvantage if it's wearing heavy armor. The target takes 1d8 lightning damage per psi point spent on a failed save, or half as much damage on a successful one.
 - **Wall of Clouds** (2 psi; conc., 10 min.). As an action, you create a wall of clouds, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Creatures can pass through it without hindrance, but the wall blocks vision.
 - **Whirlwind** (2 psi). As an action, choose a point you can see within 60 feet of you. Winds howl in a 20-foot-radius sphere centered on that point. Each creature in the sphere must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be moved to an unoccupied space of your choice in the sphere. Any loose object in the sphere is moved to an unoccupied space of your choice within it if the object weighs no more than 100 pounds.
 - **Lightning Leap** (5 psi). As an action, you let loose a line of lightning that is 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6

lightning damage on a failed save, or half as much damage on a successful one. You can then teleport to an unoccupied space touched by the line. You can increase this ability's damage by 1d6 per additional psi point spent on it.

- **Wall of Thunder** (6 psi; conc., 10 min.). As an action, you create a wall of thunder, at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Every foot moved through the wall costs 1 extra foot of movement. When a creature moves into the wall's space for the first time on a turn or starts its turn there, that creature must succeed on a Strength saving throw, or it takes 6d6 thunder damage, is pushed in a straight line up to 30 feet away from the wall, and is knocked prone.
- **Thunder Clap** (7 psi). As an action, choose a point you can see within 60 feet of you. Thunder energy erupts in a 20-foot-radius sphere centered on that point. Each creature in that area must make Constitution saving throw. On a failed save, a target takes 8d6 thunder damage, and it is stunned until the end of your next turn. On a successful save, a target takes half as much damage.

- **Mastery of Wood and Earth:**
(Wu Jen Discipline) You attune your mind to seize control of wood and earth.

- **Psychic Focus.** While focused on this discipline, you have a +1 bonus to AC.
- **Animate Weapon** (1–7 psi). As an action, your mind seizes control of a

one-handed melee weapon you're holding. The weapon flies toward one creature you can see within 30 feet of you and makes a one-handed melee weapon attack against it, using your discipline attack modifier for the attack and damage rolls. On a hit, the weapon deals its normal damage, plus an extra 1d10 force damage per psi point spent on this ability. The weapon returns to your grasp after it attacks.

- **Warp Weapon** (2 psi). As an action, choose one nonmagical weapon held by one creature you can see within 60 feet of you. That creature must succeed on a Strength saving throw, or the chosen weapon can't be used to attack until the end of your next turn.
- **Warp Armor** (3 psi). As an action, choose a nonmagical suit of armor worn by one creature you can see within 60 feet of you. That creature must succeed on a Constitution saving throw, or the creature's AC becomes 10 + its Dexterity modifier until the end of your next turn.
- **Wall of Wood** (3 psi; conc., 1 hr.). As an action, you create a wall of wood at least one portion of which must be within 60 feet of you. The wall is 60 feet long, 15 feet high, and 1 foot thick. The wall lasts until your concentration ends. Each 5-foot wide section of the wall has AC 12 and 100 hit points. Breaking one section creates a 5-foot by 5-foot hole in it, but the wall otherwise remains intact.
- **Armored Form** (6 psi; conc., 1 min.). As a bonus action, you gain resistance to bludgeoning, piercing, and slashing damage, which lasts until your concentration ends.
- **Animate Earth** (7 psi; conc., 1 hr.). As an action, you cause an earth elemental

to appear in an unoccupied space you can see within 120 feet of you. The elemental lasts until your concentration ends, and it obeys your verbal commands. In combat, roll for its initiative, and choose its behavior during its turns. When this effect ends, the elemental disappears. See the Monster Manual for its stat block.

- **Nomadic Arrow: (Nomad Discipline)**

You imbue a ranged weapon with a strange semblance of sentience, allowing it to unerringly find its mark.

- **Psychic Focus.** While you are focused on this discipline, any attack roll you make for a ranged weapon attack ignores disadvantage. If disadvantage would normally apply to the roll, that roll also can't benefit from advantage.
- **Speed Dart** (1–7 psi). As a bonus action, you imbue one ranged weapon you hold with psionic power. The next attack you make with it that hits before the end of the current turn deals an extra 1d10 psychic damage per psi point spent.
- **Seeking Missile** (2 psi). As a reaction when you miss with a ranged weapon attack, you can repeat the attack roll against the same target.
- **Faithful Archer** (5 psi; conc., 1 min.). As a bonus action, you imbue a ranged weapon with a limited sentience. Until your concentration ends, you can make an extra attack with the weapon at the start of each of your turns (no action required). If it is a thrown weapon, it returns to your grasp each time you make any attack with it.

- **Nomadic Chameleon:**

- **(Nomad Discipline)**

You create a screen of psychic power that distorts your appearance, allowing you to blend into the background or even turn invisible.

- **Psychic Focus.** While focused on this discipline, you have advantage on Stealth checks.
- **Chameleon** (2 psi). As an action, you can attempt to hide even if you fail to meet the requirements needed to do so. At the end of the current turn, you remain hidden only if you then meet the normal requirements for hiding.
- **Step from Sight** (3 psi; conc., 1 min.). As a bonus action, cloak yourself from sight. You can target one additional creature for every additional psi point you spend on this ability. The added targets must be visible to you and within 60 feet of you. Each target turns invisible and remains so until your concentration ends or until immediately after it targets, damages, or otherwise affects any creature with an attack, a spell, or another ability.
- **Enduring Invisibility** (7 psi; conc., 1 min.). As a bonus action, you turn invisible and remain so until your concentration ends.

- **Nomadic Mind: (Nomad**

- **Discipline)**

You dispatch part of your psyche into the noosphere, the collective vista of minds and knowledge possessed by living things.

- **Psychic Focus.** Whenever you focus on this discipline, you choose one skill or tool and have proficiency with it until your focus ends. Alternatively, you gain

the ability to read and write one language of your choice until your focus ends.

- **Wandering Mind** (2–6 psi; conc., 10 min.). You enter a deep contemplation. If you concentrate for this option's full duration, you then gain proficiency with up to three of the following skills (one skill for every 2 psi points spent): Animal Handling, Arcana, History, Medicine, Nature, Performance, Religion, and Survival. The benefit lasts for 1 hour, no concentration required.
- **Find Creature** (2 psi; conc., 1 hr.). You cast your mind about for information about a specific creature. If you concentrate for this option's full duration, you then gain a general understanding of the creature's current location. You learn the region, city, town, village, or district where it is, pinpointing an area between 1 and 3 miles on a side (DM's choice). If the creature is on another plane of existence, you instead learn which plane.
- **Item Lore** (3 psi; conc., 1 hr.). You carefully study an item. If you concentrate for this option's full duration while remaining within 5 feet of the item, you then gain the benefits of an identify spell cast on that item.
- **Psychic Speech** (5 psi). As an action, you attune your mind to the psychic imprint of all language. For 1 hour, you gain the ability to understand any language you hear or attempt to read. In addition, when you speak, all creatures that can understand a language understand what you say, regardless of what language you use.
- **Wandering Eye** (6 psi; conc., 1 hr.). As an action, you create a psychic sensor within 60 feet of you. The sensor lasts

until your concentration ends. The sensor is invisible and hovers in the air. You mentally receive visual information from it, which has normal vision and darkvision with a range of 60 feet. The sensor can look in all directions. As an action, you can move the sensor up to 30 feet in any direction. There is no limit to how far away from you the eye can move, but it can't enter another plane of existence. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

- **Phasing Eye** (7 psi; conc., 1 hr.). As Wandering Eye above, except the eye can move through solid objects but can't end its movement in one. If it does so, the effect immediately ends.

- **Nomadic Step: (Nomad Discipline)**

You exert your mind on the area around you, twisting the intraplanar pathways you perceive to allow instantaneous travel.

- **Psychic Focus.** After you teleport on your turn while focused on this discipline, your walking speed increases by 10 feet until the end of the turn, as you are propelled by the magic of your teleportation. You can receive this increase only once per turn.
- **Step of a Dozen Paces** (1–7 psi). If you haven't moved yet on your turn, you take a bonus action to teleport up to 20 feet per psi point spent to an unoccupied space you can see, and your speed is reduced to 0 until the end of the turn.
- **Nomadic Anchor** (1 psi). As an action, you create an invisible, intangible teleportation anchor in a 5-foot cube

you can see within 120 feet of you. For the next 8 hours, whenever you use this psionic discipline to teleport, you can instead teleport to the anchor, even if you can't see it, but it must be within range of the teleportation ability.

- **Defensive Step** (2 psi). When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against that attack, possibly turning it into a miss. You then teleport up to 10 feet to an unoccupied space you can see.
- **There and Back Again** (2 psi). As a bonus action, you teleport up to 20 feet to an unoccupied space you can see and then move up to half your speed. At the end of your turn, you can teleport back to the spot you occupied before teleporting, unless it is now occupied or on a different plane of existence.
- **Transposition** (3 psi). If you haven't moved yet on your turn, choose an ally you can see within 60 feet of you. As a bonus action, you and that creature teleport, swapping places, and your speed is reduced to 0 until the end of the turn. This ability fails and is wasted if either of you can't fit in the destination space.
- **Baleful Transposition** (5 psi). As an action, choose one creature you can see within 120 feet of you. That creature must make a Wisdom saving throw. On a failed save, you and that creature teleport, swapping places. This ability fails and is wasted if either of you can't fit in the destination space.
- **Phantom Caravan** (6 psi). As an action, you and up to six willing creatures of your choice that you can see within 60 feet of you teleport up to 1 mile to a spot you can see. If there isn't an open

space for all the targets to occupy at the arrival point, this ability fails and is wasted.

- **Nomad's Gate** (7 psi; conc., 1 hr.). As an action, you create a 5-foot cube of dim, gray light within 5 feet of you. You create an identical cube at any point of your choice within 1 mile that you have viewed within the past 24 hours. Until your concentration ends, anyone entering one of the cubes immediately teleports to the other one, appearing in an unoccupied space next to it. The teleportation fails if there is no space for the creature to appear in.

- **Precognition: (Awakened Discipline)**

By analyzing information around you, from subtle hints to seemingly disconnected facts, you learn to weave a string of probabilities in an instant that gives you extraordinary insights.

- **Psychic Focus**. While focused on this discipline, you have advantage on initiative rolls.
- **Precognitive Hunch** (2 psi; conc., 1 min.). As a bonus action, you open yourself to receive momentary insights that improve your odds of success; until your concentration ends, whenever you make an attack roll, a saving throw, or an ability check, you roll a d4 and add it to the total.
- **All-Around Sight** (3 psi). In response to an attack hitting you, you can use your reaction to impose disadvantage on that attack roll, possibly causing it to miss.
- **Danger Sense** (5 psi; conc., 8 hr.). As an action, you create a psychic model of reality in your mind and set it to show

you a few seconds into the future. Until your concentration ends, you can't be surprised, attack rolls against you can't gain advantage, and you gain a +10 bonus to initiative.

- **Victory Before Battle** (7 psi). When you roll initiative, you can use this ability to grant yourself and up to five creatures of your choice within 60 feet of you a +10 bonus to initiative.
- **Psionic Restoration: (Immortal Discipline)** You wield psionic energy to cure wounds and restore health to yourself and others.
 - **Psychic Focus.** While focused on this discipline, you can use a bonus action to touch a creature that has 0 hit points and stabilize it.
 - **Mend Wounds** (1–7 psi). As an action, you can spend psi points to restore hit points to one creature you touch. The creature regains 1d8 hit points per psi point spent.
 - **Restore Health** (3 psi). As an action, you touch one creature and remove one of the following conditions from it: blinded, deafened, paralyzed, or poisoned. Alternatively, you remove one disease from the creature.
 - **Restore Life** (5 psi). As an action, you touch one creature that has died within the last minute. The creature returns to life with 1 hit point. This ability can't return to life a creature that has died of old age, nor can it restore a creature missing any vital body parts.
 - **Restore Vigor** (7 psi). As an action, you can touch one creature and choose one of the following: remove any reductions to one of its ability scores, remove one effect that reduces its hit

point maximum, or reduce its exhaustion level by one.

- **Psionic Weapon: (Immortal Discipline)** You have learned how to channel psionic energy into your attacks, lending them devastating power.
 - **Psychic Focus.** Whenever you focus on this discipline, choose one weapon you're holding or your unarmed strike. When you attack with it while focused on this discipline, its damage is psychic and magical, rather than its normal damage type. Until you reach 6th level as a mystic, you don't add your Strength or Dexterity modifier to the psychic attack's damage rolls.
 - **Ethereal Weapon** (1 psi). As a bonus action, you temporarily transform one weapon you're holding or your unarmed strike into pure psionic energy. The next attack you make with it before the end of your turn ignores the target's armor, requiring no attack roll. Instead, the target makes a Dexterity saving throw against this discipline. On a failed save, the target takes the attack's normal damage and suffers its additional effects. On a successful save, the target takes half damage from the attack but suffers no additional effects that would normally be imposed on a hit.
 - **Lethal Strike** (1–7 psi). As a bonus action, you imbue a weapon you're holding or your unarmed strike with psychic energy. The next time you hit with it before the end of your turn, it deals an extra 1d10 psychic damage per psi point spent.

- **Augmented Weapon** (5 psi; conc., 10 min.). As a bonus action, touch one simple or martial weapon. Until your concentration ends, that weapon becomes a magic weapon with a +3 bonus to its attack and damage rolls.
- **Psychic Assault: (Awakened Discipline)** You wield your mind like a weapon, unleashing salvos of psionic energy.
 - **Psychic Focus.** While focused on this discipline, you gain a +2 bonus to damage rolls with psionic talents that deal psychic damage.
 - **Psionic Blast** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target takes 1d8 psychic damage per psi point spent on this ability.
 - **Ego Whip** (3 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 3d8 psychic damage, and it is filled with self-doubt, leaving it able to use its action on its next turn only to take the Dodge, Disengage, or Hide action. On a successful saving throw, it takes half as much damage.
 - **Id Insinuation** (5 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, the creature takes 5d8 psychic damage, and it goes into a fury, as its id runs rampant. On its next turn, it can use its action only to take the Dodge or Attack action. On a successful save, it takes half as much damage.
- **Psychic Blast** (6 psi). As an action, you unleash devastating psychic energy in a 60-foot cone. Each creature in that area must make an Intelligence saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one. You can increase the damage by 2d8 if you spend 1 more psi point on this ability.
- **Psychic Crush** (7 psi). As an action, you create a 20-foot cube of psychic energy within 120 feet of you. Each creature in that area must make an Intelligence saving throw. On a failed save, a target takes 8d8 psychic damage and is stunned until the end of your next turn. On a successful save, a target takes half as much damage.
- **Psychic Disruption: (Awakened Discipline)** You create psychic static that disrupts other creatures' ability to think clearly.
 - **Psychic Focus.** While focused on this discipline, you have advantage on Deception checks.
 - **Distracting Haze** (1–7 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. That creature just make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and can't see anything more than 10 feet from it until your concentration ends. On a successful save, it takes half as much damage.
 - **Daze** (3 psi). As an action, choose one creature you can see within 60 feet of you. That creature must make an Intelligence saving throw. On a failed save, the target is incapacitated until

the end of your next turn or until it takes any damage.

- **Mind Storm** (5 psi). As an action, choose a point you can see within 60 feet of you. Each creature in a 20-foot-radius sphere centered on that point must make a Wisdom saving throw. On a failed save, a target takes 6d8 psychic damage and suffers disadvantage on all saving throws until the end of your next turn. On a successful save, a creature takes half as much damage. You can increase the damage by 1d6 per additional psi point spent on this ability.
- **Psychic Inquisition:**
(Awakened Discipline) You reach into a creature's mind to uncover information or plant ideas within it.
 - **Psychic Focus.** While focused on this discipline, you know when a creature communicating with you via telepathy is lying.
 - **Hammer of Inquisition** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and suffers disadvantage on its next Wisdom saving throw before the end of your next turn. On a successful save, it takes half as much damage.
 - **Forceful Query** (2 psi). As an action, you ask a question of one creature that can see and hear you within 30 feet of you. The question must be phrased so that it can be answered with a yes or no, otherwise this ability fails. The target must succeed on a Wisdom saving throw, or it replies with a truthful

answer. A creature is immune to this ability if it is immune to being charmed.

- **Ransack Mind** (5 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you learn information from it based on the number of saving throws it fails. With one failed saving throw, you learn its key memories from the past 12 hours. With two failed saving throws, you learn its key memories from the past 24 hours. With three failed saving throws, you learn its key memories from the past 48 hours.
- **Phantom Idea** (6 psi; conc., 1 hr.). While you concentrate on this ability, you probe one creature's mind. The creature must remain within 30 feet of you, and you must be able to see it. If you reach the ability's full duration, the target must make three Intelligence saving throws, and you plant a memory or an idea in it, which lasts for a number of hours based on the number of saving throws it fails. You choose whether the idea or memory is trivial (such as "I had porridge for breakfast" or "Ale is the worst") or personality-defining ("I failed to save my village from orc marauders and am therefore a coward" or "Magic is a scourge, so I renounce it"). With one failed saving throw, the idea or memory lasts for the next 4 hours. With two failed saving throws, it lasts for 24 hours. With three failed saving throws, it lasts for 48 hours.

- **Psychic Phantoms:**

- **(Awakened Discipline)**

Your power reaches into a creature's mind and causes it false perceptions.

- **Psychic Focus.** While focused on this discipline, you have advantage on Deception checks.
- **Distracting Figment** (1–7 psi). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it takes 1d10 psychic damage per psi point spent and thinks it perceives a threatening creature just out of its sight; until the end of your next turn, it can't use reactions, and melee attack rolls against it have advantage. On a successful save, it takes half as much damage.
- **Phantom Foe** (3 psi; conc., 1 min.). As an action, choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, it perceives a horrid creature adjacent to it until your concentration ends. During this time, the target can't take reactions, and it takes 1d8 psychic damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can increase the damage by 1d8 for each additional psi point spent on the ability.
- **Phantom Betrayal** (5 psi; conc., 1 min.). As an action, you plant delusional paranoia in a creature's mind. Choose one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or until your concentration ends, it must target its allies with attacks and other damaging

effects. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

- **Phantom Riches** (7 psi; conc., 1 min.). As an action, you plant the phantom of a greatly desired object in a creature's mind. Choose one creature you can see within 60 feet of you. The target must make an Intelligence saving throw. On a failed save, you gain partial control over the target's behavior until your concentration ends; the target moves as you wish on each of its turns, as it thinks it pursues the phantom object it desires. If it hasn't taken damage since its last turn, it can use its action only to admire the object you created in its perception. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Telepathic Contact:**

- **(Awakened Discipline)**

By channeling psionic power, you gain the ability to control other creatures by substituting your will for their own.

- **Psychic Focus.** While focused on this discipline, you gain the ability to use your Telepathy class feature with up to six creatures at once. If you don't have that feature from the mystic class, you instead gain it while focused on this discipline.
- **Exacting Query** (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target truthfully answers one question you

ask it via telepathy. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.

- **Occluded Mind** (2 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, the target believes one statement of your choice for the next 5 minutes that you communicate to it via telepathy. The statement can be up to ten words long, and it must describe you or a creature or an object the target can see. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.
- **Broken Will** (5 psi). As an action, you target one creature you can communicate with via telepathy. The target must make an Intelligence saving throw. On a failed save, you choose the target's movement and action on its next turn. On a successful save, the target is unaffected, and you can't use this ability on it again until you finish a long rest. A creature is immune to this ability if it is immune to being charmed.
- **Psychic Grip** (6 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or it is paralyzed until your concentration ends. At the end of each of its turns, it can repeat the saving throw. On a success, this effect ends. On a failure, you can use your reactions to force the target to move up to half its speed, even though it's paralyzed.

- **Psychic Domination** (7 psi; conc., 1 min.). As an action, you target one creature you can see within 60 feet of you. The target must succeed on an Intelligence saving throw, or you choose the creature's actions and movement on its turns until your concentration ends. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success. A creature is immune to this ability if it is immune to being charmed.

- **Third Eye: (Nomad Discipline)**

You create a third, psychic eye in your mind, which you cast out into the world. It channels thoughts and knowledge back to you, greatly enhancing your senses.

- **Psychic Focus**. While focused on this discipline, you have darkvision with a range of 60 feet. If you already have darkvision with that range or greater, increase its range by 10 feet.
- **Tremorsense** (2 psi; conc., 1 min.): As a bonus action, you gain tremorsense with a radius of 30 feet, which lasts until your concentration ends.
- **Unwavering Eye** (2 psi): As a bonus action, you gain advantage on Wisdom checks for 1 minute.
- **Piercing Sight** (3 psi; conc., 1 min.): As a bonus action, you gain the ability to see through objects that are up to 1 foot thick within 30 feet of you. This sight lasts until your concentration ends.
- **Truesight** (5 psi; conc., 1 min.): As a bonus action, you gain truesight with a radius of 30 feet, which lasts until your concentration ends.



Blood Hunter (CR):

- **Hit Points**
 - **Hit Dice:** 1d10 per Blood Hunter level
 - **Hit Points at 1st level:** 10 + Con Modifier
 - **Hit Points at Higher Levels:** 1d10 + Con Modifier per Blood Hunter level after 1st
- **Proficiencies**
 - **Armor:** Light and Medium armor
 - **Weapons:** Simple and Martial weapons
 - **Tools:** Alchemist's Supplies
 - **Saving Throws:** Strength, Wisdom
 - **Skills:** Choose two from Athletics, Acrobatics, Arcana, Insight, Investigation, and Survival
- **Equipment**
 - (a) a martial weapon or (b) two simple weapons
 - (a) a light crossbow or (b) hand crossbow
 - (a) studded leather armor or (b) scale mail armor
 - an explorer's pack
- **Level 1**
 - +2 Proficiency Bonus
 - **Hunter's Bane:** You have advantage on Survival checks to track Fey, Fiends, and Undead, as well as on Intelligence checks to recall information about them. If you are actively tracking one of these creature types, you cannot be surprised by any creatures of that type. You can only be tracking one type of creature at a time using this feature.
 - **Crimson Rite:** As a bonus action, you imbue a single weapon with the elemental energy of a known rite for up to 8 hours. While active, attacks from this weapon deal an additional 1d4 rite damage of the chosen elemental type.

Rite damage is considered magical. The rite damage die changes as you gain blood hunter levels. Should your weapon leave your grip, the rite fades immediately. An active rite on a thrown weapon fades directly after the attack is complete. When a crimson rite is activated, it reduces your maximum hit points by a number equal to your character level. These lost maximum hit points return once the rite fades and cannot be restored otherwise. When a rite fades, no hit points are regained as part of the restoring of maximum hit points. Crimson rite can be used on multiple weapons, costing additional hit point loss per weapon. Double-sided weapons can have one rite per side. You can have a rite fade away with no action required. You gain access to one Primal Rite:

- **Rite of the Flame:** Fire Damage
- **Rite of the Frozen:** Cold Damage
- **Rite of the Storm:** Lightning Damage

- **Level 2**

- **Fighting Style:** You adopt a particular style of fighting as your specialty:
 - **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
 - **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
 - **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-

handed or versatile property for you to gain this benefit.

- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

- **Level 3**

- **Blood Hunter Order:** Choose a Subclass.
- Sneak Attack die becomes 2d6

- **Level 4**

- Ability Score Improvement or Choice of Feat

- **Level 5**

- +3 Proficiency Bonus
- **Extra Attack:** When you take the attack action, you can instead attack twice.

- **Level 6**

- **Blood Maledict:** You gain two blood curses of your choice. When you use your Blood Maledict, you choose which curse to invoke. After you use this feature to invoke two blood curses, you must then finish a rest to use your Blood Maledict to invoke your two blood curses again. When you finish a short or long rest, you regain your expended uses.
- **Blood Curse Options:** While invoking a blood curse, but before it affects the target, you may choose to amplify the curse by suffering damage equal to your crimson rite damage die. An amplified curse gains an additional effect. Creatures that do not have blood in their bodies are immune to blood curses.
 - **Blood Curse of Binding:** As a bonus action, you can attempt to bind an enemy no more than one size

larger than you within 30 feet. The target must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or have their speed reduced to 0 until the beginning of your next turn.

- **Amplify:** This curse becomes ongoing, and can affect a creature no more than two sizes larger than you. At the end of each of its turns, the cursed can make another Strength saving throw. On a success, this curse ends. You can end the curse whenever you like (no action required)
- **Blood Curse of the Eyeless:** As a bonus action, you can cloud the vision of a creature within 30 feet, imposing disadvantage on their next attack.
 - **Amplify:** The cursed suffers disadvantage on all of their attacks until the beginning of your next turn.
- **Blood Curse of the Fallen Puppet:** The moment a creature falls unconscious or dies within 30 feet of you, you can use your reaction to have that creature immediately make a single weapon attack against a target of your choice within its attack range. After the attack, the creature returns to being unconscious or dead.
 - **Amplify:** You grant a bonus to the attack roll and damage roll of the cursed creature's attack equal to your Wisdom modifier.
- **Blood Curse of the Fending Rite:** When an enemy casts a spell, you can use your reaction to deflect the spell with your crimson rite.

You gain a bonus to the initial saving throw against that spell equal to your Wisdom modifier. This curse is invoked before the saving throw is rolled.

- **Amplify:** You grant all allies within 5 feet of you this bonus to their saving throw against the triggering spell as well.
- **Blood Curse of the Marked:** As a bonus action, you can mark an enemy within 30 feet. Until the end of your turn, all crimson rite damage you deal to the target is doubled.
 - **Amplify:** You cause the marked target to also lose resistance to your rite damage type until the beginning of your next turn.
- **Blood Curse of Mutual Suffering:** As a bonus action, you can link to a creature within 30 feet, forcing them to share in any pain they inflict upon you. Each time the cursed creature damages you, this curse deals necrotic damage to the cursed creature equal to half of the damage you suffered. This curse lasts for a number of rounds equal to your Wisdom modifier
 - **Amplify:** You double the duration of this curse, and this curse's damage ignores Necrotic resistance.
- **Blood Curse of Spell Sunder:** When an enemy casts a spell within 30 feet that requires a spell attack roll and targets you, you can use your reaction to rend the spell from the air, imposing disadvantage on the spell attack roll.
 - **Amplify:** You make a Wisdom ability check. The DC equals 10 + the spell's level. On a success,

the creature's spell is dispelled entirely.

- **Blood Curse of the Transfusion:** As a bonus action, you take 2d6 damage, and a living creature you choose within 30 feet regains a number of hit points equal to that amount plus your Wisdom modifier. This damage increases to 3d6 at 11th level, and 4d6 at 17th level.
- **Amplify:** Your target regains additional hit points equal to twice the damage you took to amplify this blood curse.
- **Crimson Rite:** Choose an additional Primal Rite.
- **Level 7**
 - Subclass Feature
- **Level 8**
 - Ability Score Improvement or Choice of Feat
- **Level 9**
 - +4 Proficiency Bonus
 - **Grim Psychometry:** You can take 10 minutes to meditate on an object to discern vague details regarding any lingering evil or wicked past surrounding it. Make a Wisdom ability check. Based on the result, the DM may reveal obscure information about dark events that may have previously surrounded the object, or hints toward a sinister purpose. This feature has no effect on objects untouched by evil.
- **Level 10**
 - Subclass Feature
 - Gain another blood curse.
- **Level 11**
 - **Dark Velocity:** While in dim light or darkness, your speed increases by 10 feet and opportunity attacks against you have disadvantage.
 - **Crimson Rite:** Choose an additional Primal Rite.
 - **(Improved) Blood Maledict:** You can now use your Blood Maledict three times before each rest.
- **Level 12**
 - Ability Score Improvement or Choice of Feat
- **Level 13**
 - Subclass Feature
 - +5 Proficiency Bonus
 - Sneak Attack die becomes 7d6
- **Level 14**
 - **Hardened Soul:** You can no longer become frightened, and you have advantage on saving throws against magical Charm effects.
 - **Esoteric Rite:** You gain one of the following types of Esoteric Rites that can be used with your Crimson Rite:
 - **Rite of the Road:** Thunder Damage
 - **Rite of the Oracle:** Psychic Damage
 - **Rite of the Dead:** Necrotic Damage
 - Gain another blood curse.
- **Level 15**
 - Subclass Feature
- **Level 16**
 - Ability Score Improvement or Choice of Feat
- **Level 17**
 - +6 Proficiency Bonus

- **Enduring Form:** While you are unconscious, you can spend two hit dice to reroll a death saving throw once per turn.
- **(Superior) Blood Maledict:** You can now use your Blood Maledict four times before each rest.
- **Level 18**
 - Subclass Feature
 - Gain another blood curse.
- **Level 19**
 - Ability Score Improvement or Choice of Feat
- **Level 20**
 - **Sanguine Mastery:** When you have an active crimson rite, you no longer reduce your maximum hit points and you take no damage when amplifying blood curses. In addition, when you are below one fourth of your current maximum hit points and conscious, all of your crimson rite damage dice are maximized.
- **Level 7**
 - **Hallowed Veins:** Your blood curses can now affect any creature, regardless of their form or lack of blood.
- **Level 10**
 - **Supernal Surge:** At the beginning of your turn you can allow your body to take on a swift, ghostly form. Use of this feature costs no action. This effect lasts a number of rounds equal to your Wisdom modifier. While this surge lasts, you can make a single weapon attack as a bonus action on each of your turns. In addition, you become spectral for the duration, allowing you to move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. If this surge ends while you are inside an object, 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 moved. Once you use this feature, you must finish a rest before you can use it again.
 - **(Improved) Rite of the Dawn:** Any creature you hit with your Rite of the Dawn is treated as an Undead creature, for the purpose of additional damage.

Subclasses:

Order of the Ghostlayer (CR):

- **Level 3**
 - **Rite of the Dawn:** You learn the esoteric rite of the dawn. When used with your crimson rite, your damage becomes radiant. Also, if you hit an Undead creature with your Rite of the Dawn, it suffers additional radiant damage equal to your Wisdom modifier.
- **Level 15**
 - **Gravesight:** You can see in normal darkness, as well as see invisible creatures and objects, up to 60 feet.
- **Level 18**
 - **Vengeful Spirit:** Whenever your hit points drop to 0, you can choose to let your soul emerge from your body to fight on. Your body remains unconscious and subject to death saving throws per normal. At the

beginning of your next turn, you manifest a spirit form in your space that picks up your weapons and continues fighting on, acting on your turn and every one of your subsequent turns under your control. Your spirit form can move through other creatures and objects as if they were difficult terrain. This form is immune to all non-magical damage. Your spirit form can only make the Move, Attack, Bonus (offhand attack), and Bonus (Crimson Rite) actions on your turn. If your spirit form takes any damage, it immediately vanishes. If your body dies, your spirit form vanishes. If you regain any hit points, your spirit form vanishes. If your spirit form vanishes, it drops your weapons in its space.

Order of the Lycan (CR):

- **Level 3**

- **Heightened Senses:** You gain advantage on any Perception checks that rely on hearing or smell.
- **Hybrid Animal:** Choose an animal that will become your variation of your lycanthropy. (i.e. wolf, bear, tiger, boar, rat, goat, etc.)
- **Hybrid Transformation:** You begin to learn to control the lycanthropic curse that flows through your blood. As an action, you can transform into your hybrid form. This form lasts for 10 minutes. You can speak, use equipment, and wear armor in this form. You can revert to your normal form earlier by using an action on your turn. You automatically revert to your normal form if you fall unconscious,

drop to 0 hit points, or die. You can use this feature twice and regain any expended uses when you finish a rest. While you are transformed, you gain the following features:

- **Feral Might:** You gain a bonus to melee damage rolls equal to half your proficiency bonus. You also have advantage on Strength checks and Strength saving throws.
- **Resilient Hide:** You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered. While you are not wearing heavy armor, you gain a +1 bonus to your AC.
- **Predatory Strikes:** Your unarmed strikes deal 1d6 damage and are considered a single weapon in regards to your crimson rite feature. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes. When you use the Attack action with an unarmed strike, you can make another unarmed strike as a bonus action. Your claws damage die increases to 1d8 at 11th level, and 1d10 at 18th level.
- **Cursed Weakness:** You have vulnerability to damage from silvered weapons.
- **Bloodlust:** At the start of your turn, if you've taken any damage since the beginning of your last turn, you must make a Wisdom saving throw to maintain control. The DC equals 10, or 15 if you have no more than half of your hit points left. On a failed save, you must move directly towards the nearest creature to you and use the Attack action against that creature. If there is more than one

possible target, the DM chooses the target. Your turn immediately ends, and you regain control. If you are under an effect that prevents you from concentrating, you automatically fail this saving throw.

- **Level 7**

- **Stalker's Prowess:** Your speed increases by 10 feet. You also can add 10 feet to your long jump distance and 3 feet to your high jump distance.
- **(Improved) Predatory Strikes:** When you have an active rite while in your hybrid form, your unarmed strikes are considered magical for the purpose of overcoming resistance and immunity.

- **Level 11**

- **Advanced Transformation:** You can now transform into your hybrid form as a bonus action, and your hybrid transformation now lasts for up to 30 minutes.
- **(Improved) Resilient Hide:** While you have an active crimson rite, you gain resistance to the damage type of your chosen rite.
- **Feral Precision:** While in your hybrid form, you gain a +2 bonus to melee attack rolls made with your unarmed strikes.

- **Level 15**

- **Iron Volition:** Whenever you make a Wisdom saving throw to maintain control of your hybrid form, you do so with advantage.
- **Pack Hunter:** While in your hybrid form, you have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

- **Level 18**

- **Hybrid Transformation Mastery:** You can now use your hybrid transformation feature three times between rests. You also gain the Blood Curse of the Howl for your blood maledict feature. This does not count against your blood curses known.
- **Blood Curse of the Howl:** As an action, you howl at a creature within 30 feet. If the target creature can hear you, they must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier) or be stunned until the end of your next turn.
 - **Amplify:** This curse affects every creature within 15 feet of you.

Order of the Mutant (CR):

- **Level 3**

- **Mutagen Craft:** During a rest, you can concoct a single mutagen. Consuming a single mutagen requires a bonus action, and the effects and side effects last until you take a rest to meditate and flush the toxins from your system. Mutagens have no effect on large or larger creatures, and only impart the side effects on other medium or smaller creatures that drink the entire mutagen. They are also untable by nature, losing their potency over time and becoming inert if not swallowed before you finish your next rest.
- **Mutation Score:** Your blood hunter level divided by 4, rounded up.
- **Formulas:** You learn three mutagen formulas of your choice.
 - **Celerity:** Your Dexterity score increases by an amount equal to

your mutation score, as does your Dexterity maximum.

- ❖ **Side Effect:** Your Wisdom score decreases by an amount equal to your mutation score.
- **Conversant:** You gain advantage on Intelligence ability checks.
- ❖ **Side Effect:** You have disadvantage on Charisma ability checks.
- **Impermeable:** You gain resistance to piercing damage.
- ❖ **Side Effect:** You gain vulnerability to slashing damage.
- **Mobility:** You gain immunity to the grappled and restrained conditions. At 10th level, you also are immune to the paralyzed condition.
- ❖ **Side Effect:** You gain a penalty to initiative equal to 2 times your mutation score.
- **Nighteye:** You gain darkvision for up to 60 feet. If you already have darkvision, this increases its range by 60.
- ❖ **Side Effect:** You gain sunlight sensitivity.
- **Potency:** Your Strength score increases by an amount equal to your mutation score, as does your Strength maximum.
- ❖ **Side Effect:** Your Dexterity score decreases by an amount equal to your mutation score.
- **Rapidity:** Your speed increases by 10 feet. At 15th level, your speed increases by 15ft. instead.
- ❖ **Side Effect:** Attack rolls made against you are considered a critical hit on a roll of 19-20.
- **Sagacity:** Your Wisdom score increases by an amount equal to

your mutation score, as does your Wisdom maximum.

- ❖ **Side Effect:** Your armor class is reduced by an amount equal to your mutation score.
 - **Shielded:** You gain resistance to slashing damage.
 - ❖ **Side Effect:** You gain vulnerability to bludgeoning damage.
 - **Unbreakable:** You gain resistance to bludgeoning damage.
 - ❖ **Side Effect:** You gain vulnerability to piercing damage.
 - **Wariness:** You gain a bonus to initiative equal to 2 times your mutation score.
 - ❖ **Side Effect:** You have disadvantage on Perception checks.
- **Level 7**
 - **Advanced Mutagen Craft:** During your rests, you can create two mutagens. Both must be of different formulas, and can be ingested with overlapping effects that last until you finish your next rest. At 15th level, you can now create three mutagens during your rests.
 - **New Formula:** You choose another mutagen formula to learn, in addition you may replace one formula you know with one that you do not.
 - **Additional Formula Options:**
 - **Precision:** Your weapon attacks score a critical hit on a roll of 19-20. At 15th level, you score a critical hit on an 18-20.
 - ❖ **Side Effect:** All healing you receive is halved.
 - **Reconstruction:** While conscious, you regenerate hit points equal to

2 times your mutations score at the start of your turn as long as you are above 0 hit points.

- ❖ **Side Effect:** Your speed decreases by 10 ft.

- **Level 10**

- **Robust Physiology:** You gain immunity to poison damage and the poisoned condition.
- **New Formula:** You choose another mutagen formula to learn, in addition you may replace one formula you know with one that you do not.
- **Additional Formula Options:**
 - **Aether:** You gain a flying speed of 20 feet.
 - ❖ **Side Effect:** You have disadvantage on all Strength and Dexterity ability checks.
 - **Cruelty:** Once per turn, when you take the attack action, you can make one additional attack, this stacks on with your Extra Attack feature.
 - ❖ **Side Effect:** You have disadvantage on all saving throws.

- **Level 15**

- **Strange Metabolism:** Upon imbibing a mutagen, you can choose to ignore the side effect of that mutagen for the duration. Once you use this feature, you must finish a rest before you can use it again.
- **New Formula:** You choose another mutagen formula to learn, in addition you may replace one formula you know with one that you do not.

- **Level 18**

- **Exalted Mutation:** Choose one of your known mutagen formulas. You gain the

benefits and side effects of this mutagen permanently, at all times. This effect cannot be altered or ignored by your strange metabolism feature. You cannot change this choice of formula after this feature is acquired.

- **New Formula:** You choose another mutagen formula to learn, in addition you may replace one formula you know with one that you do not.