**DnD Character Build/Abilities**

**Known Races**

* Humans
* Elves2M
* Dwarves\*1
* Gnomes\*M
* Halflings\*
* Orcs1
* Goblin\*
* Fauns2M
* Fairy Folk2M
* Half Human/Variant
* DragonbornM
* Demon Races/TieflingsM

Notes:

Races marked with \* have 50% decrease in movement but have 80% sneak increase due to size.

Races marked with 1 have 2pt increase of strength.

Races marked with 2 have an increase in speed of 5 feet.

Races marked with M have a higher affinity with magic giving additional intelligence of 3pts

Dragonborns have ability to breathe acid or fire.

Life span of Elves, Satyrs, Fairy Folk, Dragonborns, and Demon Races average 500 years.

Half Humans gain 1.5×100 towards life span for any of the above.

Half Human can gain traits from most of the other races except the movement penalty.

All others races gain life span of 100 years.

**Classes**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Type** | **Dice**  **Type** | **Ability Attribute** | **Proficiencies** | **Armor Type** | **Weapons** |
| Barbarian | D12 | Strength | Strength/Constitution | Light/Medium | All |
| Cleric | D8 | Wisdom | Wisdom/Charisma | Light/Medium | Simple |
| Bard | D8 | Charisma | Dexterity/Charisma | Light | Simple/Light |
| Fighter | D10 | Strength/Dexterity | Strength/Constitution | All | All |
| Monk | D8 | Dexterity/Wisdom | Strength/Dexterity | Light/Medium | Simple/Unarmed |
| Knight | D10 | Strength/Charisma | Strength/Charisma | All | Simple/Martial |
| Ranger | D10 | Dexterity/Wisdom | Strength/Dexterity | Light/Medium | All |
| Magician | D8 | Intelligence/Charisma | Intelligence/Wisdom | Light/Medium | Simple/Light |
| Rogue | D8 | Dexterity | Dexterity/Intelligence | Light | Simple/Light |

**Jobs**

Jobs are specialized rolls using a combination of the different classes on your journey as a group, this chart will help specify.

|  |  |  |
| --- | --- | --- |
| **Job Type** | **Details** | **Primary Classes** |
| Paladin | Defend and support allies | Knight/Cleric |
| Dark Knight | Defend and use offensive magic | Knight/Magician |
| Warrior Monk | Move quickly and deal massive damage | Monk/Fighter |
| Wizard | Casting Spells that deal massive damage | Magician |
| War Medic | Able to fight while providing support | Fighter/Cleric |
| Assassin | Dealing lethal damage on one opponent | Rogue/Monk/Ranger |
| Healer | Mainly focus on healing all party members | Cleric |
| Night Blade/Mage Assassin | Using magic to confuse and assassinate | Rogue/Magician |
| Battle Mage | Use of weapons or spells to fight opponents | Fighter/Magician |
| Red Mage | Use of both defensive and offensive spells | Cleric/Magician |
| Hunter | Using tactics and skillful fighting | Fighter/Ranger |
| Berserker | Using Sprit and Strength to fight till death | Monk/Barbarian |
| Primal Warrior | Using spirit animals to aid your strength | Barbarian/Monk |
| Druid/Shaman | Healer of the old ways in nature with the ability to speak to animals and spirits. | Cleric/Monk |
| Wanderer/Wayfarer | Jack of Trades to fill roles | Ranger/Bard |
| Warlock | Use of powerful magic with a blood price towards an entity | Magician |
| Saboteur | Use of spells to sabotage enemies | Bard/Magician |
| Herald | Traveler of faith and charm able to buff and heal others | Bard/Cleric |

**Class Ability Levels**

**Barbarian:**

|  |  |  |
| --- | --- | --- |
| **Level** | **Ability** | **Description** |
| 1 | Rage | Gain additional damage by 5 pts +1pt per level gained, resistance to damage by 5 pts + 1pt per level gained for that turn only. After Rage subsides, lose movement speed by 10ft from exhaustion for the battle. (OPR) |
| 2 | Unarmored Defense | While wearing little to no armor gain armor of 10 + constitution proficiency. (OPR) |
| 3 | Double Attack | During attack phase, you can make another second attack. |
| 4 | Charge | You rush forward 5ft knocking down 3 enemies at most who have strength equal to or lower than yours. (OPR) |
| 5 | Disarming Blow | You can disarm opponent weapon or shield by rolling a Strength check + Strength proficiency.(OPR) |
| 6 | Berserk Spin | Swinging your weapon around you hit all enemies around you first enemy takes your dice + strength proficiency and the rest take damage to your strength. (OPR) |
| 7 | Weapon Smash | Slam down your weapon and create a shock wave stunning up to 3 enemies within 5ft of you. (OPR) |
| 8 | Relentless Rage | Gain rage ability for the battle until player is unconscious or player chooses to end it. |
| 9 | Second Chance | When you take fatal damage, you can make a d20 dice throw and if above 8 your health drops to 1 instead of 0. (OPD) |
| 10 | Blood Lust | When activated if you land a killing blow on an enemy, you gain 2 health pts and 10ft movement and another attack if that kills again repeat for total of 4 times.  (OPD) |

**Cleric:**

|  |  |  |
| --- | --- | --- |
| 1 | Way of White | Learn the basic of most basic miracles and white spells. |
| 2 | Blessed Cast | Miracles and spells cast have more potency +1 per class level gained |
| 3 | Additional Spell | Gain one additional spell slot max of 4 |
| 4 | Extra Cast | Gain one extra cast on spell or miracle (OPR) |
| 5 | Additional Spell | Gain one additional spell slot max of 4 |
| 6 | Way of White II | Learn Advance miracles and white spells |
| 7 | Purge | Remove all debuffs and ailments for entire team. (OPD) |
| 8 | Way of White III | Master all miracles and white spells |
| 9 | Recall | Warp one ally to your position (OPR) |
| 10 | Divine Blessing | Revive and heal all party members to full health. (OPD) |

**Bard:**

|  |  |  |
| --- | --- | --- |
| **Level** | **Ability** | **Description** |
| 1 | A Bards Way | Learn the most basic Bard Spells |
| 2 | Provoking Insult | Targeted enemy will target you for one turn |
| 3 | Cowering Flinch | Reduce the damage from enemy attack with a charisma check (OPR) |
| 4 | A Bards Way II | Learn Advance Bard Spells |
| 5 | Dancing Stride | Move 15ft towards target, if it’s an enemy, they get pushed for 10ft and stun for one turn, if its ally you can push the ally 10ft (OPR) |
| 6 | Encore | Gain an extra cast on an art or lore (OPR) |
| 7 | A Bards Way III | Can Master all Bard Spells |
| 8 | Improvisation | Combine two bard spells with different effects and halve the effect. (OPR) |
| 9 | Encore II | Gain an extra cast for one different art or lore. (OPR) |
| 10 | Crescendo | Increase the cast range of Bard Spells by 10ft |

**Fighter:**

|  |  |  |
| --- | --- | --- |
| 1 | Combat | Learn basic combat forms and master the use of all weapons and armors |
| 2 | Parry | Make a Dexterity roll to parry enemy attack (Every other turn) |
| 3 | Disarm | Use a Strength or Dexterity roll to attempt to disarm enemy (2x per rest) |
| 4 | Combat II | Learn more advance combat forms |
| 5 | Combat Style | Specialize in one fighting style Dueling, Great Weapon, Archery, or Dual Wielding add +2 damage for that style only. |
| 6 | Weapon Block | Make a Dexterity roll to block with weapon and take half the damage |
| 7 | Combat III | Master all forms of combat |
| 8 | Riposte | If enemy attack misses or is parried you can make an attack with double damage |
| 9 | Dash Attack | When moving, you can attack enemies in between movement path |
| 10 | Revenge Counter | Gain an attack for each missing point of health stacks to 10(OPD) |

**Monk:**

|  |  |  |
| --- | --- | --- |
| 1 | Martial Arts | Mastery of attacking with unarmed or monk weapons +1 damage |
| 2 | Spiritual Energy | Gain spiritual energy +1 per Monk level, recover all Spirit Energy after rest |
| 3 | Enhanced Attack | Expend Spiritual Energy to deal extra +2 damage per 1 Spirit Energy |
| 4 | Enhanced Defense | Expend Spiritual Energy to reduce damage by -1 per 1 Spirit Energy |
| 5 | Deflection | Expend Spiritual Energy to deflect 1 ranged projectile per 1 Spirit Energy |
| 6 | Slow Fall | Reduce fall damage using Spiritual Energy |
| 7 | Evasion | Use a Dexterity saving throw to evade taking no damage if fail take half damage |
| 8 | Clear Mind | When activated removes and gives immune to charm/confuse/fear for battle (OPR) |
| 9 | Purity | When activated removes and gives immune to poison/disease for battle (OPR) |
| 10 | Transcendence | Expend all Spiritual Energy to become invulnerable for 3 turns (OPD) |

**Knight:**

|  |  |  |
| --- | --- | --- |
| **Level** | **Ability** | **Description** |
| 1 | Protection | If ally within 5ft gets attacked you can impose a disadvantage by rolling counter damage (Must have shield equipped) |
| 2 | Shield Bash | Smack an enemy with a shield dealing one d6 in damage |
| 3 | Blade Sweep | Damage 3 enemy for +5 in front of you with your weapon imbued with magic energy (OPR) |
| 4 | Shield Charge | Move 10ft forward and displace any enemy hit by 5ft dealing one d8 damage (OPR) |
| 5 | Barrier | Emit a magical barrier that will negate damage for 4 hits (OPR) |
| 6 | Guard Rush | Rush 15ft to an ally and take damage for them instead |
| 7 | Reactive Armor | When active, enemy will take half of the damage dealt to you for 4 hits (OPR) |
| 8 | Poise | Cannot be knocked down for 3 hits even if is a skill attack |
| 9 | Impenetrable Wall | Summon a 5x10ft protective wall 5ft in front of you displacing enemies in front lasting 3 turns allies can pass through while enemies can’t (OPD) |
| 10 | Smite of Justice | Deal one d20 + weapon damage on a single enemy (OPD) |

**Ranger:**

|  |  |  |
| --- | --- | --- |
| 1 | Favored Enemy | Target one opponent in battle that target permanently receives bonus damage by +3 |
| 2 | Heighten Senses | Can sense nearby allies and enemies even hidden ones exception of elite enemies |
| 3 | Blast | Create a short burst of energy 5ft in front pushing an enemy back 5ft (OPR) |
| 4 | Combat style | Choose between Archery, Defense, or Dueling gain +2 in damage |
| 5 | Land Stride | Move through non magical barriers and rough terrain with no penalty. |
| 6 | Ignite | Shoot a blast of Sparks in a 10ft ark in front of you that burns enemies (OPR) |
| 7 | Camouflage | Hide yourself in your surroundings but you can’t move.  (must have access to natural materials) |
| 8 | Tame | Can tame a small to medium beast as a companion |
| 9 | Vanish | Can completely disappear from enemies and can’t be tracked |
| 10 | Whirlwind | Attack all enemies 5ft around you dealing equal damage and disarm them (OPD) |

**Magician:**

|  |  |  |
| --- | --- | --- |
| 1 | Black Arts | Learn basic sorceries |
| 2 | Catalyst | Sorceries and spells are boosted +1 per class level gained |
| 3 | Extra Cast | Gain an Extra spell cast on a sorcery |
| 4 | Black Arts II | Learn advance sorceries |
| 5 | Warlock | Use powerful magic but at price towards an entity |
| 6 | Additional Spell | Unlock a spell slot (max of 4) |
| 7 | Black Arts III | Master all sorceries |
| 8 | Additional Spell II | Unlock a spell slot (max of 4) |
| 9 | Area Spell | Deploy a spell in 15ft by 15ft (OPD) |
| 10 | Armageddon | Open a rift and hail meteors on enemies |

**Rogue:**

|  |  |  |
| --- | --- | --- |
| **Level** | **Ability** | **Description** |
| 1 | Sneak Attack | When hidden and an enemy doesn’t see you, you roll a d6 on top of your attack dice |
| 2 | Fast Hands | Make a Dexterity saving throw to as bonus action to disable/arm traps, open locks, or use an object action. |
| 3 | Assassinate | You deal double damage when you sneak attack an enemy who has not taken their turn. (OPR) |
| 4 | Doge roll | Make a Dexterity roll to roll away from an attack |
| 5 | Imposter | Disguise or assume a false identity of any humanoid if others become suspicious you can make a charisma check or deception check |
| 6 | Steal | Steal items from enemies or allies during battle |
| 7 | Quick learner | Learn to operate magic or mechanical devises if you observed another |
| 8 | Confuse | Flash your cloak or object over an enemy to stun them (OPR) |
| 9 | Hit and run | Attack an enemy and then vanish from enemy sight (OPR) |
| 10 | Spell Thief | Steal a spell casted on you and send it back at the enemy (OPD) |

**Traits**

|  |  |
| --- | --- |
| Acrobatics | Overall movement and agility (Dex) |
| Animal Handling | Tame animals or speak to them (Wis) |
| Arcana | Knowledge of magical items and spells (Int) |
| Athletics | Performance of your action (Str) |
| Deception | How well you can lie to others (Cha) |
| History | Knowledge of the land/artifact (Int) |
| Insight | Deep understanding of certain subjects (Wis) |
| Intimidation | How well you force people to do things (Cha) |
| Investigation | Solving puzzles and mysteries (Int) |
| Medicine | Knowledge of different medicine (Wis) |
| Nature | Knowledge of animals and plants (Int) |
| Perception | How well you see or notice things (Wis) |
| Performance | How well you can perform acts (Cha) |
| Persuasion | How well you can talk to someone (Cha) |
| Religion | Knowledge of faith (Int) |
| Sleight of Hand | How fast your hands are (Dex) |
| Stealth | How well you can hide (Dex) |
| Survival | Knowledge of how to survive in the wild (Wis) |

**Personal Strength:**

Ideally it would be something of a trait or action/situation you are good at but only one.

**Personal Weakness:**

Ideally it would be something that you are weak to or an action/situation you are weak to.

**Gold:** currency aka (c) for coin

You can start with 150c or roll your gold

Fighter/Knights/Barbarian/Ranger: 4 d4 x20

Bard/Cleric/Mage/Monk/Rouge: 3 d4 x20

**White Spells I:**

|  |  |
| --- | --- |
| Minor Heal (30ft) 10c | Heal for one ally with d4 (x4) |
| Boulder Toss (30ft) 10c | Damage enemy d8+weapon damage (x4) |
| Entangle (30ft) 10c | Roots enemies in 10ft by 10ft area (x2) |
| Holy Light (30ft) 10c | Damage undead/demons for d8+magic (x4) |

**Miracles I:**

|  |  |
| --- | --- |
| Light (30ft) 10c | Ball of light that reveals 15ft by 15ft area (unlimited) |
| Awaken (30ft) 20c | Removes sleep from one ally (x2) |
| Clarity (30ft) 20c | Removes stun/confuse (x2) |
| Magic Barrier (30ft) 15c | Shield that negates 1 physical hit (x4) |

**White Spells II:**

|  |  |
| --- | --- |
| Heal (30ft) 25c | Heal ally for one d8 (x4) |
| Zephyr (30ft) 25c | Push an enemy with wind 5ft and deal one d8+magic (x4) |
| Warding Barrier (30ft) 25c | Shield that halves 1 magic attack (x4) |
| Earth Wall (5ft) 25c | Creates a rock wall 5ft in front blocking movement and attacks (x4) |

**Miracles II:**

|  |  |
| --- | --- |
| Magic Barrier II (30ft) 50c | Shield that negates 2 physical hits |
| Purge (30ft) 80c | Removes poison (x4) |
| Life (30ft) 200c | Revives fallen ally to 1 health |
| Prayer (30ft) 50c | Boost spell cast by +1 per class level upon next turn (x2) |

**White Spells III:**

|  |  |
| --- | --- |
| Greater Heal (30ft) 100c | Heal ally for one d12 (x4) |
| Wave Splash (5ft) 100c | Push enemy away from you 15ft (4x) |
| Holy (30ft) 200c | Damage enemies in 15 by 15ft area with d20+1 per class level (x1) |
| Light Arrow (30ft) 100c | Shoot a magic arrow dealing one d8+ magic (x4) |

**Miracles III:**

|  |  |
| --- | --- |
| Full Life (30ft) 1000c | Revive one ally at full health (x4) |
| Magic Barrier III (30ft) 200c | Shield that negates 3 physical hits (x4) |
| Purify (30ft) 200c | Removes all debuffs from one ally (x4) |
| Salvation (self) 2000c | Scatter beams of light in 15 by 15ft area dealing one d20+weapon damage (x2) |

**Sorceries I:**

|  |  |
| --- | --- |
| Fireball (30ft) 10c | Throw fire at enemy dealing one d8+magic (x4) |
| Flash Bolt (30ft) 10c | Shoot blue energy bolt at enemy dealing one d8+magic (x4) |
| Hinder (30ft) 30c | 15 by 15ft area that slows enemy movement by half (x2) |
| Magic Implosion (30ft) 50c | Cast an explosion 10ft in front of you for one d8+magic |

**Sorceries II:**

|  |  |
| --- | --- |
| Lightning Bolt (30ft) 50c | Throw bolt of lightning dealing one d8+magic |
| Flash Sword (5ft) 50c | Attack in a 5ft arc with a spectral sword damage one d8+magic (x4) |
| Fire Weapon(30ft) 20c | Imbue a weapon with fire for 2 hits (x2) |
| Void field (30ft) 100c | Throw a ball of energy on the map and damage enemies within 5ft of it for 3 turns (x4) |

**Warlock**

|  |  |
| --- | --- |
| Blink (30ft) | Teleport to target location (x4) |
| Hush (30ft) | Pay 3 health to prevent an enemy to spell cast for 2 turns |
| Spell Drinker (30ft) | Pay half your health and emit a barrier to absorb spells for 3 hits |
| Tether/Pull (30ft) | Pay 5 health to root an enemy for 2 turns or pull them towards you |

**Sorceries III**

|  |  |
| --- | --- |
| Energy Surge (30ft) 500c | Emit an energy beam dealing one d20+magic (x2) |
| Rupture (20ft) 100c | Send up crystal spikes in a 20ft row damaging enemies in the path for d12+magic (x4) |
| Ice barrier (30ft) 300c | 20 by 20ft ice ring that enemies can’t go through but allies can for 2 turns |
| Lighting Strike (30ft) 1000c | After 1 turn upon activation, lighting will strike chosen enemy dealing one d20+magic in damage along with one d6 for enemies within 5ft |

**Bard I**

|  |  |
| --- | --- |
| Song of swiftness (30ft) 10c | Increase movement speed of ally by 10ft for one turn (x4) |
| Story of Miracles (30ft) 20c | Heal ally for one d4 (x4) |
| Lullaby (30ft) 50c | Put one enemy to sleep (x4) |
| Blind (10ft) 50c | Hit an enemy and blind them for 1 turn (x4) |

**Bard II**

|  |  |
| --- | --- |
| Ballad of Distraction (30ft) 30c | Cause a disadvantage to an enemy attack (x4) |
| Healing Chord (30ft) 50c | Heal ally for one d6 |
| Magical Secrets (Spell Check) 100c | Copy other class spells up to Lv.2 (x4) |
| Counter Charm (30ft) 100c | Counter spells and effects by counter roll (x4) |

**Bard III**

|  |  |
| --- | --- |
| Discourage (30ft) 200c | Cause an enemy to deal less or no damage by roll (x4) |
| Song of Healing (30ft) 100c | Heal ally for one d8 (x4) |
| Confusing Distraction (30ft) 100c | Causes enemies to attack random opponents (x2) |
| Story of Horror (30ft) 100c | Causes enemy to skip a turn |

**Combat I**

|  |  |
| --- | --- |
| Lunging Thrust 10c | Move 5ft forward dealing damage and displacing enemies for 5ft (4x) |
| Sweep Strike 20c | Strike 3 enemies 5ft in front of you roll different damage for each (x4) |
| Heavy Strike 10c | Strike an opponent dealing +1 damage per class level (x4) |
| Delay Attack 30c | Strike an opponent to trip them causing a movement delay. |

**Combat II**

|  |  |
| --- | --- |
| Shield Lunge 30c | Rush an enemy 5ft with shield damaging one d6 and knocking them over. (x4) |
| Deflect 50c | Block one projectile (x4) |
| Slow Strike 50c | Attack will reduce enemy movement by half for 2 turns (x4) |
| Double Cut 50c | Attack enemy twice with same weapon (x4) |

**Combat III**

|  |  |
| --- | --- |
| Step Sweep 100c | Strike 3 enemies 5ft in front of you and move back 10ft (x4) |
| Reactive Strike 100c | Attack an opponent if they attack you (x4) |
| Spin Sweep 100c | Attack all enemies around you dealing equal damage (x4) |
| Combo Cut 1000c | Attack an enemy 5 times (x2) |