**DnD All**

**Classes and Abilities**

Barbarian Abilities

**Barbarian:**

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| --- | --- | --- |
| **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) |

Bard Abilities

**Bard:**

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| --- | --- | --- |
| **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 |

**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 |

Cleric Abilites

**Cleric:**

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| --- | --- | --- |
| 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) |

**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) |

Fighter Abilities

**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) |

**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) |

Knight Abilities

**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) |

Magician Abilities

**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 |

**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 |

Monk Abilities

**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) |

Ranger Abilities

**Ranger:**

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| --- | --- | --- |
| 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) |

Rogue Abilities

**Rouge:**

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| --- | --- | --- |
| **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) |

**Extra Abilities**

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| --- | --- |
| **Ability** | **Description** |
| Scan | Reveal Enemy Health |
| Scan II (Scan required) | Reveal Enemy Strengths and Weakness |
| Dual Wield | Wield two single handed weapons in hand |
| Improvise Weaponry | Craft Improvised weapons and use them dealing one d10 |
| Alchemy | Craft/mix potions during scenario/encampment |
| Good Eating | Gain +2 strength/constitution from cooked food |
| Well Rested | Gain +2 intel/dex from a good night’s sleep without ambushes. |