

ADVENTURER

version 2.3.0

A band of fellows emerge from the stony outcropping onto rolling plains of golden grass. Worn and weary from their travels, they settle against the rocks, taking a moment to breath.

A rustling in the grass shakes the travelers out of their reverie. A bull with metal-like plating emerges, breathing green flames from its nostrils. The fellows scramble to arms, one human grabbing his mace, and an elf her staff.

CALL TO ADVENTURE

Adventurers leave home as any ordinary person would, but pick up skills on the road. Initially unskilled and untrained in everything, adventurers can take the time to become experts in a single field, or otherwise diversify and become a jack of all trades.

A LIFE OF ROAMING

Adventurers often are far from home, out saving the world or doing new things.

THE ADVENTURER

Level	Proficiency Bonus	Features
1st	+2	Feat, Feat, Feat, Feat
2nd	+2	Feat, Feat, Feat
3rd	+2	Feat, Feat
4th	+2	Ability Score Improvement, Feat
5th	+3	Feat, Feat
6th	+3	Ability Score Improvement, Feat
7th	+3	Feat
8th	+3	Ability Score Improvement, Feat
9th	+4	Feat
10th	+4	Ability Score Improvement, Feat
11th	+4	Feat, Feat
12th	+4	Ability Score Improvement, Feat
13th	+5	Feat
14th	+5	Ability Score Improvement, Feat
15th	+5	Feat
16th	+5	Ability Score Improvement, Feat
17th	+6	Feat, Feat
18th	+6	Feat
19th	+6	Ability Score Improvement, Feat
20th	+6	Feat, Feat

CREATING AN ADVENTURER

Think about what your adventure requires, and adapt as necessary. Be sure your DM allows use of feats, as they are required for playing this class.

This class is not designed for multiclassing, and should not be multiclassed. This class may not be perfectly balanced against other classes, and is best run in a party consisting only of adventurers.

QUICK BUILD

Try not to get choice paralysis. If you wish to emulate a certain class, take feats in an order that follows that classes natural progression. If you wish to emulate another fictional character, consider their abilities and try to plan out some of the key feats you may want.

CLASS FEATURES

As an adventurer, you gain the following class feats.

HIT POINTS

Hit Dice: 1d8 per adventurer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per adventurer level after 1st

PROFICIENCIES

You are proficient with **nothing** except for any proficiencies provided by your race or background.

You must pick up armor, weapon, tool, skill, and saving throw proficiencies through feats.

EQUIPMENT

You start with the equipment provided by your background, as well as 4d4 x 10 gp to buy your own equipment.

FEAT

You can take a feat.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 6th, 8th, 10th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

NEW FEATS

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MODIFIED FEATS

You can select the following feats multiple times:
Magic Initiate, Martial Adept, Mobile, Prodigy, Resilient,
Skilled, Weapon Master

NEW FEATS

These feats are intended to be used exclusively for the Adventurer class, and are not balanced for any other classes. Unless specified as otherwise, these feats can only be taken once.

1ST-LEVEL SPELLCASTING

You uncover magical abilities, and gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, up to a maximum of 20.
- You learn two 1st-level spells of your choice from any spell list, and gain two 1st-level spell slots. Your spellcasting ability for these spells is the ability score you chose to increase with this feat.

You can select this feat one more time. If you do so, your spellcasting ability increases by 1, up to a maximum of 20, you learn two more 1st-level spells of your choice from any spell list, and you gain two more 1st-level spell slots.

2ND-LEVEL SPELLCASTING

Prerequisite: 1st-Level Spellcasting, 3rd Level

You learn one 2nd-level spell of your choice from any spell list, and gain two 2nd-level spell slots. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn two more 2nd-level spells of your choice from any spell list and gain one more 2nd-level spell slot.

3RD-LEVEL SPELLCASTING

Prerequisite: 2nd-Level Spellcasting, 5th Level

You learn one 3rd-level spell of your choice from any spell list, and gain two 3rd-level spell slots. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn two more 3rd-level spells of your choice from any spell list and gain one more 3rd-level spell slot.

4TH-LEVEL SPELLCASTING

Prerequisite: 3rd-Level Spellcasting, 7th Level

You learn one 4th-level spell of your choice from any spell list, and gain two 4th-level spell slots. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn two more 4th-level spells of your choice from any spell list and gain one more 4th-level spell slot.

5TH-LEVEL SPELLCASTING

Prerequisite: 4th-Level Spellcasting, 9th Level

You learn one 5th-level spell of your choice from any spell list, and gain two 5th-level spell slots. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn two more 5th-level spells of your choice from any spell list and gain one more 5th-level spell slot.

6TH-LEVEL SPELLCASTING

Prerequisite: 5th-Level Spellcasting, 11th Level

You learn one 6th-level spell of your choice from any spell list, and gain one 6th-level spell slot. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn one more 6th-level spell of your choice from any spell list and gain one more 6th-level spell slot.

7TH-LEVEL SPELLCASTING

Prerequisite: 6th-Level Spellcasting, 13th Level

You learn one 7th-level spell of your choice from any spell list, and gain one 7th-level spell slot. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat. You can select this feat one more time. If you do so, you learn one more 7th-level spell of your choice from any spell list and gain one more 7th-level spell slot.

8TH-LEVEL SPELLCASTING

Prerequisite: 7th-Level Spellcasting, 15th Level

You learn one 8th-level spell of your choice from any spell list, and gain one 8th-level spell slot. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat.

9TH-LEVEL SPELLCASTING

Prerequisite: 8th-Level Spellcasting, 17th Level

You learn one 9th-level spell of your choice from any spell list, and gain one 9th-level spell slot. Your spellcasting ability is the same as the one you chose when you took the 1st-Level Spellcasting feat.

IMPROVED HEALTH

Your hit point maximum increases by an amount equal to your level + 1, and all of your current and future hit dice become d10s. You can select this feat a second time, increasing your hit point maximum by an amount equal to your level + 1, and improving your hit dice to a d12.

RELIABLE SKILL

Prerequisite: 11th Level

Choose an ability score. For any skill check using this ability and in which you are proficient, if your total for that check is less than your chosen ability score, you can use that score in place of the total. You can select this feat multiple times. Each time you do so, you must choose a different ability score.

SUPERHUMAN ABILITY

Prerequisite: 20th Level

Choose an ability score which is already at 20 and increase it to 24. You can select this feat multiple times. Each time you do so, you must choose a different ability score.

UNARMORED DEFENSE

While you are not wearing light, medium, or heavy armor, your Armor Class equals $10 + \text{your Dexterity modifier} + \text{your choice of your Strength, Constitution, Intelligence, Wisdom, or Charisma modifier}$, to a maximum of an Armor Class of 19. You choose ability the time you take this feat. You can use a shield if proficient and still gain this benefit.

RAGE

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a +2 bonus to the damage roll.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If an effect causes you to suffer levels of exhaustion, you aren't affected until your rage ends.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged 2 times, you must finish a long rest before you can rage again.

You can select this feat a second time after 3rd level, a third time after 7th level, a fourth time after 11th level, and a fifth time after 15th level. Each time, you can select a damage type to also be resistant to while raging. Your bonus damage and number of rages also increase by 1, to a maximum of +6 damage and 6 rages per long rest.

RECKLESS ATTACK

You can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls during this turn, but attack rolls against you have advantage until the start of your next turn.

DANGER SENSE

Prerequisite: 2nd Level

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you prepare for the oncoming danger. Choose a saving throw. You have advantage on the chosen saving throw against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated. You can select this feat multiple times. Each time you do so, you must choose a different saving throw.

BRUTAL CRITICAL

Prerequisite: 9th Level

You can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. You can select this feat a second time after 13th level, and a third time at 17th level.

ENDLESS RAGE

Prerequisite: Rage, 11th Level

Your rage becomes so fierce that it ends early only if you fall unconscious or if you choose to end it.

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 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feat after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

ARTISAN RAGE

Prerequisite: Rage, Proficiency with one set of artisan's tools

You have learned how to harness your rage for your craft, and how to harness your craft for combat. You become proficient in using your artisan's tools in combat. They deal 1d6 damage, of a type that is reasonable for the tool.

While raging, you have advantage on checks made with artisan's tools. Your rage doesn't end as long as you're working with your artisan tools.

RESIST DEATH

Prerequisite: 14th Level

When you are reduced to 0 hit points and would fall unconscious, you can instead remain conscious. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. At the start of each of your turns, you gain a level of exhaustion if you are at 0 hit points and conscious.

If you have the Rage feat, you do not gain the levels of exhaustion until your rage ends.

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.

EXPERTISE

Choose two of your skill or tool proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. You can select this feat multiple times.

ASSISTANCE

You learn to instruct, guide, or inspire others through logical commands, advice or anecdotes, or 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 assistance die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the assistance die, but must decide before the DM says whether the roll succeeds or fails. Once the assistance die is rolled, it is lost. A creature can have only one assistance die at a time.

During a short rest, you can spend 1 assistance die to heal any friendly creatures within 60 feet by the amount rolled.

You have two assistance dice. You regain any expended uses when you finish a long rest.

IMPROVED ASSISTANCE

Prerequisite: Assistance, 5th Level

You gain an additional assistance dice, your assistance dice turn from d6 to d8, and you regain all of your expended assistance dice when you finish a short or long rest. You can select this feat a second time after 10th level and a third time after 15th level. Each time you do so, you gain an additional assistance dice, and your assistance dice become one step larger (such as from d8s to d10s).

HINDER

Prerequisite: Assistance

You learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your assistance dice and subtract 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 if it's immune to being charmed.

COMBAT SUPPORT

Prerequisite: Assistance

You learn to inspire others in battle. A creature that has a assistance 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 assistance die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

SHADOW STEP

Prerequisite: Proficiency in Stealth, 3rd level

You gain the ability to step from one shadow into another. When you take the Hide action in dim light or darkness, you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You can select this feat a second time after 14th level. When you do so, the range you can teleport to increases to 120 feet.

SHADOW STRIKE

Prerequisite: Shadow Step, 11th Level

You gain the ability to pass between shadows in the blink of an eye. When you take the Attack action, you can teleport up to 10 feet before each attack to an unoccupied space you can see that is in dim light or darkness.

If you have the Action Surge feat, you can teleport up to 30 feet to an unoccupied space you can see that is in dim light or darkness when you use your Action Surge. You can teleport before or after the additional action.

UMBRAL FORM

Prerequisite: Shadow Step, 18th level

As a bonus action, you can magically transform yourself into a shadowy form. In this form, you have resistance to all damage except force, you gain vulnerability to radiant 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. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action. Once you use this ability, you can't use it again until you finish a short or long rest.

BEAST SHAPE

You gain the ability to use your action to magically assume the shape of a beast that you have seen before. You can use this ability twice. You regain expended uses when you finish a short or long rest. You can transform into beasts of CR 1/4. The creatures cannot have a flying or swimming speed. You can stay in a beast shape for thirty minutes. You then revert to your normal form unless you expend another use of this ability. You can revert 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 creature, 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 creature's hit points. 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. 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 new form. If your new form is capable of casting spells, you are unable to cast any of them. 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.
- 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.
- If your new form has legendary actions or legendary resistances, you cannot use them.
- 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.

SEA AND SKY SHAPE

Prerequisite: Beast Shape

You gain the ability to transform into beasts that have a swimming speed or flying speed.

IMPROVED BEAST SHAPE

Prerequisite: Beast Shape, 2nd Level

You gain the ability to use Beast Shape on your turn as a bonus action, rather than as an action. You can directly transform from one form to another as a bonus action. You can transform into beasts of CR 1, and can stay in beast shape for 1 hour. The beast cannot have a flying or swimming speed.

If you have the Greater Favored Enemy feat, you can transform into creatures of your favored enemy type as well as beasts.

You can select this feat a second time after 6th level, a third time after 9th level, a fourth time after 12th level a fifth time after 15th level, and a sixth time after 18th level. Each time you do so the CR of beasts you can transform into increases by 1 (such as from CR 1 to CR 2), and the duration of your beast shape increase by 1 hour.

MINOR BEAST SHAPE

Prerequisite: Improved Beast Shape

You gain the ability to transform into beasts of CR 0 without expending a use of your Beast Shape. If you select the Improved Beast Shape feat multiple times, the CR of beasts you can freely transform into increases to CR 1/8 after the second time, CR 1/4 after the third time, CR 1/2 the fourth time, CR 1 the fifth time, and CR 2 the sixth time.

If you have the Greater Favored Enemy feat, you can transform into creatures of your favored enemy type as well as beasts.

BEAST SHAPE MASTERY

Prerequisite: Improved Beast Shape, 20th Level

You gain mastery over a specific beast shape and can transform into it with little effort. Choose one of your Improved Beast Shape forms. You gain the ability to transform into that form without expending a use of your Beast Shape. If you want to transform into another beast shape, you must expend a use of Beast Shape as normal.

HYBRID SHAPE

Prerequisite: Minor Beast Shape

You gain the ability to take on attributes of beasts you've seen. Choose a creature from the Minor Beast Shape feat. As a bonus action, you can expend one use of your Beast Shape to take on a hybrid form rather than fully transform into the creature. While in this hybrid shape you gain temporary hit points equal to the creature's hit points. These hit points last for 1 minute, and while you have these temporary hit points you gain the creature's special abilities, actions, movement, climbing, swimming, and flying speed.

SECOND WIND

You learn to channel the adrenaline rush from combat to protect yourself from harm. On your turn, you can spend one Hit Die to heal yourself as a bonus action. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

ACTION SURGE

Prerequisite: 2nd Level

You gain the ability to push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this ability, you must finish a short or long rest before you can use it again. You can select this feat a second time after 17th level. When you do so, you gain another use of this ability.

EXTRA ATTACK

Prerequisite: 5th Level

You gain the ability to attack twice, instead of once, whenever you take the Attack action on your turn. You can select this feat a second time after 11th level and a third time at 20th level. Each time you do so your the number of attacks you can make when you take the Attack action increases by one.

RAPID STRIKES

Prerequisite: Extra Attack, 15th Level

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 that target, as part of the same action. You can do so no more than once per turn.

HORDE BREAKER

Prerequisite: 3rd Level

You learn the way to fight against a large number of foes simultaneously. 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.

You can select this feat a second time after 7th level, and a third time after 11th level. Each time you do so you can make another attack with the same weapon against a different creature that is within 5 feet of both of the original targets and is within reach of your weapon.

COMBAT SUPERIORITY

Prerequisite: Martial Adept

You learn one additional maneuver of your choice from among those available to the Battle Master archetype in the fighter class. You gain one superiority dice, and your superiority dice turn from d6s to d8s. You can select this feat a second time after 10th level and a third time at 18th level. Each time you do so your superiority dice become one step larger (such as from d8s to d10s).

INDOMITABLE

Prerequisite: 9th Level

You gain the ability to 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. You can select this feat multiple times. Each time you do so, you gain another use of this ability.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose a fighting style from the list below. You can select this feat multiple times. Each time you do so, you must select a different fighting style.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are 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

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.

TWO-WEAPON FIGHTING

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

RETALIATION

Prerequisite: 14th Level

When you are hit by a melee attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature and that you can reach it with a melee attack.

If you have the Favored Enemy feat and the creature is the type of your favored enemy, you can use this feature even if the attack missed you.

ACOLYTE

Choose one of the domains listed. You gain the following benefits:

- You gain the ability to use one of the channel divinity options from the chosen domain once per short or long rest. The DC for your channel divinities is $8 + \text{your proficiency bonus} + \text{your choice of your Intelligence, Wisdom, or Charisma modifier}$. You choose which ability at the time you take this feat.
- You learn the first level domain spells from the chosen domain, and can cast them either by using spell slots or by expending uses of your Channel Divinity. You must expend a number of uses equal to the level of the spell you are casting. Your spellcasting ability for your spells is the same as your ability for your channel divinities.
- You gain the ability to use holy symbols as your spellcasting focus.

You can select this feat a second time at 3rd level, a third time at 5th level, a fourth time at 7th level, and a fifth time at 9th level. Each time you do so, you gain another use of Channel Divinity and can select either the same domain or a different domain. If you select the same domain, you gain access to the domain spells of one level higher.

ARCANA

Spell Level Spells

1st	<i>detect magic, magic missile</i>
2nd	<i>magic weapon, Nystul's magic aura</i>
3rd	<i>dispel magic, magic circle</i>
4th	<i>arcane eye, Leomund's secret chest</i>
5th	<i>planar binding, teleportation circle</i>

Channel Divinity: Spell Recreation. When a creature you can see within 30 feet of you casts a spell, you can use your reaction to memorize the spell, using your Channel Divinity. Until you use this Channel Divinity option again or finish a short or long rest, you can cast the spell once without expending a spell slot. The spell must be of 1st level.

You can expend multiple uses of your Channel Divinity when you use this option. The level of the spell you can memorize increases by 1 for each use of Channel Divinity expended.

Channel Divinity: Protection from the Arcane. When you are forced to make a saving throw against a spell or magical effect, you can use your reaction to roll the save at advantage, using your Channel Divinity. Additionally, if the effect allows you to make a saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

DEVOTION

Spell Level Spells

1st	<i>command, protection from evil and good</i>
2nd	<i>lesser restoration, zone of truth</i>
3rd	<i>beacon of hope, spirit guardians</i>
4th	<i>freedom of movement, guardian of faith</i>
5th	<i>circle of power, commune</i>

Channel Divinity: Sacred Weapon. As an action, you can use your Channel Divinity to imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your spellcasting modifier to attack rolls made with that weapon (with a minimum bonus of +1). 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.

Channel Divinity: Champion Challenge. As a bonus action, you can use your Channel Divinity to issue a challenge that compels other creatures to do battle with you. Each creature of your choice that you can see within 30 feet of you 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 more than 30 feet away from you.

ELDRITCH

Spell Level Spells

1st	<i>dissonant whispers, Tasha's hideous laughter</i>
2nd	<i>detect thoughts, phantasmal force</i>
3rd	<i>clarivoyance, sending</i>
4th	<i>dominate beast, Evard's black tentacles</i>
5th	<i>dominate person, telekinesis</i>

Channel Divinity: Awakened Mind As an action, you can use your Channel divinity to touch the minds of other creatures. For one minute, you can communicate telepathically with all creatures 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.

Channel Divinity: Eldritch Madness. When a creature within 5 feet of you hits you with an attack roll, you can use your Channel Divinity as a reaction to force them to reroll the attack. You must use the new roll. If the creature rolls a 1 on the new roll, it must make a Wisdom saving throw or become insane for 1 minute. While insane, the creature can't take actions, can't understand what other creatures say, can't read, and speak only in gibberish. A *greater restoration* spell cast on it ends this effect early.

FIEND

Spell Level Spells

1st	<i>burning hands, command</i>
2nd	<i>blindness/deafness, scorching ray</i>
3rd	<i>fireball, stinking cloud</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>flame strike, hallow</i>

Channel Divinity: Dark One's Own Luck. When you make an ability check or a saving throw, you can use your Channel Divinity to add a d6 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

Channel Divinity: Fiendish Resilience. When you reduce a creature to 0 hit points, you can use your Channel Divinity to gain 10 temporary hit points. Choose one damage type from acid, cold, fire, lightning, or thunder. While you have these temporary hit points, you have resistance to that damage type until you choose a different one with this feature.

You can expend multiple uses of your Channel Divinity when you use this option. The temporary hit points increase by 10 for each use of Channel Divinity expended.

FORGE

Spell Level Spells

1st	<i>identify, searing smite</i>
2nd	<i>heat metal, magic weapon</i>
3rd	<i>elemental weapon, protection from energy</i>
4th	<i>fabricate, wall of fire</i>
5th	<i>animate objects, creation</i>

Channel Divinity: Blessing of the Forge. As a bonus action, you can use your Channel Divinity to imbue magic into a weapon. Until the end of your next short or long rest or until you die, attacks made with that weapon count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Channel Divinity: Divine Embers. When you roll fire damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

GRAVE

Spell Level Spells

1st	<i>bane, false life</i>
2nd	<i>gentle repose, ray of enfeeblement</i>
3rd	<i>revivify, vampiric touch</i>
4th	<i>blight, death ward</i>
5th	<i>antilife shell, raise dead</i>

Channel Divinity: Path to the Grave. As an action, you can use your Channel Divinity to choose one 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 of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

Channel Divinity: 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 that hit into a normal hit, using your Channel Divinity. Any effects triggered by a critical hit are canceled.

KNOWLEDGE

Spell Level Spells

1st	<i>command, identify</i>
2nd	<i>augury, suggestion</i>
3rd	<i>nondetection, speak with dead</i>
4th	<i>arcane eye, confusion</i>
5th	<i>legend lore, scrying</i>

Channel Divinity: Knowledge of the Ages. As an action, you can use your Channel Divinity to choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Channel Divinity: Read Thoughts. As an action, you can use your Channel Divinity to 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.

LIFE

Spell Level Spells

1st	<i>bless, cure wounds</i>
2nd	<i>lesser restoration, spiritual weapon</i>
3rd	<i>beacon of hope, revivify</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>mass cure wounds, raise dead</i>

Channel Divinity: Preserve Life. As an action, you can use your Channel Divinity to present your holy symbol and evoke healing energy that can restores 10 hit points. 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.

You can expend multiple uses of your Channel Divinity when you use this option. The total number of hit points you can restore increases by 10 hit points for each use of Channel Divinity expended.

Channel Divinity: Supreme Healing. When you would normally roll one or more dice to restore hit points with a spell, you can use your Channel Divinity to instead use the highest number possible for each die.

LIGHT

Spell Level Spells

1st	<i>burning hands, faerie fire</i>
2nd	<i>flaming sphere, scorching ray</i>
3rd	<i>daylight, fireball</i>
4th	<i>guardian of faith, wall of fire</i>
5th	<i>flame strike, scrying</i>

Channel Divinity: Radiance of the Dawn. As an action, you can use your Channel Divinity to present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d6 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.

You can expend multiple uses of your Channel Divinity when you use this option. The damage increases by 2d6 for each use of Channel Divinity expended.

Channel Divinity: Warding Flare. When a creature that you can see within 30 feet of you attacks you or a creature other than you, you can use your Channel Divinity as a reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

NATURE

Spell Level Spells

1st	<i>ensnaring strike, speak with animals</i>
2nd	<i>misty step, spike growth</i>
3rd	<i>plant growth, protection from energy</i>
4th	<i>dominate beast, grasping vine</i>
5th	<i>commune with nature, tree stride</i>

Channel Divinity: Nature's Wrath. As an action, you can use your Channel Divinity to 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.

Channel Divinity: Charm Animals and Plants. As an action, you can use your Channel Divinity to present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet 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.

OATHBREAKER

Spell Level Spells

1st	<i>hellish rebuke, inflict wounds</i>
2nd	<i>crown of madness, darkness</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>blight, confusion</i>
5th	<i>contagion, dominate person</i>

Channel Divinity: Control Undead. As an action, you can use your Channel Divinity to target one undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you uses this Channel Divinity option again. An undead whose challenge rating is equal to or greater than 2 is immune to this effect.

Each time you choose this domain again, the challenge rating of undead who are effected by this is increased by 2.

Channel Divinity: Dreadful Aspect. As an action, you can use your Channel Divinity to channel the darkest emotions and focuses them into a burst of magical menace. Each creature of your choice within 30 feet of you must make a Wisdom saving throw if it can see you. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another Wisdom saving throw to end the effect on it.

PEACE

Spell Level Spells

1st	<i>sanctuary, sleep</i>
2nd	<i>calm emotions, hold person</i>
3rd	<i>counterspell, hypnotic pattern</i>
4th	<i>Otiluke's resilient sphere, stoneskin</i>
5th	<i>hold monster, wall of force</i>

Channel Divinity: Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Channel Divinity: Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. 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 the 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.

TEMPEST

Spell Level Spells

1st	<i>fog cloud, thunderwave</i>
2nd	<i>gust of wind, shatter</i>
3rd	<i>call lightning, sleet storm</i>
4th	<i>control water, ice storm</i>
5th	<i>destructive wave, insect plague</i>

Channel Divinity: Destructive Wrath. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Channel Divinity: Whirling Wind As a bonus action, you can use your Channel Divinity to fly up to 10 feet without provoking opportunity attacks.

You can expend multiple uses of your Channel Divinity when you use this option. The distance you can fly increases by 10 feet for each use of Channel Divinity expended.

TRICKERY

Spell Level Spells

1st	<i>charm person, disguise self</i>
2nd	<i>mirror image, pass without trace</i>
3rd	<i>blink, dispel magic</i>
4th	<i>dimension door, polymorph</i>
5th	<i>dominate person, modify memory</i>

Channel Divinity: Beguiling Presence. As an action, you can use your Channel Divinity to cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw. On a failure, a target is charmed or frightened by you (your choice) until the end of your next turn.

Channel Divinity: Invoke Duplicity. As an action, you can use your Channel Divinity to create a perfect 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 that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet 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, given how distracting the illusion is to the target.

UNDYING

Spell Level Spells

1st	<i>false life, sanctuary</i>
2nd	<i>silence, spiritual weapon</i>
3rd	<i>feign death, speak with dead</i>
4th	<i>death ward, locate creature</i>
5th	<i>commune, legend lore</i>

Channel Divinity: Among the Dead. As an action, you can use your Channel Divinity to mask your life force. For 1 minute, you are invisible to undead creatures.

Channel Divinity: Blessing of the Undying. When you fail a death saving throw, you can use your Channel Divinity to reroll it. You must use the new roll.

VENGEANCE

Spell Level Spells

1st	<i>bane, hunter's mark</i>
2nd	<i>hold person, misty step</i>
3rd	<i>haste, protection from energy</i>
4th	<i>banishment, dimension door</i>
5th	<i>hold monster, scrying</i>

Channel Divinity: Abjure Enemy. As an action, you can use your Channel Divinity to present your holy symbol and speak a prayer of denunciation. 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.

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.

Channel Divinity: Vow of Enmity. As a bonus action, you can use your Channel Divinity to utter a vow of enmity against a creature you can see within 10 feet of you. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

WAR

Spell Level Spells

1st	<i>divine favor, shield of faith</i>
2nd	<i>magic weapon, spiritual weapon</i>
3rd	<i>crusader's mantle, spirit guardians</i>
4th	<i>freedom of movement, stoneskin</i>
5th	<i>flame strike, hold monster</i>

Channel Divinity: 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.

Channel Divinity: War God's Blessing. When you or a creature within 30 feet 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.

THROWN WEAPON MASTER

You have mastered projectile weapons, and have learned to use them to pressure and harry your foes. You gain the following benefits:

- The short and long range of your thrown weapons are doubled.
- You can draw a thrown weapon as part of making an attack with it.
- If you take the Attack action on your turn, you can replace a ranged attack with a thrown weapon that you are proficient with (excluding nets) with two ranged attacks at disadvantage. To do so, you must have a different thrown weapon in your other hand or a free hand to draw a different thrown weapon, and you must not have disadvantage on the initial attack.
- When you hit a creature with a ranged attack using a thrown weapon, it can't take reactions until the start of its next turn.

STEADY MARKSMAN

You've learned to steady your aim, granting you unerring accuracy. You gain the following benefits:

- Being prone doesn't impose disadvantage on your ranged attacks. Additionally, the short and long range of your ranged attacks are doubled while you are prone.
- As an action, you can steady your aim and grant yourself a +5 bonus on the next ranged attack roll you make before the end of your next turn.

LAY ON HANDS

You gain a pool of two d10 dice that you replenishes when you take a long rest.

As an action, you can touch a creature and heal it by expending dice from the pool, up to the maximum amount remaining in your pool. Roll the dice you spend, add them together, and restore a number of hit points equal to the total.

Alternatively, you can expend one dice 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 feat has no effect on undead and constructs.

If you have the Martial Arts feat, you can spend 1 ki to replace one unarmed strikes with a use of this feature.

You can select this feat multiple times. Each time you do so, your pool of d10s for this feature increases by two.

CLEANSING TOUCH

Prerequisite: Lay on Hands, 14th Level

You gain the ability to use your action to expend one dice from your Lay on Hands pool to end one spell on yourself or on one willing creature that you touch.

SMITE

Prerequisite: 1st-Level Spellcasting, Acolyte

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 attack's normal 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 6d8 (5th-level spell slot). If you have the Greater Favored Enemy feat, the damage increases by 1d8 if the target is the type of your Greater Favored Enemy.

IMPROVED SMITE

Prerequisite: 6th-Level Spellcasting, Smite

The maximum for your Smite damage increases to 10d8 (9th-level spell slot). Additionally, if you have the Greater Favored Enemy feat, your melee weapon attacks against creatures that are the type of your Greater Favored Enemy deal an additional 1d8 radiant damage.

ELEMENTAL SMITE

Prerequisite: Smite, Elemental Adept

Choose one of your damage types from the Elemental Adept feat. When you roll damage for your Smite, you can choose to change the damage type to the one chosen. If you do so, the damage from the smite ignore resistance, and you can treat any 1 on a damage die as a 2. You can select this feat multiple times, one for each time you have selected the Elemental Adept feat.

FOE SENSE

Prerequisite: Favored Enemy

As an action, you can open your awareness to detect for creatures of your favored enemy type. Until the end of your next turn, you know the location of any creatures of your favored enemy type within 60 feet of you that are not behind total cover. You know the type of any being whose presence you sense, but not its identity. Once you use this feature, you must finish a short or long rest before you can use it again.

Additionally, by spending 1 uninterrupted minute in concentration (as if you were concentrating on a spell), you can sense whether any creatures of your favored enemy type are present within 5 miles of you. This feature reveals which are present, their numbers, and the creatures' general direction and distance (in miles) from you.

ARCANE BEAST SHAPE

Prerequisite: The ability to cast a cantrip or spell, Beast Shape, 18th Level

You gain the ability to cast many of your spells in any shape you assume using Beast Shape. You can perform the somatic and verbal components of a spell while in a beast shape, but you aren't able to provide material components.

AURA

Prerequisite: 6th Level

You exude an aura around you that has noticeable affect on your allies while you are conscious. Your aura has range of 10 feet, affecting any friendly creatures in range. Choose one of the following auras. You can select this feat multiple times. Each time you do so, you must choose a different aura.

AURA OF MIGHT

Both you and all allies in your aura add your Strength modifier to Strength saving throws. Additionally, all allies in your aura can add your Strength modifier to Strength (Athletics) checks.

AURA OF QUICKNESS

Both you and all allies in your aura add your Dexterity modifier to Dexterity saving throws. Additionally, you and all allies in your aura gain a 5 foot bonus to movement speed.

AURA OF FORTITUDE

Both you and all allies in your aura add your Constitution modifier to Constitution saving throws. Additionally, you and all allies in your aura reduce damage from spells by a number equal to your Constitution modifier.

AURA OF UNDERSTANDING

Both you and all allies in your aura add your Intelligence modifier to Intelligence saving throws. Additionally, you and all allies in your aura can communicate telepathically with each other, and can understand each other even if you don't share a language.

AURA OF DISCIPLINE

Both you and all allies in your aura add your Wisdom modifier to Wisdom saving throws. Additionally, you and all allies in your aura can't be charmed.

AURA OF COURAGE

Both you and all allies in your aura add your Charisma modifier to Charisma saving throws. Additionally, you and all allies in your aura can't be frightened.

EXTENDED AURA

Prerequisite: Aura, 12th Level

The range of your Aura increases by 10 feet. You can select this feat a second time after 18th level.

PURE BODY

Prerequisite: 5th Level

You become immune to disease and poison, and become immune to magical aging.

NATURAL EXPLORER

You become skilled at navigating the wilderness, and gain the following benefits:

- You ignore difficult terrain.
- If you are leading your group, difficult terrain doesn't slow your group's travel out of combat.
- 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.

QUICKENED ACTION

Choose three of the following actions: Dash, Disengage, Hide, Use an Object (includes using a magic item.), Help, Search. You gain the ability to use any of the chosen actions as a bonus action on your turn. You can select this feat multiple times. Each time you do so, you can select three different actions.

FAVORED ENEMY

You gain significant experience studying, tracking, hunting, and even talking to a certain type of enemy commonly encountered in the wilds.

Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead.

You gain a +2 bonus to damage rolls with weapon attacks against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feat, 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.

You can select this feat multiple times. Each time you do so, you must choose a different favored enemy type.

GREATER FAVORED ENEMY

Prerequisite: Favored Enemy, 6th Level

Choose one creature type that you selected from the Favored Enemy feat. Your bonus to damage rolls against creatures of the chosen type increases to +4. Additionally, you have advantage on saving throws against the spells and abilities used by creatures of the chosen type. If you have the Improved Beast Shape ability, you also gain the ability to transform into creatures of the chosen type, following all other restrictions of Improved Beast Shape.

You can select this feat multiple times. Each time you do so, you must choose a different favored enemy type.

MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use unarmed strikes. You gain 4 ki points, which you regain when you finish a short or long rest, and you gain the following benefits while you are unarmed. If you have the Tavern Brawler feat, you can gain these benefits while holding an improvised weapon.

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes.
- Your unarmed strike uses a d4 for damage. This dice size increases if you select this feat again.
- When you use the Attack action on your turn, you can make one unarmed strike as a bonus action, or you can spend 1 ki point to make two unarmed strikes as a bonus action.
- You can spend 1 ki point to use your reaction to deflect the weapon or missile when you are hit by a melee or ranged weapon attack. When you do so, the damage you take from the attack is reduced by $1d4 + \text{your choice of your Strength or Dexterity modifier} + \text{your proficiency bonus}$. This dice size increases if you select this feat again.
- You can spend 1 ki point to take the Dodge action as a bonus action.

Some abilities tied to Martial Arts require your target to make a saving throw to resist. The saving throw DC is calculated as follows:

Ki Save DC = 8 + your choice of Strength or Dexterity modifier + Proficiency Bonus

You can select this feat a second time after 5th level, a third time after 11th level, and a fourth time after 17th level. Each time you do so you gain 4 additional ki points and you can replace the damage of your unarmed strike and the reduction from weapon deflection with a die one step larger (such as from 1d4 to 1d6). If you have the Tavern Brawler feat, you can replace the damage of your unarmed strike with a die one step larger. This does not affect your deflection die.

MAGIC-EMPOWERED STRIKES

Prerequisite: Martial Arts or Improved Beast Shape, 5th level

Your unarmed strikes and attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

If you have the Martial Arts feat, you also gain the ability to interfere with the ki in an opponent's body. 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 against your Ki Save DC or be stunned until the end of your next turn.

OPEN HAND TECHNIQUE

Prerequisite: Martial Arts, 3rd Level

You can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with an unarmed strike, you can spend 1 ki point to impose one of the following effects on that target.

- It must succeed on a Dexterity saving throw against your Ki Save DC or be knocked prone.
- It must make a Strength saving throw against your Ki Save DC or be pushed up to 15 feet away from you.
- It can't take reactions until the end of your next turn.

QUIVERING PALM

Prerequisite: Open Hand Technique, 17th Level

You gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for 72 hours. You can extend this duration by 24 hours by expending 1 additional ki point when you use this feature. 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 against your Ki Save DC. 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.

MONASTIC WEAPON TRAINING

Prerequisite: Martial Arts

Choose one melee and one ranged 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. You gain the following benefits while wielding one of those weapons:

- When you use the Attack action on your turn, you can spend 1 ki point to make one weapon attack as a bonus action.
- You can use Dexterity instead of Strength for the attack and damage rolls for these weapons.
- You can use abilities granted to you by the Martial Arts feat as if you were unarmed.

If you have the Magic-Empowered Strikes feat, its benefits also extend to your chosen weapons.

REDIRECTION

Prerequisite: Martial Arts, 6th Level

When you deflect an attack using your Martial Arts and reduce the damage to 0, you can cause that attack to target one creature of your choice, other than the attacker, that you can see within range of the attack, using the same attack roll and damage.

SPELLBOOK

Prerequisite: 1st-Level Spellcasting

Select a school of magic from the following list: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. You gain a spellbook containing three 1st-level spells from your chosen school. You gain the ability to use your spellbook as your spellcasting focus. Cantrips cannot be recorded in a spellbook. If you have a spellbook from another feat such as Ritual Caster, you can use the same book for both feats.

Preparing Spells. You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your spellcasting modifier + your proficiency bonus (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Copying a Spell into the Book. When you find a spell of 1st level or higher, you can add it to your spellbook if it is of a level you can cast and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

A spell scroll can be copied just as spells in spellbooks can be copied. When you copy a spell from a spell scroll, you must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Replacing the Book. You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell. If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, it may be wise to keep a backup spellbook in a safe place.

You can select this feat multiple times. Each time you do so, you must choose a different school of magic.

ARCANE WARD

Prerequisite: Spellbook (School of Abjuration), 2nd Level

When you finish a long rest, you can create a magical ward on yourself that lasts until you finish your next a long rest. The ward starts with hit points equal to five times your spellcasting ability modifier which you chose for 1st-Level Spellcasting. If your Arcane Ward is dispelled or disabled in some other way, you must finish a long rest until you can cast it again.

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 expend a spell slot to cast an abjuration spell of 1st level or higher, the ward gains a number of hit points equal to twice the level of the expended spell slot.

PROJECTED WARD

Prerequisite: Arcane Ward, 6th Level

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. If you have the Aura feat, you can cause your arcane ward to absorb damage from any creature within the range of your aura without using a reaction.

IRON WARD

Prerequisite: Arcane Ward, 14th Level

Your arcane ward has resistance against damage from spells, and you have advantage on saving throws against spells while your arcane ward has 1 or more hit points.

If you have the Martial Arts feat, you gain the ability to deflect melee and ranged spell attacks using your deflect ability from the Martial Arts feat while your arcane ward has 1 or more hit points.

COUNTERABJURATION

Prerequisite: dispel magic spell or counterspell spell, 6th Level

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. Additionally, you gain an additional reaction that can only be used to attempt to identify a spell being cast.

SPELL THIEF

Prerequisite: dispel magic spell or counterspell spell, 17th Level

When you cast *counterspell* or *dispel magic* and successfully negate the spell, you can force the caster to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC used to cast *counterspell* or *dispel magic*. On a failed save, you steal the knowledge of the spell if it is at least 1st level and of a level you can cast. For the next 8 hours, you know the stolen spell and can cast it using your spell slots. If you use this ability again to steal another spell, you lose the ability to cast the stolen spell. The original caster can't cast the stolen spell while you know the stolen spell.

ILLUSORY STEP

Prerequisite: Spellbook (School of Illusion) or Acolyte: Trickery, 10th Level

You can create an illusory duplicate of yourself as an instant, almost instinctual reaction to danger. 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, then the illusion dissipates. Once you use this ability, you can't use it again until you finish a short or long rest.

ILLUSORY REALITY

Prerequisite: Spellbook (School of Illusion) or Acolyte: Trickery, 14th Level

You have learned the secret of weaving shadow magic into your illusions to give them a semireality. 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.

MINOR ALCHEMY

Prerequisite: Spellbook (School of Transmutation) or Acolyte: Forge, 2nd Level

You can temporarily alter the physical properties of one nonmagical object, changing it from one substance into another. 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.

TRANSMUTER'S STONE

Prerequisite: Spellbook (School of Transmutation), 6th Level

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. When you create the stone, choose the benefit from the following options:

- Darkvision out to a range of 60 feet, as described in chapter 8.
- An increase to speed of 10 feet while the creature is unencumbered.
- Proficiency in Constitution saving throws.
- Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit).

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.

PHILOSOPHER'S STONE

Prerequisite: Transmuter's Stone, 14th Level

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.

GRIM HARVEST

Prerequisite: Spellbook (School of Necromancy) or Acolyte: Grave, 2nd Level

You gain the ability to reap life energy from creatures you kill with your spells. 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.

UNDEAD THRALLS

Prerequisite: Spellbook (School of Necromancy) or Acolyte: Grave, animate dead spell, 6th Level

When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton, as appropriate. Additionally, undeads created and controlled by this spell remain under your control for 48 hours instead of 24 hours.

FORTIFIED UNDEAD

Prerequisite: Spellbook (School of Necromancy) or Acolyte: Grave, 6th Level

When you take this feat, choose two of the following fortifications, affecting all undead creatures you control:

- The undead increase their maximum hit points by 5.
- The undead gain a +1 bonus to damage rolls.
- The undead gain a +1 bonus to attack rolls.

You can choose the same benefit more than once. You can select this feat a second time after 12th level, and a third time after 18th level. Each time you do so you must choose two more fortifications.

BONE SHIELD

Prerequisite: Spellbook (School of Necromancy) or Acolyte: Grave, 6th Level

As a reaction to being targeted by an attack from a creature you can see, you can choose one undead creature under your control within 5 feet of you to swap places. The undead becomes the target of the attack instead.

SPECTRAL VISAGE

Prerequisite: Spellbook (School of Illusion or Necromancy) or Acolyte: Grave or Trickery, 6th Level

You gain the ability to adopt a humanoid'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.

As an action, you can transform the shadow into a disguise that appears on you, granting you the humanoid's appearance while they were 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 as general details on its background and personal life. The information is enough that you can pass yourself off as the person by drawing on its memories. Another creature can see through this disguise by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check. 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.

PORTENT

Prerequisite: Spellbook (School of Divination), 2nd Level

Glimpses of the future begin to press in on your awareness. When you finish a long rest, roll one d20 and record the number 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. You can select this feat a second time after 6th level, a third time after 10th level, and a fourth time after 14th level. Each time you do so you roll another d20.

MINOR CONJURATION

Prerequisite: Spellbook (School of Conjuration), 2nd Level

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 takes any damage, or if it deals any damage.

BENIGN TRANSPOSITION

Prerequisite: Spellbook (School of Conjuration), 6th Level

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 ability, you can't use it again until you finish a long rest or you cast a conjugation spell of 1st level or higher.

INSTINCTIVE CHARM

Prerequisite: Spellbook (School of Enchantment) or Acolyte: Trickery, 6th Level

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 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.

AIR STEP

Prerequisite: Spellbook (School of Conjuration or Evocation), 6th Level

You can use a bonus action to create arcane panels of force in the shape of stairs or walkways that float in the air. These panels provide no cover, but can be walked across. At the end of your turn, the panels disappear and you fall if nothing else is holding you aloft. You can create arcane panels no smaller than 5 ft by 5 ft squares, and their total area cannot exceed 100 times your spellcasting modifier.

SKY BRIDGE

Prerequisite: Air Step, 14th Level

Your arcane panels no longer disappear at the end of your turn, allowing you to stay aloft between turns. Other creatures can also walk across your arcane panels.

As a bonus action, you can remove sections of your arcane panels. Any creature or object on the removed panels fall if nothing else is holding them aloft.

ETHEREAL FLAP

Prerequisite: Acolyte, 6th Level

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 equal to your walking speed. At the end of your turn, the wings disappear and you fall if you end your turn in the air and nothing else is holding you aloft. Your deity or patron determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

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.

ETHEREAL WINGS

Prerequisite: Ethereal Flap, 14th Level

Your wings no longer disappear at the end of your turn, allowing you to stay aloft between turns. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

SCULPT SPELLS

Prerequisite: Spellbook (School of Evocation), 2nd Level

You can create pockets of relative safety within the effects of your evocation 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.

POTENT SPELL

Prerequisite: Spellbook (School of Evocation), 6th Level

You have mastered the use of evocation magic in combat, and your evocation spells affect even creatures that avoid the brunt of the effect. Your spell attacks with evocation cantrips or spells score a critical hit on a roll of 19 or 20. When a creature succeeds on a saving throw against your evocation cantrip or spell, the creature takes half the cantrip or spell's damage (if any) but suffers no additional effect from the cantrip or spell. This effect applies to creatures with Evasion.

OVERCHANNEL

Prerequisite: Spellbook (School of Evocation), 14th Level

You can increase the power of your simpler spells. When you cast a spell of 1st through 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.

SPELL MASTERY (1ST-LEVEL)

Prerequisite: 9th-Level Spellcasting, Spellbook, 18th Level

You gain mastery over a basic spell and can cast it with no effort. When you take this feat, choose one 1st-level spell from your spellbook. You can cast this spell at its lowest level without expending a spell slot when you have it prepared. If you want to cast the spell at a higher level, you must expend a spell slot as normal.

SPELL MASTERY (2ND-LEVEL)

Prerequisite: Spell Mastery (1st-Level), 20th Level

You gain mastery over a powerful spell and can cast it with no effort. When you take this feat, choose one 2nd-level spell from your spellbook. You can cast this spell at its lowest level without expending a spell slot when you have it prepared. If you want to cast the spell at a higher level, you must expend a spell slot as normal.

WAR MAGIC

Prerequisite: Extra Attack, The ability to cast a cantrip

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

IMPROVED WAR MAGIC

Prerequisite: War Magic, The ability to cast a spell, 18th Level

When you use your action to cast a spell, you can make one weapon attack as a bonus action.

SNEAK ATTACK

You learn how to strike subtly and exploit a foe's distraction. 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 Dexterity.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. You can select this feat multiple times, increasing the extra damage by 1d6 each time.

DIRTY TRICKS

Prerequisite: Sneak Attack, 3rd Level

When you take this feat, choose two tricks. When you fulfill the criteria for Sneak Attack, you can apply one of these tricks. You can only apply one trick to a single attack, unless otherwise stated. Some of your tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is calculated as follows:

Trick Save DC = 8 + Dexterity modifier + Proficiency Bonus

If you have the Spellsneak feat, you can also use these tricks on melee or ranged spell attacks. You can select this feat multiple times. Each time you do so, must choose two different tricks.

Duck Away. You can forgo 1 Sneak Attack dice on a melee weapon attack. The target has disadvantage on opportunity attacks made against you until the start of your next turn.

Purloin. You can forgo 1 Sneak Attack dice on a melee attack to make a Sleight of Hand check against the target's armor class. On a success, you steal one object from them if it isn't being worn or held, or is secured by thin string, straps, or chain.

Fake Out. You can forgo half of your Sneak Attack dice, rounded down, on a melee or ranged weapon attack. Your next attack on this turn can benefit from your Sneak Attack, dealing damage equal to number of dice forgone.

Heel Cutter. You can forgo 1 Sneak Attack dice on a melee or ranged weapon attack. The target's movement speed decreases by 5 feet until the start of your next turn. You can apply this trick to the same attack multiple times.

Wing Clip. You can forgo 1 Sneak Attack dice on a ranged weapon attack against a target with a fly speed granted by natural wings. The target must make a Strength saving throw or plummet 10 feet. You can apply this trick to the same attack multiple times.

Blindsides. You can forgo 5 of your Sneak Attack dice on a melee or ranged weapon attack. The target must make a Constitution saving throw or become blinded. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the effect ends.

Daze. You can forgo 5 of your Sneak Attack dice on a melee or ranged weapon attack. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

ASSASSINATE

Prerequisite: Sneak Attack, 3rd Level

You are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, when you hit a creature that is surprised, you can deal maximum damage with your Sneak Attack.

SPELLSNEAK

Prerequisite: Metamagic, Sneak Attack

When you fulfill the criteria for Sneak Attack with a ranged or melee spell attack, excluding the ranged or finesse weapon requirement, you can expend 1 sorcery point to apply your Sneak Attack damage to the attack.

CONSERVED SPELLCASTING

Prerequisite: 2nd-Level Spellcasting, 15th Level

When you cast a spell using a higher level spell slot, you can regain a spell slot of level equal to the difference between the spell slot used and spell's level. Using this ability ignores the spell's Casting at Higher Level feature.

METAMAGIC

You gain 4 sorcery points, which you regain when you finish a long rest. You also gain the ability to twist your spells to suit your needs. You gain one Metamagic option of your choice. You can use your sorcery points to regain expended spell slots, or sacrifice spell slots to regain expended sorcery points. You gain the ability to use crystals and orbs as your spellcasting focus.

You can select this feat a second time after 5th level, a third time after 11th level, and a fourth time after 17th level. Each time you do so you gain a different Metamagic options, and your maximum number of sorcery points increases by 4.

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The created spell slots vanish at the end of a long rest. You can create spell slots no higher in level than 5th. A 1st-Level Spell Slot costs 2 Sorcery Points, a 2nd-Level costs 3 Sorcery Points, a 3rd-Level costs 5 Sorcery Points, a 4th-Level costs 6 Sorcery Points, and a 5th-Level costs 7 Sorcery Points. You cannot create more spell slots beyond your maximum number or level.

Converting a Spell Slot to 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. You cannot gain more sorcery points than your maximum.

REACTIONARY METAMAGIC

Prerequisites: Metamagic, 11th level

Your ability to twist spells has extended beyond just your own magic. When you see a creature within 30 feet of you cast a spell, you can use your reaction to use one of the metamagic option you know, excluding Subtle Spell, to twist that spell. If a metamagic option requires chosen targets, you choose the targets.

WILD MAGIC

Prerequisite: Metamagic

You learn to manipulate the forces of chance and chaos. Whenever you expend 1 or more sorcery points, roll a d20. If you roll a 1, you trigger a Wild Magic Surge, and roll on the Wild Magic Surge table to create a random magical effect. A Wild Magic Surge can only happen once per turn. If a Wild Magic Surge effect is a spell, it's too wild to be affected by Metamagic. If it normally requires concentration, it doesn't require concentration in this case; the spell lasts for its full duration. See page 104 of the Player Handbook for the Wild Magic Surge table.

Additionally, you can use a bonus action to spend 5 sorcery points to roll directly on the Wild Magic Surge table.

If you have the Action Surge feat, roll directly on the Wild Magic Surge table when you use it to take an additional action. The surge happens before the additional action is taken.

BEND LUCK

Prerequisite: Wild Magic, 6th Level

You gain the ability to twist fate using your Wild Magic. When another creature you can 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.

ARCANE RECOVERY

Prerequisite: 1st-Level Spellcasting

You have learned to regain some of your magical energy. When you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level of 2, and none of the slots can be 6th level or higher.

You can select this feat multiple times. Each time you do so, the combined level of recovered slots increases by 2.

ELEMENTAL AFFINITY

Prerequisite: Elemental Adept, 6th Level

Choose one of your damage types from the Elemental Adept feat. You gain resistance to the damage type chosen. In addition, when you cast a spell that deals damage of the type chosen for Elemental Adept, add your spellcasting modifier to one damage roll. You can select this feat multiple times, one for each time you have selected the Elemental Adept feat. Each time you do so, you must select a different damage type.

ELEMENTAL SURGE

Prerequisite: Wild Magic, Elemental Adept, 6th Level

Whenever you use your Wild Magic feat to roll for a Wild Magic Surge, you can cause elemental magic to erupt around you. Each creature within 10 feet of you takes 1d6 damage of a type chosen in the Elemental Adept feat. If the reroll causes a Wild Magic Surge, or if you rolled directly on the Wild Magic Surge table, the eruption instead deals 5d6 damage.

MAGE HAND LEGERDEMAIN

Prerequisite: mage hand cantrip, 3rd Level

When you cast *mage hand*, you can make the spectral hand invisible, and you can perform the following additional 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 lock and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. If you have the Quickened Action feat (Use an Object), you can use a bonus action to control the hand.

Additionally, your mage hand can carry a number of pounds equal to 10 times your spellcasting modifier.

ARCANE FIST

Prerequisite: mage hand cantrip, 3rd Level

While you have your *mage hand* out, you gain the ability to use your mage hand to make a special ranged spell attack with a range of 30 feet which requires verbal and somatic components and uses your spellcasting ability from mage hand for the attack roll. This attack deals 1 bludgeoning damage. If you have the Martial Arts feat or another way of increasing your unarmed strike damage, this attack deals damage equal to your unarmed strike. You do not add your spellcasting modifier to the damage of this attack. When you use this attack, your mage hand moves next to the target of the attack.

You can also use your mage hand to attempt to grapple or shove creatures within 30 feet of you. When you do so, you use your spellcasting ability score for the check instead of your Strength.

If you have the Spellcasting Style feat, this special attack can benefit from the Destructive, Elementalist, and Repelling styles.

If you have a second mage hand summoned from the Spellcasting Style: Dualcast, when you take the Attack action on your turn and use this special attack as part of it, you can make an additional attack with this special attack.

If you have the Extra Attack feat, this special attack can be used for any of the attacks you make as part of the Attack action.

If you have the Martial Arts feat, when you take the Attack action on your turn and use this special attack as part of it, you can make the special attack once as a bonus action, or spend 1 ki point to make the special attack twice as a bonus action.

If you have the Mage Hand Legerdemain feat, attacking with your mage hand while hidden does not give away your location.

EYES OF THE WITCH

Prerequisite: Proficiency in Arcana or Acolyte: Arcana

Your eyes are infused with magic, granting you certain benefits:

- You can read all writing.
- When you see a spell being cast, you know what spell it is.
- You can use your action to observe one creature or object within 30 feet of you. When you do so, you see a faint aura around it if it bears magic, and you learn its school of magic, if any.

BLOOD MAGIC

Prerequisite: The ability to cast a spell or Martial Arts or Metamagic

You gain the ability to harness your own blood as a source of magic energy by storing it in a blood vial. As a bonus action on your turn, you can spend any number of hit dice to fill your blood vial. Roll the dice, add your Constitution modifier for each hit dice spent this way. Your vial gains a number of hit points equal to the total. While your blood vial has more than 0 hit points, you can use it as your spellcasting focus. Your blood vial loses all unused hit points at the end of your next long rest.

When you cast a spell with your vial on your person, you can expend a number of hit points from your vial in order to cast the spell without expending spell slots. A 1st-Level spell costs 5 hit points, a 2nd-Level costs 10 hit points, a 3rd-Level costs 15 hit points, a 4th-Level costs 20 hit points, and a 5th-Level costs 25 hit points. Additionally, if a spell requires a material component that lists a cost, you can instead expend a number of hit points from your blood vial equal to the cost of the component in gold (minimum of 1 hit point).

If you have the Martial Arts feat, you can also use hit points from your vial in place of ki points. 1 ki point costs 5 hit points. If you have the Metamagic feat, you can also use hit points from your vial in place of sorcery points. 1 sorcery point costs 2 hit points.

TRANSFUSION

Prerequisite: Blood Magic

When you kill one or more creatures with a spell cast through Blood Magic, your blood vial gains a number of hit points equal to your spellcasting modifier.

Additionally, if you have a familiar from the *find familiar* spell, you and your familiar can both use an action to touch one another and transfer any number of your own hit points to your familiar, or from your familiar to you.

VERSATILE WEAPON MASTER

You've learned to use a free hand in combat to your advantage, allowing you to break past your opponent's guard and deflect their attacks. While you are wielding weapons with the versatile property and have a free hand, you gain the following benefits:

- You can use the two-handed damage while using the weapon in one hand.
- On your turn, you can make an unarmed strike as a bonus action. If the unarmed strike hits the target, you have advantage on the next weapon attack you make at that target before the end of your turn.
- When another creature hits you with a melee attack, you can use your reaction to add +1 to your AC for that attack, potentially causing the attack to miss you. If it does, you can make a single weapon attack at the attacker. If your attack hits, it is a critical hit.

SHARED AGONY

Prerequisite: Spellbook (School of Enchantment) or Acolyte: Eldritch, 10th Level

Your alien knowledge gives you the ability to touch the minds of other creatures. 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.

Additionally, 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.

INFUSED MAGIC

Prerequisite: The ability to cast a spell or cantrip

You gain the ability to channel your spells into objects for later use. When you cast a 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 cast the spell, 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.

When activated, 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. If the spell requires concentration, the creature that activates the item must concentrate on it.

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 spellcasting modifier.

MINOR INVENTION

Prerequisite: Infused Magic, 5th Level

You learn the secrets of the constructing magic items. You can spend an amount of gold equivalent to half the cost of the item and 24 hours of total time, not necessarily continuous, working to create an item from the following list: bag of holding, cap of water breathing, driftglobe, goggles of night, sending stones, 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.

Your DM may allow you to craft different magic items, but may specify required skill checks in order to craft them.

MODERATE INVENTION

Prerequisite: Minor Invention, 10th Level

You hone your skill in constructing magic items. You can spend an amount of gold equivalent to half the cost of the item and 24 hours of total time, not necessarily continuous, working to create an item from the following list: bag of beans, chime of opening, decanter of endless water, eyes of minute seeing, folding boat, Heward's handy haversack.

Additionally, the cost of crafting a magic item using the Minor Invention feat is halved.

Your DM may allow you to craft different magic items, but may specify required skill checks in order to craft them.

MAJOR INVENTION

Prerequisite: Moderate Invention, 15th Level

You further hone your skill in constructing magic items. You can spend an amount of gold equivalent to half the cost of the item and 24 hours of total time, not necessarily continuous, working to create an item from the following list: boots of striding and springing, bracers of archery, brooch of shielding, broom of flying, hat of disguise, slippers of spider climbing.

Additionally, the cost of crafting a magic item using the Moderate Invention feat is halved, and you can ignore the cost of crafting a magic item using the Minor Invention feat.

Your DM may allow you to craft different magic items, but may specify required skill checks in order to craft them.

Rarity	Value	Crafting Cost
Common	50-100 gp	25 gp
Uncommon	101-500 gp	50 gp
Rare	501-5,000 gp	250 gp
Very Rare	5,001-50,000 gp	2,500 gp
Legendary	50,000+ gp	25,000 gp

MASTERWORK

Prerequisite: Major Invention, 20th Level

You master the art of constructing magic items. You can spend an amount of gold equivalent to half the cost of the item and 24 hours of total time, not necessarily continuous, working to create an item from the following list: 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.

Additionally, the cost of crafting a magic item using the Major Invention feat is halved, and you can ignore the cost of crafting a magic item using the Moderate Invention feat.

Your DM may allow you to craft different magic items, but may specify required skill checks in order to craft them.

IMPROVED ATTUNEMENT

Prerequisite: Infused Magic, 5th Level

Your superior understanding of magic items allows you to master their use. You can now attune to up to four, rather than three, magic items at a time. You can select this feat a second time after 15th level, and a third time at 20th level. Each time you do so, you can attune to one additional magic item.

WEAPON BOND

Prerequisite: 3rd Level

You learn a ritual that creates a magical bond between yourself and one weapon. You perform the 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 have advantage on saving throws against being disarmed of that weapon unless you are incapacitated, and you can shunt it into an extradimensional space as a bonus action. If it is on the same plane of existence or in extradimensional space, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand. You can only have one bonded weapon. If you attempt to create a new bond, it replaces the current one.

Your bonded weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

INFINITE ARMORY

Prerequisite: Weapon Bond, 12th Level

Your Weapon Bond ritual can now be used to bond with multiple weapons, and is not replaced when you bond with an additional weapon. When you summon your weapon, you choose which bonded weapon to summon. Summoning a bonded weapon can now be done as part of making an attack instead of as a bonus action.

ARMOR BOND

Prerequisite: 3rd Level

You learn a ritual that creates a magical bond between yourself and one shield or suit of armor. You perform the ritual over the course of 1 hour, which can be done during a short rest. The shield or suit of armor must be within your reach throughout the ritual, at the conclusion of which you touch the shield or suit of armor and forge the bond.

Once you have bonded a shield or piece of armor to yourself, you can shunt it into an extradimensional space as an action. Afterwards, you can summon that shield or piece of armor as a reaction to being hit by an attack, donning it instantly if you are unarmored. Its armor class is included against the triggering attack. You can only have one bonded shield or suit of armor. If you attempt to create a new bond, it replaces the current one.

IMPROVED CRITICAL

Prerequisite: Weapon Bond

Your weapon attacks with your bonded weapon score a critical hit on a roll of 19 or 20. You can select this feat a second time after 15th level. When you do so, your weapon attacks with your bonded weapon score a critical hit on a roll of 18-20.

SMALL BUT MIGHTY

Prerequisite: Small Size, 13 Strength

You overcome the limits of your small frame. You gain the following benefits:

- Increase your strength score by 1, to a maximum of 20.
- You count as if you were one size larger for the purpose of determining your carrying capacity.
- You count as if you were one size larger for the purpose of making attacks.

SWIMMER

You have undergone extensive aquatic training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, up to a maximum of 20.
- When you fall into water, you take no falling damage if you are not incapacitated.
- You gain a swim speed equal to your walking speed.
- You can hold your breath a number of minutes equal to $2 + \text{twice your Constitution modifier}$ (minimum of 1 minute).

HONED REFLEXES

Prerequisite: Alert, 17th Level

You have become adept at laying ambushes and quickly escaping danger. 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.

MULTIATTACK DEFENSE

Prerequisite: 7th Level

When an enemy hits you with an attack, you gain a +2 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

If you have the Favored Enemy feat and the creature is the type of your favored enemy, you gain a +4 bonus to AC instead.

IMPROVED FAMILIAR

Prerequisite: find familiar spell, 3rd Level

You learn to use your magic to create a more powerful familiar. With 8 hours of work and the expenditure of 50 gp worth of rare herbs and fine food, you can transform your familiar into a more powerful companion. Your familiar can take the form of any beast of CR 1/4. If you have the Favored Enemy feat, your familiar can take the form of creatures of your favored enemy type as well as beasts.

Your familiar can attack, but loses Multiattack action, if it has one. Additionally, if you have the Extra Attack feat, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to use its reaction to make one attack of its own. If your familiar's new form is capable of casting spells, it is unable to cast any of them.

You can select this feat a second time after 7th level, a third time after 11th level, a fourth time after 15th level, and a fifth time after 19th level. The CR of beasts you can summon as familiars increases to CR 1/2 after the second time, CR 1 after the third time, CR 2 the fourth time, and CR 3 the fifth time.

SENTINEL RAVEN

Prerequisite: find familiar spell, Acolyte: Undying

Your familiar can take the form of a sentinel raven. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and have advantage on Wisdom (Perception) checks. 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.

If the raven 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.

SOUL OF THE RAVEN

Prerequisite: Sentinel Raven, 6th Level

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.

Additionally, you gain advantage on death saving throws, immunity to the frightened condition, and resistance to necrotic damage while the raven is perched on your shoulder.

BEARER OF ILL OMEN

Prerequisite: Improved Familiar, 6th Level

You gain the ability to transform your familiar into a howling creature of darkness to harass your foes. As a bonus action, you can magically transform your familiar into a bearer of ill omen to target one creature you can see within 120 feet of you. Your familiar undergoes the following changes while in this form:

- Your familiar counts as a monstrosity, not a beast.
- 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, your familiar automatically knows its target's location. If the target was hidden, it is no longer hidden from you or your familiar.
- On its turn, your familiar can move only toward its target by the most direct route, and it can use its action only to attack its target.

Your familiar can make opportunity attacks, but only against its target. Additionally, while your familiar is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The your familiar disappears as normal if it is reduced to 0 hit points. After 1 minute or if its target is reduced to 0 hit points, your familiar disappears into a pocket dimension and is unable to be summoned until you finish a long rest.

HELL'S ENVOY

Prerequisite: find familiar spell, Acolyte: Fiend

Your familiar can take the form of an imp. When you or your familiar reduce a hostile creature within 30 feet of you to 0 hit points, you gain temporary hit points equal to your spellcasting modifier.

HURL THROUGH HELL

Prerequisite: Hell's Envoy, 14th Level

When you or your familiar hit a creature with an attack within 5 feet of your familiar, you can command your familiar to instantly transport the target through the lower planes. Both your familiar and the creature disappears and hurtles through a nightmare landscape. Your familiar must be a fiend in order to use this ability. 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 ability, you can't use it again until you finish a long rest.

MECHANICAL MODIFICATIONS

Prerequisite: Proficiency with Tinker's Tools, 3rd Level

Choose two of the following modifications. You can make one modification over a long rest, costing 50 gp worth of metal scraps. Modified equipment is special, and only you are proficient with equipment, weapons, or armor that you modify. You can select this feat multiple times. Each time you do so, must choose two different modifications.

Power Armor. You learn to modify suits of heavy armor that you are proficient with to enhances your strength. While wearing it, you can ignore reduction to speed from low strength score, and you count as if you were one size larger for the purpose of determining your carrying capacity.

Transforming Weapon. You learn to combine two weapons that you are proficient with (at the DM's discretion), allowing you to change between the two in the heat of battle. While wielding the weapon, you can freely change between the two weapon forms. Heavy or light property can only be combined with other weapons of that have the same property.

Hermetic Mask. You learn to craft a filtered mask that allows you to brave various environments. While wearing the mask, you gain the ability to breathe underwater and in the presence of poisonous gases and airborne diseases.

Dampening. You learn to modify suits of armor that you are proficient with to remove its disadvantage on Dexterity (Stealth) checks.

Retracting. You learn to modify weapons with the thrown or ammunition property that you are proficient with by securing a retracting mechanism to the weapon or to a piece of ammunition. The weapon or piece of ammunition can be pulled back to the wielder as a bonus action, but its range is limited to 60 feet. Additionally, if the ammunition strikes a piece of terrain or other suitably solid anchor point, you can pull yourself up to 60 feet toward it using your bonus action.

Arm-Mounted You learn to modify shields and weapons that lack the two-handed or heavy property that you are proficient with to be strapped to your forearm, freeing up your hand and allowing you to use the hand for casting spells or manipulating objects. You can strap or unstrap a weapon to your arm as part of drawing or stowing it, or strap or unstrap a shield to your arm as part of donning or doffing it.

CLOCKWORK SERVANT

Prerequisite: Infused Magic, 3rd Level

You learn to use your skill to create a clockwork servant. With 8 hours of work and the expenditure of 100 gp worth of metal components, you can create a clockwork servant. You can only have one clockwork servant at a time. Your servant can take the form of any beast of CR 1/2. 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 is immune to psychic and poison damage and the poisoned and charmed conditions.
- 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.
- It is unaffected by healing magic. If it is targeted by the mending spell, it can spend hit dice and instead use the highest number possible for each die.

Your servant acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn.

You can infuse a spell into your servant through use of the Infused Magic feat. As an action, your servant can activate the spell, even if it has an Intelligence score of less than 6. Your servant be infused with only one spell at a time.

If your servant is destroyed, you can spend 8 hours of work and 100 gp worth of metal components in order to repair the servant. You can only have one clockwork servant at a time.

You can select this feat a second time after 7th level, a third time after 11th level, a fourth time after 15th level, and a fifth time after 19th level. The CR of beasts you can craft your servant into increases to CR 1 after the second time, CR 2 after the third time, CR 3 the fourth time, and CR 4 the fifth time.

TIRELESS

Your body has adapted to sleepless nights and grueling conditions, and you gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You treat your levels of exhaustion as halved (rounded down), and suffer the effects accordingly.
- When you are affected by the sleep spell, you are treated as having twice as many hit points for the purpose of resolving that spell.

MODIFIED SERVANT

Prerequisite: Mechanical Modifications, Clockwork Servant

Choose one of the following modifications for your clockwork servant. You can make one modification over a long rest, costing 50 gp worth of metal scraps. You can select this feat multiple times. Each time you do so, must choose a different modifications.

Swarm Servant. You craft a swarm of miniature clockwork servants. Your servant can take the form of any swarm of beasts under the CR restrictions from the Clockwork Servant feat. As a swarm, your servant cannot benefit from any other modifications.

Artificial Wings. You attach a set of mechanical wings to your clockwork servant. Your clockwork servant gains a flying speed of 30 feet. If it already has a flying speed, its flying speed is increased by 10 feet.

Seaworthy. You attach aquatic propulsion to your clockwork servant. Your clockwork servant gains a swimming speed equal to its walking speed. If it already has a swimming speed, its swimming speed is increased by 10 feet. If you have the Cockpit modification, the cockpit becomes hermetically sealed, creating a pocket of air inside.

Cockpit. You create a compartment in your clockwork servant, allowing creatures to ride inside it. The cockpit space your servant provides is tied to its size. It can fit one creature of a size category smaller than it inside, or four creatures of two size categories smaller. While you are inside your servant, you have 3/4ths cover against attacks and other effects outside of your servant, and your movement speed is reduced to 0. You can get in and out of the cockpit just as you would mount or dismount a steed.

Reinforced You attach armor plating to your clockwork servant, increasing its armor class by 2.

Language Module. Your clockwork servant gains the ability to speak any languages it understands.

Integrated Weapon. You attach a weapon to your clockwork servant, allowing it to use it in combat. Your servant is proficient with the attached weapon if you are proficient with it.

EVASION

Prerequisite: Proficiency in Dexterity Saving Throws, 7th Level

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.

ELUSIVE

Prerequisite: Evasion, 18th Level

You become so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

SPELLCASTING STYLE

Prerequisite: The ability to cast a cantrip

You adopt a particular style of spellcasting as your specialty. Choose a spellcasting style from the list below. You can select this feat multiple times. Each time you do so, you must select a different spellcasting style.

DESTRUCTIVE

You can add your spellcasting modifier to the damage you deal with any cantrip that involves a ranged or melee spell attack.

ELEMENTALIST

Choose a damage type. Whenever you cast a cantrip, you can choose whether to cast it with its original damage type or with your chosen damage type. You can select this style multiple times. Each time you do so, you must choose a different damage type.

REPELLING

When you hit a creature with booming blade, green-flame blade, or a cantrip that involves a melee or ranged spell attack, you can push the creature up to 10 feet away from you in a straight line.

PREPARED

When you take the Ready action to cast a cantrip that involves a saving throw, you can impose disadvantage on the saving throw against a target by casting the cantrip immediately after their turn ends.

DUALCAST

When you cast a cantrip that does not deal damage, you can cast the cantrip twice in the same action. If the cantrip requires concentration, both effects are treated as part of the same spell. If you lose concentration of the spell, both effects end.

FIRST STRIKE

Prerequisite: 3rd Level

You excel at leading ambushes and acting first in a fight. You have advantage on initiative rolls and gain a 10 ft bonus to movement speed on your first turn. If you take 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.

BLINDSENSE

Prerequisite: Expertise in Perception, 14th Level

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

FOREIGN INCANTATION

Prerequisite: Linguist, The ability to cast a cantrip or spell

You learn to use the properties of languages as you know to alter your incantations. When you cast a spell that involve a verbal component, you can choose one of the following effects. You can only use effects tied to languages you are proficient with.

Abyssal. When you cast a spell that requires concentration, you gain resistance against cold, fire, and lightning damage while you are concentrating on the spell.

Celestial. When you cast a spell that restores hit points to a creature other than you, you regain hit points equal to the spell's level + your spellcasting modifier.

Deep Speech. If you fail the check to maintain concentration of a spell, each creatures within 5 feet of you takes 1d6 psychic damage for each level of spell slot used to cast the spell.

Draconic. When you cast a spell that requires concentration, you gain a number of temporary hit points equal to the spell's level + your spellcasting modifier, which last until you stop concentrating on the spell.

Giant. When you cast a spell that involves one or more ranged spell attacks, you can instead turn all of them into melee spell attacks with range of 5 ft.

Infernal. When you cast a spell that involves a melee or ranged spell attack that targets a single creature, you can infuse it with hellish energy. On a hit, any healing the target receives until the start of your next turn is reduced by 1d4 for each level of spell slot used to cast the spell.

Auran. When you cast a spell that requires concentration, your movement speed increases by 5 feet for each level of spell slot used to cast the spell while you are concentrating on the spell.

Aquan. When you cast a spell that requires concentration, you gain the ability to walk across liquid surfaces while you are concentrating on the spell.

Ignan. When you cast a spell that requires concentration, you can shroud yourself with flames. While you maintain concentration on that spell, a creature that touches you or hits you with a melee attack while within 5 feet of you takes fire damage equal to the spell's level + your spellcasting modifier.

Terran. When you cast a spell that requires concentration, you can strengthen your connection to the ground. While you maintain concentration on that spell and are standing on earth or stone, you cannot be pushed or knocked prone.

Sylvan. When you cast a spell while within 60 feet of a plant, you cast the spell as though you were in the plant's space, using your own senses.

OPTIONAL RULES

Listed here are a few notes and optional rules for using this class that can enhance or vary the way it performs.

STARTING FROM ZERO

To truly experience the rise from commoner to hero, consider using this method for ability scores.

When determining ability scores, do not use the standard array of 15, 14, 13, 12, 10, and 8. Instead, use the array of 10, 10, 10, 10, 10, 10. Afterward, make any changes to your ability scores as a result of your race choice.

NO ABILITY SCORE INCREASES

To maximize the number of feats experienced, consider disallowing the Ability Score Increase class feature, and instead requiring players to take a Feat on those levels instead. This means that players must rely on Half-ASI feats to increase their ability scores.

ART CREDIT

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NUMBER OF FEATURES GAINED PER LEVEL

Level	Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Warlock	Wizard
1st	9	8	7	8	9	5	9	8	6	6	8	6
2nd	2	3	1	4	1	1	3	2	1	2	2	2
3rd	2	2	1	2	2	2	2	2	2	1	2	2
4th	1	2	2	4	1	2	3	2	1	3	1	2
5th	3	3	2	1	1	3	2	2	2	1	2	1
6th	1	3	2	4	1	1	2	1	1	3	1	2
7th	1	1	1	1	1	2	1	1	2	1	2	2
8th	1	2	3	4	1	2	3	3	1	3	1	2
9th	1	2	1	2	1	1	1	1	2	2	2	1
10th	1	4	1	3	1	2	2	1	1	3	1	2
11th	1	1	2	1	1	2	1	1	2	1	2	2
12th	2	2	1	4	1	1	3	2	1	3	1	2
13th	1	1	1	1	1	2	1	1	2	1	2	1
14th	1	3	1	3	1	4	2	1	1	3	1	2
15th	0	2	1	2	1	1	1	1	2	1	2	2
16th	1	1	1	1	1	1	3	2	1	2	1	1
17th	2	2	3	1	2	2	1	1	2	1	2	1
18th	1	1	1	3	1	2	2	1	1	2	1	1
19th	1	1	1	1	1	2	1	1	2	1	2	2
20th	3	1	1	1	1	1	3	2	1	2	1	2
Total	35	43	43	44	30	39	46	36	34	41	37	37

Skills. The easiest way to pick up 3 skills is through the Skilled feat. As such, I have treated 2-3 starting skill proficiencies as equivalent to 1 feat.

Ability Score Increase. Tallied as 1 feat.

Saving Throws. Player Handbook classes begin with 2 saving throws: one weak and one strong. In order to gain saving throws, Adventurers must take the Resilient feat, which also provides a +1 to the selected ability. Balance-wise, I have counted the 2 starting saving throws as equivalent to 1 feat. This is because taking Resilient twice is equivalent to having 2 saving throws and 1 ability score increase.

Weapon Proficiencies. As it is uncommon for a character to require more than four types of weapons, I have treated any and all weapon proficiencies as equivalent to 1 feat: Weapon Master.

However, some classes have access to a markedly wider range of weapons than others. As such, some martial classes may be undervalued by this system.

Armor Proficiencies. Heavy armor is valued as 3 feats, as it requires both medium and light armor as well. As such, classes that have proficiency with heavy armor are rated very highly.

Scaling Feats. Certain class features increase with level in a class. Such features include Barbarian's Rage, Rogue's Sneak Attack, Paladin's Lay on Hands, Sorcerer's Sorcery Points, and Monk's Ki and Martial Arts, among others. To account for this, many of the Adventurer feats can be taken multiple times to increase their number of uses or power. This is tallied in the table, with each time the feat needs to be retaken marked as 1 feat. For some class features, this is not a 1 to 1 equivalency.

Other Class Features. The list of feats for Adventurer does not yet encompass every possible class and subclass feature. These other feats are treated as equivalent to 1 feat each.

NOTES

In this section, the number of feats required to build a class according to the Player Handbook are examined in order to roughly balance the Adventurer class against existing classes. Not all feats are created equal. It is worth noting that the amount of choice and customization presented by the Adventurer class is inherently valuable, and therefore this class is designed to have fewer "feats" overall than the Player Handbook classes.

CHANGE LOG

VERSION 1.0

03/14/2018

- Optional Rules added (Starting from Zero, No Ability Score Increases)
- Formatting issue on Brutal Critical fixed

VERSION 1.1

03/14/2018

- Reworded spellcasting to key off of the same ability selected from 1st-Level
- Removed option to take spellcasting 1-5 more than once
- Wording fixes
- Added page number for Combat Superiority
- Clarified Martial Arts

VERSION 1.2

03/14/2018

- Removed Improved Smite feature
- Reduced Metamagic options to 1 per time the feat is taken
- Reduced total number of feats given in progression chart

VERSION 1.3

03/15/2018

- Removed Cantrip Spellcasting, in favor of using Magic Initiate multiple times instead
- Wording on Superhuman Ability and Reliable Skill
- Adjusted wording for Acolyte
- Changed bonus from Aura of Protection to scale off mental stat rather than proficiency bonus
- Rename Unarmored Combatant to Unarmored Defense, changed scaling to one physical and one mental stat, removed movement speed increase
- Changed Second Wind to expend 1 hit dice instead of being a separate counter
- Added Arcane Recovery, Battle Cantrip

VERSION 1.4

03/18/2018

- Adjusted class table
- Added a comparison section, examining each PHB class by "feats" per level
- Change Inspiration to Assistance, allowed choice of ability score to use
- Change Unarmored Defense to Dex + any other stat, limit 19 AC
- Changed the stunning strike to use choice of Dexterity or Strength
- Added Signature Spell and Spirit Animal, and some Arcane Traditions
- Renamed Battle Cantrip to Potent Evocation
- Allowed Favored Enemy Beast Shape

VERSION 1.5

03/18/2018

- Added Eldritch Invocations, Weapon Bond (Pact of the Blade), Improved Critical, Bend Luck, Wild Magic, Artificer Feats

VERSION 1.6

03/23/2018

- Added Hoard Breaker, Swimmer, Spellcasting Style, Otherworldly Patron, Improved Smite, Elemental Smite
- Removed Elemental Wild Shape
- Removed Eldritch Invocations directly affecting Eldritch Blast

VERSION 1.7

04/15/2018

- Changes to Acolyte
- Increased Arcane Recovery to 2 levels worth of slots
- Added Tireless, Spell Sneak, Targeted Strike, Artisan Rage, Open Hand Technique, Quivering Palm, Assassinate, Shadow Step, War Magic, Improved War Magic, Monastic Weapon Training
- Removed Targeted Strike

VERSION 1.8

04/20/2018

- Spellcasting changes
- Clarification preventing Assassinate from doubling Sneak Attack dice again on a critical hit
- Feat combo with Lay on Hands and Martial Arts, Tavern Brawler and Martial Arts
- Changed Monastic Weapon Training to match Kensei weapon choice

VERSION 1.9

04/23/2018

- Reworked Improved Familiar, Metamagic, Beast Shape, Natural Explorer, Martial Arts, Favored Enemy
- Added Dirty Tricks, Retaliation, Multiattack Defense, Hell's Envoy, Hurl Through Hell, Sentinel Raven, Soul of the Raven, Arcane Ward, Projected Ward, Iron Ward, Minor Alchemy, Minor Conjunction, Philosopher's Stone, Shared Agony, Eldritch Knowledge, Air Step, Sky Bridge, Ethereal Flap, Ethereal Wings, Clockwork Servant, Mechanical Modifications, Hinder, Combat Support, Bearer of Ill Omen, Elemental Surge, Umbral Form, Spectral Visage, Sculpt Spells, Overchannel, Conserved Spellcasting, Elemental Affinity, Rapid Strikes, Small but Mighty, Fortified Undead, Bone Shield, Armor Bond, Redirection, First Strike, Arcane Fist, Shadow Strike, Spell Thief, Illusory Reality, Undead Thralls, Mage hand Legerdemain, Modified Servant, Blood Magic, Transfusion

VERSION 2.0

04/23/2018

- Proofread and reordered feats
- Added Infinite Armory, Foreign Incantation, Versatile Weapon Master
- Reworked Aura of Protection and Aura of Courage into a generic Aura feat, now including many of the auras from other paladin subclasses

VERSION 2.1

04/23/2018

- Huge rework of Acolyte, to include Otherworldly Patrons
- Removed Otherworldly Patron and changed prerequisites on other feats to reflect
- Removed Eldritch Knowledge, moved into Acolyte Great Old One, Channel Divinity: Eldritch Madness
- Moved half of Hell's Envoy into Acolyte Fiend, Channel Divinity: Dark One's Own Luck

VERSION 2.2

05/30/2019

- Added a table of contents
- Removed invocation feats
- Added Eyes of the Witch
- Cut down many similar Acolyte choices
- Added Thrown Weapon Master and Steady Marksman
- Adjusted Blood Magic to cover costly material components

VERSION 2.3

03/02/2020

- Added an additional feat at 2nd, 3rd, 5th, 11th, and 17th levels, for a total of 30 feats and 8 ASIs

AUTHOR'S NOTES

This section is dedicated to putting up any miscellaneous thoughts regarding this document!

1. Come check out [Chaos Plan Intro - Bob Playing Bob](#), for an interesting session using the Adventurer class!



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