**Weaver**

**Hit Points**

**Hit Dice:** 1d6 per Weaver level

**Hit Points at 1st Level:** 6 + your Constitution modifier

**Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per Weaver level.

**Proficiencies**

**Armor:** Light Armor

**Weapon:** Daggers, Quarterstaffs

**Saving Throws:** Wisdom

**Skills:** Choose two from Arcana, History, Insight, Investigation, Medicine, Religion

**Equipment**

You start with the following equipment:

(a) Quarterstaff

(b) Dagger x2

(c) Scholars Pack

(d) Leather Armor

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

**Restore:**

You can take an action to recover all your spent spell slots ONLY USEABLE ONCE A DAY

**Spellcasting Ability:**

**­­Spell save DC =** 8 + your proficiency bonus + your Wisdom Modifier

**Spell Attack Modifier =** Your proficiency bonus + your Wisdom Modifier

**Archetypes:**

**Elementalist:**

You specialize in casting spells that deal with the elements.

**Elemental Aura:**

Duration: 1 minute, Concentration

You surround yourself with an aura made of any element and any creature within five feet of you must make a dexterity save when they begin or end their turn while in range.

**Elemental Casting:**

**1st Stage:** When you cast a spell, you can have it deal an additional 1d4 damage of the following types (fire, cold, acid, or force). Can only be used 2 times a day.

**2nd Stage:** When you cast a spell, you can have it deal an additional 1d6 damage of any type. Can be used 3 times per day.

**3rd Stage:** When you cast a spell, you can have it deal an additional 2d6 damage of any type

Can be used 4 times per day.

**4th Stage:** When you cast a spell, you can have it deal an additional 3d8 damage of any type Can be used 4 times per day.

**Ascended Elements:**

You can now cast spells that deal Chaotic, or Cosmic damage (new damage types. Nothing is resistant to Chaotic Except for Draegon and Acheron. Nothing is resistant to Solar except for Cosmos, The Creator.)

**Speed caster:**

You specialize in casting several spells as fast as possible. Though they may be weaker they are faster.

**Ritual Caster:**

**1st Stage:** You can cast ritual spells in three quarters the time it would take normally (using the corresponding spell slot).

**2nd Stage:** You can cast ritual spells in half the time it would take normally (using the corresponding spell slot).

**3rd Stage:** You can cast ritual spells as a spell that would take an action (using the corresponding spell slot).

**Secondary Casting:**

­**­­­1st Stage:** You can cast spells that would take an action as a bonus action, however the effects are a quarter of what they would normally be

**2nd Stage:** You can cast spells that would take an action as a bonus action, however the effects are halved

**3rd Stage:** You can cast spells that would take an action as a bonus action, however the effects are three quarters of what they would normally be

**4th Stage:** You can cast spells that would take an action as a bonus action.

**Godly Reaction:**

You can cast a spell in reaction to anything. A random effect will occur from the following depending on the spell level.

1-3: You are temporarily weakened. You lose 4 max hp until you finish a short or long rest.

4-6: You are strained from the sudden use of a stronger spell. You lose 5 strength and 10 max hp until you finish a short or long rest.

7-9: You are severely strained from the sudden use of a high-level spell. You lose 10 strength, 5 constitution, and 15 max hp until you finish 2 long rests.