R a g e

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 if you

aren’t w earing heavy armor:

• You have advantage on Strength checks and Strength

saving throws.

• When you make a melee weapon attack using

Strength, you gain a bonus to the damage roll that

increases as you gain levels as a barbarian, as shown

in the Rage Damage column of the Barbarian table.

• You have resistance to bludgeoning, piercing, and

slashing damage.

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 the number of times shown

for your barbarian level in the Rages column of the

Barbarian table, you must finish a long rest before you

can rage again.

U n a r m o r e d D e f e n s e

While you are not w earing any armor, your Armor Class

equals 10 + your Dexterity modifier + your Constitution

modifier. You can use a shield and still gain this benefit.

R e c k l e s s A t t a c k

Starting at 2nd level, 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 using Strength during this

turn, but attack rolls against you have advantage until

your next turn.

D a n g e r S e n s e

At 2nd level, you gain an uncanny sense of when things

nearby aren’t as they should be, giving you an edge

when you dodge away from danger.

You have advantage on Dexterity saving throws

against effects that you can see, such as traps and spells.

To gain this benefit, you can’t be blinded, deafened, or

incapacitated.

E x t r a A t t a c k

Beginning at 5th level, you can attack twice, instead of

once, whenever you take the Attack action on your turn.

Fa s t M o v e m e n t

Starting at 5th level, your speed increases by 10 feet

while you aren’t w earing heavy armor.

F e r a l I n s t i n c t

By 7th level, your instincts are so honed that you have

advantage on initiative rolls.

Additionally, if you are surprised at the beginning of

combat and aren’t incapacitated, you can act normally

on your first turn, but only if you enter your rage before

doing anything else on that turn.

B r u t a l C r i t i c a l

Beginning at 9th level, you can roll one additional

weapon damage die when determining the extra

damage for a critical hit with a melee attack.

This increases to two additional dice at 13th level

and three additional dice at 17th level.

Sp i r i t Se e k e r

Yours is a path that seeks attunement with the natural

world, giving you a kinship with beasts. At 3rd level when

you adopt this path; you gain the ability to cast the *beast*

*sense* and *speak with animals* spells, but only as rituals,

as described in chapter 10.

T o t e m S p i r i t

At 3rd level, when you adopt this path, you choose a

totem spirit and gain its feature. You must make or

acquire a physical totem object- an amulet or similar

adornment—that incorporates fur or feathers, claws,

teeth, or bones of the totem animal. At your option, you

also gain minor physical attributes that are reminiscent

of your totem spirit. For example, if you have a bear

totem spirit, you might be unusually hairy and thick-skinned,

or if your totem is the eagle, your eyes turn

bright yellow. Your totem animal might be an animal related to those

listed here but more appropriate to your homeland.

For example, you could choose a hawk or vulture in

place of an eagle.

*Eagle.* While you're raging and aren’t wearing

heavy armor, other creatures have disadvantage on

opportunity attack rolls against you, and you can use the

Dash action as a bonus action on your turn. The spirit

of the eagle makes you into a predator who can weave

through the fray with ease.

A s p e c t o f t h e B e a s t

At 6th level, you gain a magical benefit based on the

totem animal of your choice. You can choose the same

animal you selected at 3rd level or a different one.

***Eagle.*** You gain the eyesight of an eagle. You can

see up to 1 mile away with no difficulty, able to discern

even fine details as though looking at something no

more than 100 feet away from you. Additionally, dim

light doesn't impose disadvantage on your Wisdom

(Perception) checks.

B e a s t Sense

*2nd-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** S

**Duration:** Concentration, up to 1 hour

You touch a willing beast. For the duration of the spell,

you can use your action to see through the beast’s eyes

and hear what it hears, and continue to do so until

you use your action to return to your normal senses.

While perceiving through the beast’s senses, you gain

the benefits of any special senses possessed by that

creature, though you are blinded and deafened to your

own surroundings.

S p e a k w i t h A n I m a l s

*1st-level divination (ritual)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 10 minutes

You gain the ability to comprehend and verbally

communicate with beasts for the duration. The

knowledge and awareness of many beasts is limited

by their intelligence, but at minimum, beasts can

give you information about nearby locations and

monsters, including whatever they can perceive or have

perceived within the past day. You might be able to

persuade a beast to perform a small favor for you, at the

DM’s discretion.

F e a t u r e : W a n d e r e r

You have an excellent memory for maps and geography,

and you can always recall the general layout of terrain,

settlements, and other features around you. In addition,

you can find food and fresh water for yourself and up to

five other people each day, provided that the land offers

berries, small game, water, and so forth.

W I l d M a g I c S u r g e

Starting when you choose this origin at 1st level, your

spellcasting can unleash surges of untamed magic.

Immediately after you cast a sorcerer spell of 1st level

or higher, the DM can have you roll a d20. If you roll a

1, roll on the Wild Magic Surge table to create a random

magical effect.

T id e s o f C h a o s

Starting at 1st level, you can manipulate the forces o f

chance and chaos to gain advantage on one attack roll,

ability check, or saving throw. Once you do so, you must

finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the

DM can have you roll on the Wild Magic Surge table

immediately after you cast a sorcerer spell of 1st level or

higher. You then regain the use of this feature.

F o n t o f M a g i c

At 2nd level, you tap into a deep wellspring of magic

within yourself. This wellspring is represented by

sorcery points, which allow you to create a variety of f

magical effects.

S o r c e r y P o in t s

You have 2 sorcery points, and you gain more as you

reach higher levels, as shown in the Sorcery Points

column of the Sorcerer table. You can never have

more sorcery points than shown on the table for your

level. You regain all spent sorcery points when you

finish a long rest.

F l e x i b l e C a s t i n g

You can use your sorcery points to gain additional spell

slots, or sacrifice spell slots to gain additional sorcery

points. You learn other ways to use your sorcery points

as you reach higher levels.

*Creating Spell Slots.* You can transform unexpended

sorcery points into one spell slot as a bonus action on

your turn. The Creating Spell Slots table shows the cost

of creating a spell slot of a given level. You can create

spell slots no higher in level than 5th.

**C r e a t i n g S p e l l S l o t s**

**Spell Slot Sorcery**

**Level Point Cost**

1st 2

2nd 3

3rd 5

4th 6

5th 7

*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.

B e n d L u c k

Starting at 6th level, you have 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

D i s t a n t S p e l l

When you cast a spell that has a range of 5 feet or

greater, you can spend 1 sorcery point to double the

range of the spell.

When you cast a spell that has a range of touch, you

can spend 1 sorcery point to make the range of the

spell 30 feet.

E x t e n d e d S pe l l

When you cast a spell that has a duration of 1 minute

or longer, you can spend 1 sorcery point to double its

duration, to a maximum duration of 24 hours.

F i r e B o l t

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You hurl a mote of fire at a creature or object within

range. Make a ranged spell attack against the

target. On a hit, the target takes 1d10 fire damage. A

flammable object hit by this spell ignites if it isn't being

worn or carried.

This spell’s damage increases by 1d10 when you reach

5th level (2d10), 11th level (3d10), and 17th level (4d10).

F r i e n d s

*Enchantment cantrip*

**Casting Time:** 1 action

**Range:** Self

**Components:** S, M (a small amount of makeup applied

to the face as this spell is cast)

**Duration:** Concentration, up to 1 minute

For the duration, you have advantage on all Charisma

checks directed at one creature of your choice that isn’t

hostile toward you. When the spell ends, the creature

realizes that you used magic to influence its mood

and becomes hostile toward you. A creature prone

to violence might attack you. Another creature might

seek retribution in other ways (at the DM’s discretion),

depending on the nature of your interaction with it.

M in o r I l l u s i o n

*Illusion cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S, M (a bit of fleece)

**Duration:** 1 minute

You create a sound or an image of an object within

range that lasts for the duration. The illusion also ends if

you dismiss it as an action or cast this spell again.

If you create a sound, its volume can range from a

whisper to a scream. It can be your voice, someone

else’s voice, a lion’s roar, a beating of drums, or any

other sound you choose. The sound continues unabated

throughout the duration, or you can make discrete

sounds at different times before the spell ends.

If you create an image of an object—such as a chair,

muddy footprints, or a small chest—it must be no larger

than a 5-foot cube. The image can’t create sound, light,

smell, or any other sensory effect. Physical interaction

with the image reveals it to be an illusion, because

things can pass through it.

If a creature uses its action to examine the sound or

image, the creature can determine that it is an illusion

with a successful Intelligence (Investigation) check

against your spell save DC. If a creature discerns the

illusion for what it is, the illusion becomes faint to

the creature.

P r e s t i d i g i t a t i o n

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

This spell is a minor magical trick that novice

spellcasters use for practice. You create one of the

following magical effects within range:

• You create an instantaneous, harmless sensory effect,

such as a shower of sparks, a puff of wind, faint musical

notes, or an odd odor.

• You instantaneously light or snuff out a candle, a

torch, or a small campfire.

• You instantaneously clean or soil an object no larger

than 1 cubic foot.

• You chill, warm, or flavor up to 1 cubic foot of nonliving

material for 1 hour.

• You make a color, a small mark, or a symbol appear

on an object or a surface for 1 hour.

• You create a nonmagical trinket or an illusory image

that can fit in your hand and that lasts until the end o f

your next turn.

If you cast this spell multiple times, you can have up to

three of its non-instantaneous effects active at a time,

and you can dismiss such an effect as an action.

T r u e S t r i k e

*Divination cantrip*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** S

**Duration:** Concentration, up to 1 round

You extend your hand and point a finger at a target in

range. Your magic grants you a brief insight into the

target’s defenses. On your next turn, you gain advantage

on your first attack roll against the target, provided that

this spell hasn’t ended.

M a g i c M i s s i l e

*1st-level evocation*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Instantaneous

You create three glowing darts of magical force. Each

dart hits a creature of your choice that you can see

within range. A dart deals 1d4 + 1 force damage to its

target. The darts all strike simultaneously, and you can

direct them to hit one creature or several.

*At Higher Levels.* When you cast this spell using a

spell slot of 2nd level or higher, the spell creates one

more dart for each slot level above 1st.

R a y o f S i c k n e s s

*1st-level necromancy*

**Casting Time: 1** action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

A ray of sickening greenish energy lashes out toward

a creature within range. Make a ranged spell attack

against the target. On a hit, the target takes 2d8 poison

damage and must make a Constitution saving throw.

On a failed save, it is also poisoned until the end of

your next turn.

*At Higher Levels.* When you cast this spell using a

spell slot of 2nd level or higher, the damage increases by

1d8 for each slot level above 1st.

In v i s i b i l i t y

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (an eyelash encased

in gum arabic)

**Duration:** Concentration, up to 1 hour

A creature you touch becomes invisible until the spell

ends. Anything the target is w earing or carrying is

invisible as long as it is on the target’s person. The spell

ends for a target that attacks or casts a spell.

*At Higher Levels.* When you cast this spell using

a spell slot of 3rd level or higher, you can target one

additional creature for each slot level above 2nd.

C r o w n o f M a d n e s s

2*nd-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

One humanoid of your choice that you can see within

range must succeed on a Wisdom saving throw or

become charmed by you for the duration. While

the target is charmed in this way, a twisted crown

of jagged iron appears on its head, and a madness

glows in its eyes.

The charmed target must use its action before moving

on each of its turns to make a melee attack against a

creature other than itself that you mentally choose. The target can act normally on its turn if you choose no

creature or if none are within its reach.

On your subsequent turns, you must use your action to

maintain control over the target, or the spell ends. Also,

the target can make a Wisdom saving throw at the end

of each of its turns. On a success, the spell ends.

L i g h t n i n g B o l t

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (100-foot line)

**Components:** V, S, M (a bit of fur and a rod of amber,

crystal, or glass)

**Duration:** Instantaneous

A stroke of lightning forming a line 100 feet long and 5

feet w ide blasts out from you in a direction you choose.

Each creature in the line must make a Dexterity saving

throw. A creature takes 8d6 lightning damage on a

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

The lightning ignites flammable objects in the area

that aren’t being worn or carried.

*A t Higher Levels.* When you cast this spell using a

spell slot of 4th level or higher, the damage increases by

1d6 for each slot level above 3rd.

F l y

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a wing feather from any bird)

**Duration:** Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying

speed of 60 feet for the duration. When the spell ends,

the target falls if it is still aloft, unless it can stop the fall.

*At Higher Levels.* When you cast this spell using

a spell slot of 4th level or higher, you can target one

additional creature for each slot level above 3rd.

D i m e n s i o n D o o r

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 500 feet

**Components:** V

**Duration:** Instantaneous

You teleport yourself from your current location to any

other spot within range. You arrive at exactly the spot

desired. It can be a place you can see, one you can

visualize, or one you can describe by stating distance

and direction, such as “200 feet straight downward” or

“upward to the northwest at a 45-degree angle, 300 feet.”

You can bring along objects as long as their weight

doesn’t exceed what you can carry. You can also bring

one willing creature of your size or smaller who is

carrying gear up to its carrying capacity. The creature

must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an

object or a creature, you and any creature traveling with

you each take 4d6 force damage, and the spell fails to

teleport you.

D o m in a t e B e a s t

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You attempt to beguile a beast that you can see within

range. It must succeed on a Wisdom saving throw or be

charmed by you for the duration. If you or creatures that

are friendly to you are fighting it, it has advantage on the

saving throw.

While the beast is charmed, you have a telepathic link

with it as long as the two of you are on the same plane

of existence. You can use this telepathic link to issue

commands to the creature while you are conscious (no

action required), which it does its best to obey. You can

specify a simple and general course of action, such as

“Attack that creature,” “Run over there,” or “Fetch that

object.” If the creature completes the order and doesn’t

receive further direction from you, it defends and

preserves itself to the best of its ability.

You can use your action to take total and precise

control of the target. Until the end of your next turn, the

creature takes only the actions you choose, and doesn’t

do anything that you don’t allow it to do. During this

time, you can also cause the creature to use a reaction,

but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new

Wisdom saving throw against the spell. If the saving

throw succeeds, the spell ends.

*At Higher Levels.* When you cast this spell with a

5th-level spell slot, the duration is concentration, up

to 10 minutes. When you use a 6th-level spell slot,

the duration is concentration, up to 1 hour. When you

use a spell slot of 7th level or higher, the duration is

concentration, up to 8 hours.

D o m in a t e P e r s o n

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see

within range. It must succeed on a Wisdom saving

throw or be charmed by you for the duration. If you or

creatures that are friendly to you are fighting it, it has

advantage on the saving throw.

While the target is charmed, you have a telepathic link

with it as long as the two of you are on the same plane

of existence. You can use this telepathic link to issue

commands to the creature while you are conscious (no

action required), which it does its best to obey. You can

specify a simple and general course of action, such as

“Attack that creature,” “Run over there,” or “Fetch that

object.” If the creature completes the order and doesn’t

receive further direction from you, it defends and

preserves itself to the best of its ability.

You can use your action to take total and precise

control of the target. Until the end of your next turn, the

creature takes only the actions you choose, and doesn’t

do anything that you don’t allow it to do. During this

time you can also cause the creature to use a reaction,

but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new

Wisdom saving throw against the spell. If the saving

throw succeeds, the spell ends.

*At Higher Levels.* When you cast this spell using

a 6th-level spell slot, the duration is concentration,

up to 10 minutes. When you use a 7th-level spell slot,

the duration is concentration, up to 1 hour. When you

use a spell slot of 8th level or higher, the duration is

concentration, up to 8 hours.

C o n e o f C o l d

*5th-level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot cone)

**Components:** V, S, M (a small crystal or glass cone)

**Duration:** Instantaneous

A blast of cold air erupts from your hands. Each

creature in a 60-foot cone must make a Constitution

saving throw. A creature takes 8d8 cold damage on a

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

A creature killed by this spell becomes a frozen statue

until it thaws.

*At Higher Levels.* When you cast this spell using a

spell slot of 6th level or higher, the damage increases by

1d8 for each slot level above 5th.

F e a t u r e : D i s c o v e r y (Great Secret)

The quiet seclusion of your extended hermitage gave you

access to a unique and powerful discovery. The exact

nature of this revelation depends on the nature of your

seclusion. It might be a great truth about the cosmos,

the deities, the powerful beings of the outer planes, or

the forces of nature. It could be a site that no one else

has ever seen. You might have uncovered a fact that has

long been forgotten, or unearthed some relic of the past

that could rewrite history. It might be information that

would be damaging to the people who or consigned you

to exile, and hence the reason for your return to society.

Work with your DM to determine the details of your

discovery and its impact on the campaign.

D i v i n e S e n s e

The presence of strong evil registers on your senses like

a noxious odor, and powerful good rings like heavenly

music in your ears. As an action, you can open your

awareness to detect such forces. Until the end of your

next turn, you know the location of any celestial, fiend,

or undead within 60 feet of you that is not behind total

cover. You know the type (celestial, fiend, or undead) o f

any being w hose presence you sense, but not its identity

(the vampire Count Strahd von Zarovich, for instance).

Within the same radius, you also detect the presence

of any place or object that has been consecrated or

desecrated, as with the *hallow* spell.

You can use this feature a number of times equal to

1 + your Charisma modifier. When you finish a long rest,

you regain all expended uses.

L a y o n H a n d s

Your blessed touch can heal wounds. You have a pool

of healing power that replenishes when you take a long

rest. With that pool, you can restore a total number of

hit points equal to your paladin level x 5.

As an action, you can touch a creature and draw

power from the pool to restore a number of hit points

to that creature, up to the maximum amount remaining

in your pool.

Alternatively, you can expend 5 hit points from your

pool of healing to cure the target of one disease or

neutralize one poison affecting it. You can cure multiple

diseases and neutralize multiple poisons with a single

use of Lay on Hands, expending hit points separately

for each one.

This feature has no effect on undead and constructs.

D i v i n e S m i t e

Starting at 2nd level, when you hit a creature with a

melee weapon attack, you can expend one paladin spell

slot to deal radiant damage to the target, in addition to

the weapon’s damage. The extra damage is 2d8 for a

1st-level spell slot, plus 1d8 for each spell level higher

than 1st, to a maximum of 5d8. The damage increases

by 1d8 if the target is an undead or a fiend.

C h a n n e l D i v in i t y

When you take this oath at 3rd level, you gain the

following two Channel Divinity options.

*Abjure Enemy.* As an action, you present your holy

symbol and speak a prayer of denunciation, using your

Channel Divinity. Choose one creature within 60 feet

of you that you can see. That creature must make a

Wisdom saving throw, unless it is immune to being

frightened. Fiends and undead have disadvantage on

this saving throw.

On a failed save, the creature is frightened for 1

minute or until it takes any damage. While frightened,

the creature’s speed is 0, and it can’t benefit from any

bonus to its speed.

On a successful save, the creature’s speed is halved

for 1 minute or until the creature takes any damage.

*Vow of Enmity.* As a bonus action, you can utter a vow

of enmity against a creature you can see within 10 feet

of you, using your Channel Divinity. You gain advantage

on attack rolls against the creature for 1 minute or until

it drops to 0 hit points or falls unconscious.

D i v i n e H e a l t h

By 3rd level, the divine magic flowing through you

makes you immune to disease.

A u r a o f P r o t e c t i o n

Starting at 6th level, whenever you or a friendly creature

within 10 feet of you must make a saving throw, the

creature gains a bonus to the saving throw equal to your

Charisma modifier (with a minimum bonus of +1). You

must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

E x t r a A t t a c k

Beginning at 5th level, you can attack twice, instead o f

once, whenever you take the Attack action on your turn.

R e l e n t l e s s A v e n g e r

By 7th level, your supernatural focus helps you close

off a foe’s retreat. When you hit a creature with an

opportunity attack, you can move up to half your

speed immediately after the attack and as part of

the same reaction. This movement doesn’t provoke

opportunity attacks.

C u r e W o u n d s

*1st-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points

equal to 1d8 + your spellcasting ability modifier. This

spell has no effect on undead or constructs.

*At Higher Levels.* When you cast this spell using a

spell slot of 2nd level or higher, the healing increases by

1d8 for each slot level above 1st.

W r a t h f u l S m i t e

*1st-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit with a melee weapon attack

during this spell’s duration, your attack deals an extra

1d6 psychic damage. Additionally, if the target is a

creature, it must make a Wisdom saving throw or be

frightened of you until the spell ends. As an action, the

creature can make a Wisdom check against your spell

save DC to steel its resolve and end this spell.

B l e s s

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a sprinkling of holy water)

**Duration:** Concentration, up to 1 minute

You bless up to three creatures of your choice within

range. Whenever a target makes an attack roll or a

saving throw before the spell ends, the target can roll

a d4 and add the number rolled to the attack roll or

saving throw.

*A t Higher Levels.* When you cast this spell using

a spell slot of 2nd level or higher, you can target one

additional creature for each slot level above 1st.

C o m p e l l e d D u e l

*1st-level enchantment*

**Casting Time: 1** bonus action

**Range:** 30 feet

**Components:** V

**Duration:** Concentration, up to 1 minute

You attempt to compel a creature into a duel. One

creature that you can see within range must make a

Wisdom saving throw. On a failed save, the creature is

drawn to you, compelled by your divine demand. For

the duration, it has disadvantage on attack rolls against

creatures other than you, and must make a Wisdom

saving throw each time it attempts to move to a space

that is more than 30 feet away from you; if it succeeds

on this saving throw, this spell doesn’t restrict the

target’s movement for that turn.

The spell ends if you attack any other creature, if you

cast a spell that targets a hostile creature other than the

target, if a creature friendly to you damages the target or

casts a harmful spell on it, or if you end your turn more

than 30 feet away from the target.

A i d

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny strip of white cloth)

**Duration:** 8 hours

Your spell bolsters your allies with toughness and

resolve. Choose up to three creatures within range.

Each target’s hit point maximum and current hit points

increase by 5 for the duration.

*At Higher Levels.* When you cast this spell using

a spell slot of 3rd level or higher, a target’s hit points

increase by an additional 5 for each slot level above 2nd.

B r a n d i n g S m i t e

*2nd-level evocation*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

The next time you hit a creature with a weapon attack

before this spell ends, the weapon gleams with astral

radiance as you strike. The attack deals an extra 2d6

radiant damage to the target, which becomes visible if

it’s invisible, and the target sheds dim light in a 5-foot

radius and can’t become invisible until the spell ends.

*At Higher Levels.* When you cast this spell using

a spell slot of 3rd level or higher, the extra damage

increases by 1d6 for each slot level above 2nd.

C r u s a d e r ’s M a n t l e

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self

**Components:** V

**Duration:** Concentration, up to 1 minute

Holy power radiates from you in an aura with a 30-foot

radius, awakening boldness in friendly creatures. Until

the spell ends, the aura moves with you, centered on

you. While in the aura, each nonhostile creature in the

aura (including you) deals an extra 1d4 radiant damage

when it hits with a weapon attack.

F e a t u r e : P o s i t i o n o f P r i v i l e g e

Thanks to your noble birth, people are inclined to

think the best of you. You are welcome in high society,

and people assume you have the right to be wherever

you are. The common folk make every effort to

accommodate you and avoid your displeasure, and other

people of high birth treat you as a member of the same

social sphere. You can secure an audience with a local

noble if you need to.

E x p e r t i s e

At 1st level, choose two of your skill proficiencies, or

one of your skill proficiencies and your proficiency with

thieves’ tools. Your proficiency bonus is doubled for any

ability check you make that uses either of the chosen

proficiencies.

At 6th level, you can choose two more of your

proficiencies (in skills or with thieves’ tools) to gain

this benefit.

S n e a k A t t a c k

Beginning at 1st level, you know 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 a finesse or a ranged weapon.

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.

The amount of the extra damage increases as you

gain levels in this class, as shown in the Sneak Attack

column of the Rogue table.

T h i e v e s ’ C a n t

During your rogue training you learned thieves’ cant, a

secret mix of dialect, jargon, and code that allows you to

hide messages in seemingly normal conversation. Only

another creature that knows thieves’ cant understands

such messages. It takes four times longer to convey such

a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and

symbols used to convey short, simple messages, such

as whether an area is dangerous or the territory o f a

thieves’ guild, whether loot is nearby, or whether the

people in an area are easy marks or will provide a safe

house for thieves on the run.

C u n n i n g A c t i o n

Starting at 2nd level, your quick thinking and agility

allow you to move and act quickly. You can take a

bonus action on each of your turns in combat. This

action can be used only to take the Dash, Disengage,

or Hide action.

Fa s t H a n d s

Starting at 3rd level, you can use the bonus action

granted by your Cunning Action to make a Dexterity

(Sleight of Hand) check, use your thieves’ tools to

disarm a trap or open a lock, or take the Use an

Object action.

Se c o n d - S t o r y W o r k

When you choose this archetype at 3rd level, you gain

the ability to climb faster than normal; climbing no

longer costs you extra movement.

In addition, when you make a running jump, the

distance you cover increases by a number of feet equal

to your Dexterity modifier.

U n c a n n y D o d g e

Starting at 5th level, when an attacker that you can see

hits you with an attack, you can use your reaction to

halve the attack’s damage against you.

E v a s i o n

Beginning at 7th level, you can nimbly dodge out of the

way of certain area effects, such as a red dragon’s fiery

breath or an *ice storm* spell. 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.

S u p r e m e Sn e a k

Starting at 9th level, you have advantage on a Dexterity

(Stealth) check if you move no more than half your

speed on the same turn.

F e a t u r e : Fa l s e I d e n t i t y

You have created a second identity that includes

documentation, established acquaintances, and

disguises that allow you to assume that persona.

Additionally, you can forge documents including official

papers and personal letters, as long as you have seen an

example of the kind of document or the handwriting you

are trying to copy.

F i g h t i n g S t y l e

You adopt a particular style of fighting as your specialty.

Choose one of the following options. You can’t take a

Fighting Style option more than once, even if you later

get to choose again.

D e f e n s e

While you are wearing armor, you gain a +1 bonus to AC.

S e c o n d W i n d

You have a limited well of stamina that you can draw on

to protect yourself from harm. On your turn, you can use

a bonus action to regain hit points equal to 1d 10 + your

fighter level.

Once you use this feature, you must finish a short or

long rest before you can use it again.

A c t i o n S u r g e

Starting at 2nd level, you can 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 feature, you must finish a short or

long rest before you can use it again. Starting at 17th

level, you can use it twice before a rest, but only once on

the same turn.

C h a m p i o n

The archetypal Champion focuses on the development

of raw physical power honed to deadly perfection.

Those who model themselves on this archetype combine

rigorous training with physical excellence to deal

devastating blows.

I m p r o v e d C r i t i c a l

Beginning when you choose this archetype at 3rd

level, your weapon attacks score a critical hit on a

roll o f 19 or 20.

E x t r a A t t a c k

Beginning at 5th level, you can attack twice, instead o f

once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you

reach 11th level in this class and to four when you reach

20th level in this class.

R e m a r k a b l e A t h l e t e

Starting at 7th level, you can add half your proficiency

bonus (round up) to any Strength, Dexterity, or

Constitution check you make that doesn’t already use

your proficiency bonus.

In addition, when you make a running long jump, the

distance you can cover increases by a number of feet

equal to your Strength modifier.

I n d o m i t a b l e

Beginning at 9th level, you can reroll a saving throw that

you fail. If you do so, you must use the new roll, and you

can’t use this feature again until you finish a long rest.

You can use this feature twice between long rests

starting at 13th level and three times between long rests

starting at 17th level.

F e a t u r e : M i l i t a r y R a n k

You have a military rank from your career as a soldier.

Soldiers loyal to your former military organization

still recognize your authority and influence, and they

defer to you if they are o f a lower rank. You can invoke

your rank to exert influence over other soldiers and

requisition simple equipment or horses for temporary

use. You can also usually gain access to friendly

military encampments and fortresses where your

rank is recognized.