

You must have a Dexterity or Strength score of 13 or higher in order to multiclass in or out of this class.

Level	PB	Points	Features
1 st	+2	0	Improv Expert, Improvised Armour
2 nd	+2	1	Improv Points
3 rd	+2	2	Improvise Sect
4 th	+2	2	ASI, Environmental Attack
5 th	+3	3	Power Attack
6 th	+3	3	Improved Improvised Weapons
7 th	+3	4	Sect Feature
8 th	+3	4	ASI, Improv Point Uses
9 th	+4	5	Additional Object Interaction
10 th	+4	5	Improved Shield
11 th	+4	6	Power Attack (x2)
12 th	+4	6	ASI, Improved Improvised Armour,
13 th	+5	7	Sect Feature, Improved Shield
14 th	+5	7	Martial Improvisation
15 th	+5	8	Improv Recovery
16 th	+5	8	ASI, Improved Shield
17 th	+6	9	Additional Object Interaction, Power Attack (x3)
18 th	+6	9	Sect Feature
19 th	+6	10	ASI
20 th	+6	10	More Points

Improvise

Class Features

As an Improvise, you gain the following class features.

Hit Points

Hit Dice: 1d10 per improviser level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) +your Constitution modifier per improviser level after 1st

Proficiencies

Armour: None

Weapons: None

Tools: One type of artisan's tools of your choice

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, Deception, History, Perception, Performance and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- a simple weapon
- (a) a dungeoneers pack or (b) an explorers pack
- a tool of your choosing

Improv Expert

At 1st level the improviser is well versed in the ways of using non-standard weapons due to years of making do.

- Gain proficiency in all improvised weapons.
- You can treat improvised weapons as finesse weapons.
- If an improvised weapon does less damage than your improv die you can choose to use your improv die for damage rolls instead.
- Your improv die starts at a d10. Each time you hit something with an improvised weapon reduce the damage die size for that weapon. i.e. 1d10 to 1d8. If the weapon is doing 1d4 damage and you hit an enemy the weapon breaks and you can no longer use it. Your improv die is per weapon i.e. You hit someone with a table leg twice dealing 1d10 and then 1d8 damage, reducing that table leg to 1d6 damage, you then hit someone with the rest of the table dealing 1d10 damage and reducing the table to 1d8, I then hit someone with the table leg dealing 1d6 damage.
- ranged weapons used for melee and melee weapons that are thrown and do not have the thrown property ignore these benefits

Improvised Armour

Your armour is made of trash and keeps falling apart. Starting at 3rd level your base AC is equal to 10+CON modifier, this AC increases as you take levels in this class. You gain 1 additional AC at 5th, 9th, 13th and 17th levels. You have a pool of AC equal to 2 x your level. You can spend this AC to make attacks that would hit you miss. The pool recovers 1d6 on a short rest and fully recovers on a long rest. At 9th level you recover 2d6 and at 17th you recover 3d6.

Improv Points

At 2nd level you now gain improv points which you can spend on doing various things. You gain a number upon finishing a long rest and get 1 extra when you break an improvised weapon on another creature.

- **Armour Repair:** As an action you can spend a number improv points to recover your AC pool by half the points spent up to 4 per long rest. This increases to 8 at 5th level, 12 at 9th, 15 at 13th and 18 at 17th.
- **Improvisers Luck:** As a bonus action you can spend 1 improv point to get a new improvised weapon. You choose the physical damage type and whether it is melee or ranged. You do not gain improv points from this.

Improvisers Sect

Starting at 3rd level you choose to follow a specific sect of improvisation.

- Sect of Breakers

- Sect of Drunkards
- Sect of Servants
- Sect of Watchers
- Sect of Grapplers

Ability Score Improvement

When you reach 4th level and again at 8th, 12th, 16th and 19th you can increase on ability score of your choice by 2 or you can increase two ability scores of your choice by 1. You cannot increase a score above 20.

Environmental Attack

At 4th level, any attacks made with the environment have advantage and can use your improv die. i.e. pushing a pillar over, hitting a creature with a door or triggering a trap on purpose to hurt someone. You also gain 1 improv point whenever you make one of these attacks.

Power Attack

At 5th level you can power attack. If the attack lands it uses your current improv die and the next stage. i.e. 1d10+1d8. This decreases the improv die. At 11th level you can go through 2 stages and at 17th you can go through 3 stages i.e. 1d10+1d8+1d6.

Improved Improvised Weapons

At 6th level your improvised Weapons count as magical for the purposes of overcoming resistances and immunities. Also gain proficiency in simple weapons. You can treat simple weapons as improvised weapons. When you do this, you use their damage die as your starting improv die and you use any additional features of the weapon.

Retreat and Re-arm

At 7th level if you break an improvised weapon on someone you can disengage as a bonus action.

Additional Improv Point Uses

At 8th level you learn additional ways to spend your improv points

- **“Intended Use”:** You can spend 1 Improv point to ignore the drawbacks from using ranged weapons in melee or non-throwing weapons for throwing.
- **Mine Now:** As an action you can spend 4 Improv Points to attempt to disarm a creature by making a contested athletics check. If you succeed you get the creature’s weapon.

Bonus Object Interaction

At 9th level and again at 17th you gain an additional object interaction you can use on your turn

Improvised Shield

At 10th level you are able to improvise shields. They start with +2 AC but at 13th level they start with +3 and at 16th level they start with +4. Every time an attack misses you due to the shield’s AC boost decrease the improv shields AC bonus by 1. At +0 AC the shield breaks and gives you +2 improv points.

Improved Improvised Armour

At 12th level you can spend 3 AC from your armour pool to gain advantage on DEX saving throws.

Martial improvisation

At 14th level gain proficiency martial weapons. You can treat martial weapons as improvised weapons. When you do this you use their damage die as your starting improv die and you must use any additional features of the weapon.

Improv Recovery

At 15th level as a bonus action you can spend 2 improv points to restore your improv die to 1d10 or your shield to its max +AC.

Two Weapon Improvisation

At 19th level, if you are two weapon fighting, you can power attack with your bonus action attack.

More Points

At 20th level picking up breaking a weapon gives 4 points.

Sect of Breakers

Breakers Teachings

When you choose this sect at 3rd level breaking your improvised weapons becomes a key part of you combat style.

- Weapons now break at a d6 improv die instead of a d4.
- Breaking weapons gives 2 improv points instead of 1.
- You can use a bonus action to break a currently held improvised weapon or shield. You can do this a number of times equal to your strength modifier.

Broken Armour

At 7th level if you break a weapon you can spend 2 improv points and a reaction to add 1d6+STR modifier AC to yourself until the end of your next turn.

Bone Breaker

At 13th level when you break a weapon with an attack you can spend 3 improv points to treat all your damage die as if they had rolled their maximum.

Giga-breaker

At 18th level whenever you hit a creature you can choose to break your weapon.

Sect of Drunkards

Drunkards Style

Starting at 3rd level you learn the techniques of the drunken masters.

- Can ignore the negative effects of poison caused by drugs or alcohol.
- Gain proficiency in brewers tools.
- If you are poisoned you get advantage on DEX saves and +1 AC. This increases to +2 at 7th level +3 at 13th and +4 at 17th.

Weaponised Brew

At 3rd level you learn the shape water cantrip but can only use this on alcoholic beverages. Creating a weapon this way uses the entire beverage. You can also consume your weaponised brew to poison yourself for 1d4 hours and gain 1 improv point. You can do this a number of times equal to your constitution modifier.

Drunkards Strike

At 7th level when you break a weapon on a creature you can force the creature to make a constitution saving throw. If they fail they take 2d6 poison damage and are poisoned. If they succeed they take half as much damage and are not poisoned. The save DC is 8+PB+CON modifier but you can choose to spend improv points to increase the DC by the amount of points you spend. If you break a weaponised brew on a target they have disadvantage on the save.

Drunken Technique

At 13th level when you poison an enemy you can spend improv points to apply an additional effect. Only one effect can be active at once.

- **Wide open:** You can spend 2 improv points to lower the creatures AC by 1. You can spend additional points to increase the effect up to a maximum of -5 AC for 10 points.
- **Hazy:** You can spend a number of improv points to give the creature disadvantage for that number of attack rolls.
- **Staggering:** You can spend 2 improv points to knock the target prone if they fail a DC 8+PB+CON save.

Drunken Refinement

At 13th level you have mastered the art of drinking

- Weaponised brews now give 2 improv points when consumed.
- Drunkards strike now deal 4d6 damage and the base save is DC 11+PB+CON.

Drunken Master

At 18th level you become a drunken master. If a creature is poisoned you have advantage on all attack rolls made against them.

Sect of Servants

Level	Cantrips	Spells Known	Spell Slots	Slot Level
3 rd	2	2	1	1 st
4 th	2	2	1	1 st
5 th	2	2	1	1 st
6 th	2	3	2	1 st
7 th	2	4	2	2 nd
8 th	2	3	2	2 nd
9 th	2	3	2	2 nd
10 th	2	4	2	2 nd
11 th	2	4	2	2 nd
12 th	3	4	2	2 nd
13 th	3	5	2	2 nd
14 th	3	5	2	2 nd
15 th	3	5	2	3 rd
16 th	3	6	2	3 rd
17 th	3	6	2	3 rd
18 th	3	6	2	3 rd
19 th	3	7	2	3 rd
20 th	4	8	3	4 th

Pact Magic

When you reach 3rd level you make a contract and gain access to pact magic.

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.

Spell Slots

The Warlock table shows how many spell slots you have to cast your warlock spells of 1st through 5th level. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 15th level, you have two 3rd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 3rd-level spell.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.

The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level or higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 16th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an improvised weapon as a spellcasting focus for your warlock spells.

Improvised Spellcasting

At 3rd level whenever you affect a creature with a spell you gain improv points equal to the spells level.

Volatile Breakage

After breaking a weapon you can spend 2 improv points to immediately cast a cantrip afterwards. You can do this your CHA mod number of times.

Improvised Arcanum

At 13th level your patron bestows upon you a magical secret called an arcanum. Choose a 5th level warlock spell. You can cast this by expending a number of improv points equal to the spell level once per long rest. At 16th level you learn a 6th level spell and at 19th level you learn a 7th level spell.

Pact Breaker

At 17th level if you have already used your improvised arcanum you can choose to use it again however this greatly displeases your patron and you lose access to your pact magic and improvised arcanums for 1d6 days.

Sect of Watchers

Hyper Observation

At 3rd Level you can enter a state of hyper observation which lasts for a minute. During this state you can ask the DM your WIS modifier number of questions about a creatures, age, race, name, CR, alignment, skill proficiencies, AC, max HP, current HP, hit die, resistances and vulnerabilities. The DM has to answer unless under exceptional circumstances. Also if you exploit a foes vulnerabilities you gain an improv point. You can enter this state WIS mod number of times per long rest. You also gain proficiency in perception and when you are in hyper observation you gain advantage on all perception checks.

Elemental Weapon

At 3rd Level you can spend 1 improv points upon picking up a weapon to make it deal Fire, Cold, Lightning or Acid damage.

Super Hyper Observation

At 7th Level whilst in hyper observation due to your heightened awareness you gain advantage on DEX and WIS saves.

Forceful Weapon

At 7th Level you can spend 2 improv points upon picking up a weapon to make it deal Thunder, Necrotic or Psychic damage.

Ultra Super Hyper Observation

At 13th Level whilst in hyper observation you can spot the weak point in your weapon and can choose to break your weapon your WIS mod number of times exploiting an enemy weakness gives 2 improv points.

Perfect Weapon

At 13th Level you can spend 3 improv points upon picking up a weapon to make it deal Force or Radiant damage.

Giga Ultra Super Hyper Observation

At 17th Level whilst in hyper observation exploiting an enemy weakness gives 2 improv points and you can choose to turn one resistance into a vulnerability for as long as you are in hyper observation.

Sect of Grappling

Grappled Weapon

At 3rd Level you can use grappled targets as improvised weapons. When you attack with a grappled creature they suffer damage equal to one stage lower than your current improv dice. If your current improv die is a d4 they take 1 base damage. When you break your weapon, and your weapon is a grappled creature they take 1d10 damage and are released from your grapple, you also gain however many improv points you would normally get from breaking a weapon.

Big Game

At 3rd Level you can grapple creatures up to 1 size larger than you. At 7th level you can grapple creatures up to 2 sizes larger. At 13th you can grapple creatures up to 3 sizes larger. At 17th you can grapple creatures up to 4 sizes larger.

Better Grapples

At 7th level you gain advantage on checks to grapple targets.

No Escape

At 13th level if a target leaves your grapple, you can spend a reaction to try to re-grapple them

Grapple Master

At 17th level you have advantage on attacks made with grappled creatures and grappled creatures have disadvantage against you.