

Homebrew and Third Party XML

Using these Files

When you import these files into Fight Club, they may add new compendium items or update existing compendium items. For best results, load your normal compendium files first, then any home-brew files you wish to use. Also note that when two homebrew files modify the same item, only the changes from the last one imported will be kept if there are conflicts. This is most likely with spells; the spells should still be present, but might not list a home-brew class if they were replaced by a later file.

So far, the only overlap is Detect Magic, which is a domain spell for the Craft domain and an Oath spell for the Oath of Silence. If you load both of these files, you will have to manually adjust the spell to add whichever class you imported first.

The Files

Arcane Archer (Arcane Tradition)

Source: [Here](#) (see the PDF file)

Author: Me

New Items: None

Updated Items: Class (Wizard), Spells

This is a pretty basic take on the arcane archer as a wizard tradition. Since a wizard is no worse to hit with a weapon they're proficient with than a same-level fighter, this works surprisingly well. Not too sure about the balance yet as I haven't tried it. If you try it out, let me know how it plays.

Artificer (Base Class)

Source: [EN World Forum](#)

Author: Shrimpboy107

New Items: Classes (Artificer), Monsters (Homunculi)

Updated Items: None

I'm one of the three people who didn't hate the wizard-based artificer from the Unearthed Arcana Eberron article. It's probably perfectly serviceable in a lot of settings where magic items are scarce. Ironically, in Eberron it totally misses the mark. This one is pretty fantastic. The author says it's a beta (I'm guessing it could use a few clarifications and maybe a little balancing) but it's totally playable as-is. Very, very nice.

Craft Domain (Divine Domain)

Source: [Here](#) (see PDF file)

Author: Me

New Items: None

Updated Items: Class (Cleric), Spells

Up until I saw J.K.'s Engineer, this is how I was planning to update my Gnomish Gondsman to 5e, since the Knowledge domain wasn't quite what I was after

Engineer (Base Class)

Source: EN World

Author: J.K. Colyer

New Items: Class (Engineer), Items (Gadgets, Firearms), Feats

Updated Items: Spells (Technomancer Subclass)

Possibly the best and most complete 5e base class home-brew I've seen. Well worth a look. Gadgets, the class's key feature, are a little like spells and a little like items, but since they're equipped rather than cast, I've done them as items, which seems to work great. Probably still needs a little clean-up for conversion errors, but should be playable.

Ghostwise Halfling (Race)

Source: Here

Author: Me

New Items: Race (Ghostwise Halfling)

Updated Items: None

I think we've got a serviceable option for almost every major Forgotten Realms race except these guys, so I made one. Pretty basic.

Githzerai (Race)

Source: Here

Author: Me

New Items: Race (Githzerai)

Updated Items: None

Yeah, so we've just barely got psionics. Never mind. One of my tablemates played a Gith in our last 3.5 game and this lets her recreate her character.

Healer (Background)

Source: Here

Author: Me

New Items: Background (Healer)

Updated Items: None

Another custom background for a character idea I had. Terry Pratchett and Peter V. Brett have inspired a fondness for village witch/hedge healer types.

Initiate of Gond (Background)

Source: Here

Author: Me

New Items: Background (Initiate of Gond)

Updated Items: None

This was the other half of the plan form gnome. Pretty straightforward. I really like the idea of turning the old Initiate feats into backgrounds, with non-overwhelming background traits.

Kalashtar (Race)

Source: [This PDF](#), mostly

Author: ? and me

New Items: Race (Kalashtar, Kalashtar (Psionic))

Updated Items: None

I started with this PDF and made a few changes. First, I named the features (cribbed from 4e) and added a bit of flavor text. Next, I reworked the saving throw bonus because “mind-affecting” isn’t a thing any more, and it felt way too open-ended and in need of judgment calls.

I also added a separate version for people using psionics. The psionic version gives up its skill proficiency for 2 psi points, the ability to use its Mindlink ability (which costs 1 psi point) once per short rest, and the ability to spend a psi point to reroll a failed mental save.

Oath of Silence (Sacred Oath)

Source: [EN World](#)

Author: J.K. Colyer

New Items: None

Updated Items: Class (Paladin), Spells

I liked J.K.’s Engineer so much I decided to do his other project as well. Really fun mageslayer themed paladin oath. I did adjust its Cursebreaker feature to come at 7th level like other oath’s abilities, rather than 6th as listed in the PDF.

Scout (Ranger Archetype)

Source: Here (see PDF file)

Author: Me

New Items: None

Updated Items: Classes (Ranger, Ranger (No Spells))

It bugs me that some classes only have two subclass options. I also miss the 3rd edition scout. Making it a ranger archetype was a perfect fit, since there was so much overlap to begin with. Skirmish is a pretty big feature and takes up most of the subclass.

Underdark Nomad (Background)

Source: Here

Author: Me

New Items: Background (Underdark Nomad)

Updated Items: None

Outlander and Hermit don't feel quite right for an Underdark character. Here's a similar background for the cave-dwelling survivalist of your dreams.

Planned Updates

Kender (Race)

You know you want it. Good, I can feel your anger. I am defenseless. Take your weapon. Strike me down with all of your hatred and your journey towards the dark side will be complete!