

INTRODUCTION

Most of this document is based on the Class Features UA. A few of the spells from the Spells and Magic Tattoos UA are also present.

The goal is to add some quality of life changes, as well as give characters some additional options in some places.

Nothing is mandatory to use, and none of the changes are meant to be so strong that they feel mandatory. The intent is that a character using any additional option presented here should not feel more powerful than a character not using these options. The options should add variety, but not significant power.

If this document is introduced in the middle of a campaign and you want to re-do character choices that you made earlier, talk with Erik.

All of these options are playtest options, and may change at any point in the future, for balance or other reasons. Typos may also happen, so if something looks strange, talk with Erik.

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ALL CLASSES

PROFICIENCY VERSATILITY

Whenever you gain the Ability Score Improvement feature from your class, you can also replace one of your skill proficiencies with a skill proficiency offered by your class at 1st level (the proficiency you replace needn't be from the class).

MARTIAL VERSATILITY

Whenever you gain a level in a class that has the Fighting Style feature, you can replace a fighting style you know with another style available to your class.

BARBARIAN

SURVIVAL INSTINCTS

(Can be taken instead of Danger Sense at 2nd level)

You become proficient in your choice of two of the following skills: Animal Handling, Medicine, Nature, Perception, or Survival. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

INSTINCTIVE POUNCE

5th-level barbarian feature

When a creature ends its turn within 15 feet of you, you can use your reaction to move up to half your speed to a space closer to the creature. This movement doesn't provoke opportunity attacks.

BARD

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

1st Level

Cause fear
Color spray
Command

2nd Level

Mind spike

3rd Level

Slow
Tiny servant

4th Level

Phantasmal killer

5th Level

Contact other plane
Rary's telepathic bond

6th Level

Heroes' feast
Mental prison

7th Level

Prismatic spray

8th Level

Antipathy/Sympathy
Maze

9th Level

Prismatic wall

SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the bard spell list. The new spell must be the same level as the spell you replace.

CLERIC

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

1st Level

Cause fear
Wrathful smite

2nd Level

Branding smite

3rd Level

Aura of vitality
Spirit Shroud

4th Level

Aura of life
Aura of purity

5th Level

Otherworldly Form
Skill empowerment
Wall of light

9th Level

Power word heal

CANTRIP VERSATILITY

Whenever you gain a level in this class, you can replace one cantrip you learned from your Spellcasting feature with another cantrip from the cleric spell list.

DRUID

EXPANDED SPELL LIST:

The following spells are added to the class spell list for your class:

Cantrips (0 Level)

Acid splash

1st Level

Ceremony
Protection from evil and good

2nd Level

Continual flame
Enlarge/Reduce

3rd Level

Aura of vitality
Elemental weapon
Revivify
Thunder step
Wall of sand

4th Level

Fire shield

5th Level

Cone of cold
Dawn
Immolation

6th level

Flesh to stone

7th Level

Symbol

8th Level

Incendiary cloud

9th Level

Mass polymorph
Power word heal

CANTRIP VERSATILITY

Whenever you gain a level in this class, you can replace one cantrip you learned from your Spellcasting feature with another cantrip from the druid spell list.

FIGHTER

MANEUVER VERSATILITY

If you know any maneuvers from the fighter's Battle Master archetype, you can replace one maneuver you know with a different maneuver whenever you finish a long rest.

MANEUVER OPTIONS

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters and to characters who have the Martial Adept feat.

Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll.

Bait and Switch

When you're within 5 feet of an ally on your turn, you can expend one superiority die and switch places with that ally, provided you spend at least 5 feet of movement. This movement doesn't provoke opportunity attacks. Roll the superiority die. Until the start of your next turn, the ally gains a bonus to AC equal to the number rolled.

Brace

When an enemy you can see moves within 5 feet of you, you can use your reaction to expend one superiority die and make one weapon attack against that creature. If the attack hits, add the superiority die to the attack's damage roll.

Restraining Strike

Immediately after you hit a creature with a melee weapon attack on your turn, you can expend one superiority die and use a bonus action to grapple the target. Add the superiority die to your Strength (Athletics) check.

Silver Tongue

When you make a Charisma (Deception) check or a Charisma (Persuasion) check, you can expend one superiority die, and add the superiority die to the ability check.

Snipe

As a bonus action, you can expend one superiority die and make a ranged weapon attack. You can draw a thrown weapon as part of making this attack. If you hit, add the superiority die to the attack's damage roll.

Studious Eye

When you make a Wisdom (Insight) check or an Intelligence (Investigation) check, you can expend one superiority die, and add the superiority die to the ability check.

MONK

MONK WEAPONS

You can use this feature to define your monk weapons, rather than using the definition in Martial Arts.

You practice your martial arts with specially chosen weapons, which become monk weapons for you. You can choose a number of weapons to be your monk weapons equal to 5 + your Wisdom modifier (minimum of five weapons). The chosen weapons must each meet the following criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with the weapon.
- The weapon must lack these properties: heavy, special, or two-handed.

KI-FUELED STRIKE

If you spend 1 ki or more as part of your action on your turn, you can then immediately make one unarmed strike as a bonus action.

KI FEATURES

When you gain the Ki feature at 2nd level, you get access to the following additional options.

Distant Eye

When you make a ranged weapon attack, you can spend 1 ki point to prevent attacking at long range from imposing disadvantage on your attack rolls until the end of the current turn.

Quickened Healing

As an action, you can spend 1 ki point and roll a Martial Arts die. You regain a number of hit points equal to the number rolled.

PALADIN

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

2nd Level

Gentle repose
Prayer of healing
Warding bond

3rd Level

Life transference
Spirit Shroud

5th Level

Dawn
Flame strike

RANGER

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

1st Level

Entangle

2nd Level

Gust of wind
Magic weapon
Enhance ability
Warding bond

3rd Level

Meld into stone
Revivify
Tongues

4th Level

Death ward
Dominate beast

5th Level

Awaken
Greater restoration

SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the ranger spell list. The new spell must be the same level as the spell you replace.

SPELLCASTING FOCUS

You can use a druidic focus as a spellcasting focus for your ranger spells.

ROGUE

CUNNING ACTION: AIM

You gain an additional way to use your Cunning Action: carefully aiming your next attack. As a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

SORCERER

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

Cantrips (0 Level)

Primal savagery

1st Level

Acid Stream
Grease
Protection from evil and good

2nd Level

Flame blade
Flaming sphere

3rd Level

Vampiric touch

4th Level

Fire shield

5th Level

Wall of stone

6th Level

Flesh to stone

8th Level

Demiplane

9th Level

Foresight

SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the sorcerer spell list. The new spell must be the same level as the spell you replace.

FONT OF MAGIC OPTIONS

When you gain the Font of Magic feature, you get access to the following ways to spend your sorcery points.

Empowering Reserves

When you make an ability check on your turn, you can spend 2 sorcery points to gain advantage on the check.

Sorcerous Fortitude

As an action, you can spend any number of sorcery points to roll a d4 for each point expended. You gain a number of temporary hit points equal to the total rolled.

METAMAGIC OPTIONS

When you choose Metamagic options, you have access to the following additional options.

Elemental Spell

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, thunder.

Unerring Spell

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the attack roll. You must use the result of the second roll. You can use Unerring Spell even if you have already used a different Metamagic option during the casting of the spell.

METAMAGIC VERSATILITY

When you gain a level in this class, you can replace one metamagic option you learned from your Metamagic feature with another metamagic option from the list of metamagic options.

WARLOCK

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

1st Level

Acid Stream
Thunderwave

2nd Level

Knock

3rd Level

Animate dead
Life transference

5th Level

Mislead
Modify memory
Otherworldly Form
Planar binding
Teleportation circle

6th Level

Create homunculus
Magic jar

7th Level

Project image

8th Level

Abi-Dalzim's horrid wilting

9th Level

Gate
Shapechange
Weird

SPELL VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Spellcasting feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

MYSTIC ARCANUM VERSATILITY

Whenever you finish a long rest, you can replace one spell you learned from your Mystic Arcanum feature with another spell from the warlock spell list. The new spell must be the same level as the spell you replace.

ELDRITCH INVOCATION OPTIONS

When you choose eldritch invocations, you have access to the following options.

Chain Master's Fury

Prerequisite: 9th level, Pact of the Chain feature.

As a bonus action, you can command your familiar to make one attack.

Eldritch Armour

Prerequisite: Pact of the Blade feature

As an action, you can touch a suit of armor that isn't being worn or carried by anyone and instantly don it, provided you aren't wearing armor already. You are proficient with this suit of armor until it's removed.

Far Scribe

Prerequisite: 5th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal

to your Charisma modifier (minimum of 1). You can cast the sending spell, targeting a creature whose name is on the page, without using a spell slot and without using material components. To do so, you must write the message on the page. The target hears the message in their mind, and if the target replies, their message appears on the page, rather than in your mind. The writing disappears after 1 minute. As an action, you can magically erase a name on the page by touching the name on it.

Gift of the Protectors

Prerequisite: 9th level, Pact of the Tome feature

A new page appears in your Book of Shadows. With your permission, a creature can use its action to write its name on that page, which can contain a number of names equal to your Charisma modifier (minimum of 1). When any creature whose name is on the page is reduced to 0 hit points but not killed outright, the creature magically drops to 1 hit point instead. Once this magic is triggered, no creature can benefit from it until you finish a long rest. As an action, you can magically erase a name on the page by touching the name on it.

Investment of the Chain Master

Prerequisite: Pact of the Chain feature

When you cast find familiar, you infuse the summoned familiar with a measure of your eldritch power, granting the creature the following benefits:

- The familiar gains either a flying speed or a swimming speed (your choice) of 40 feet.
- The familiar no longer needs to breathe.
- The familiar's weapon attacks are considered magical for the purpose of overcoming immunity and resistance to nonmagical attacks.
- If the familiar forces a creature to make a saving throw, it uses your spell save DC.

WIZARD

EXPANDED SPELL LIST

The following spells are added to the class spell list for your class:

1st Level

Acid Stream

2nd Level

Enhance ability

3rd Level

Speak with dead

CANTRIP VERSATILITY

Whenever you gain a level in this class, you can replace one cantrip you learned from your Spellcasting feature with another cantrip from the wizard spell list.

ADDITIONAL SPELLS

The following spells are added to the game:

ACID STREAM

1st-level evocation

Casting Time: 1 action

Range: Self (30-foot line)

Components: V, S, M (a bit of rotten food)

Duration: Concentration, up to 1 minute

A stream of acid emanates from you in a line 30 feet long and 5 feet wide in a direction you choose. Each creature in the line must succeed on a Dexterity saving throw or be covered in acid for the spell's duration or until a creature uses its action to scrape or wash the acid off itself or another creature. A creature covered in the acid takes 3d4 acid damage at start of each of its turns.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

SPIRIT SHROUD

3rd-level necromancy

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable, and they are good or evil (your choice). Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you.

This damage is radiant if the spirits are good and necrotic if they are evil. Any creature that takes this damage can't regain hit points until the start of your next turn. In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage increases by 1d8 for each slot level above 3rd.

OTHERWORLDLY FORM

5th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (an object engraved with a symbol of the Outer Planes, worth at least 500 gp)

Duration: Concentration, up to 1 minute

Uttering an incantation, you draw on the magic of the Lower Planes or Upper Planes (your choice) to transform yourself. You gain the following benefits until the spell ends:

- You gain resistance to fire and poison damage (Lower Planes) or radiant and necrotic damage (Upper Planes).
- You are immune to the poisoned condition (Lower Planes) or the charmed condition (Upper Planes).
- Spectral wings appear on your back, giving you a flying speed of 40 feet.
- You have a +2 bonus to AC.
- All your weapon attacks are magical, and when you make a weapon attack, you can use your spellcasting ability modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- You can attack twice, instead of once, when you take the Attack action on your turn. You ignore this benefit if you already have a feature, like Extra Attack, that gives you extra attacks.