### Samurai

Level 4:

* Gain Code of Honor. When fighting against villains, thieves, or otherwise immoral enemies, you gain advantage on your first and every third attack afterwards.
* Gain Feudal Justice. Every time you kill an immoral enemy, gain 5 + your Lawful Modifier health back. This can overheal you to a shield of up to ten health.

Level 8:

* You get a samurai helmet. This increases your AC by 1 regardless of what armor you are currently wearing.
* You gain Perfect Dual wielding. From now on, you do not suffer the reduction in bonuses that everyone else does when wielding a weapon in both hands.

Level 12:

* Gain an additional +1 to all of the following:
  + Athletics
  + Acrobatics
  + Intimidation
  + Insight
  + Perception

Level 16:

* You gain Kiri-sute Gomen. When fighting against an enemy of a lower level than you, get an extra attack every single turn. Killing this enemy has no consequences on your Lawful modifier, regardless of their moral standing. *This was a real thing- look it up!*
* You gain Righteous. Your attacks now deal **double** your lawful modifier.

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### Merchant

Level 4:

* Gain Seedy. When fighting in an urban area, gain an extra attack, as well as advantage on it if you are the first person to go in the round.
* Gain +2 to Persuasion when trying to persuade someone who has a lower net worth than you do.

Level 8:

* Gain Good Night’s Sleep. Whenever you take a long rest, you **cannot be woken up halfway through no matter what happens. This includes your death**. In exchange, for an hour after you wake up, your AC is increased by 2, your Charisma is increased by 2, your health is increased by 15, and your Deception and Insight scores gain +3 each.
* You get shopping discount of (10% \* your Reputation modifier) on all purchases.

Level 12:

* Gain Capitalist. If you have lackeys (consult with the DM as to the definition of this term) they taunt whatever enemy you are attacking, forcing them to kill your little wage slaves before targeting any member of the party. *Capitalist only works with up to two workers.*
* Gain Rich Get Richer. Roll a luck check every time you kill an enemy to see if they will drop double gold. This luck check is 17 - your Reputation modifier.

Level 16:

* Gain Advanced Bartering. From now on, you can try to convince any enemy to stop fighting with you for a price. By any, I really mean any- the price may be extremely high in some scenarios, but it may also be worth it.
* You are now always hiring. Pretty much any Neutral NPC will desire to join your party based on your Reputation modifier.

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### Ranger

For the purpose of Ranger, animals are defined as non-sentient beings.

At level 1, you get an Explorer’s Pack

Level 4:

* Pick a biome; it cannot be the one that you are currently in (talk to the DM about the different types). You gain 1 AC, + 2 to hit, and proficiency in an extra two skills while you are in this environment.
* Gain a Foe of Choice. This is a certain type of animal that allows you to gain extra gold and Harmony points by killing.
* You can talk to animals now. All of them. If they are small or have an extremely low intelligence, you can intuitively sense their desires without having to communicate.

Level 8:

* Larger beings that blur the line between animals and sentient beings now have a certain degree of respect from you; your party will no longer have to worry about attacks from wild beasts while you are with them in the party.
* Gain +1 to Nature.

Level 12:

* Your visual acuity is almost flawless now.
* Gain +2 to Perception.
* When using materials that are not crafted by any industrial or magical process, you get a 1d6 chance to double whatever bonus you are currently working with. This increases to a 1d4 chance if you crafted them yourself.

Level 16:

* Gain Snow White. Once per long rest, if your Harmony is 2 or above, you can summon all animals in a half-mile radius to come fight on your behalf.
* Gain Hero of the Storm. If there are any adverse weather effects going on outside and your Harmony is 1 or above, you are not affected by them *and they especially target whatever enemy you are fighting against.*
* Your Nature bonus is now +5 if it was lower than +5 before.

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### Prophet

Level 4:

* Gain the ability to foresee a bit of the future every three long rests.
* Your attacks have a 1 in 12 chance to be Blessed by your god, and will have bonus effects depending on which god you have been assigned to. *This does not apply if you haven’t figured your god out yet. Get on that.*

Level 8:

* On the first turn of every combat, the DM will tell you what they think your personal chances of surviving the combat are.
* You may no longer enter religious sites of deities other than your god. However, when you first visit a holy site of your god, you grant the entire party a permanent bonus. *Each god has three holy sites- some are well known, some are secret, so keep looking!*

Level 12:

* You are immune to the damage type that your god fits.
* Every attack deals triple your holy modifier extra of whatever damage type your god is.

Level 16:

* Gain Seer. You are always one turn ahead.