## Warrior

### **Soldier**

Level 2:

* 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.
* Gain +1 to your Intimidation modifier.

Level 7:

* Gain Soldier’s Duel. When you are the only one targeting an enemy (and they are the only one targeting you) gain advantage on all Reaction and Bonus actions. You also gain +2 to hit.
* Gain Forgotten Past. You gain an additional bit of backstory that grants you some sort of bonus- work with the DM to figure out what it is.

Level 13:

* Gain Soldier’s Endurance. For every three turns that you are in combat, gain 1 AC and +1 to hit. You also gian this bonus once at the start of combat.
* Fatiguing effects, tiredness spells, and sleeping potions are no longer effective on you.
* You get to take one extra turn at the start of combat; this does not mean that you go first, but only that you get one turn before everyone else does.

Level 19:

* Gain Valor. If you are the last one standing, and there are two or less enemies, you get the following bonuses:
  + + 2 AC
  + + 2 to hit
  + + 6 damage on every attack
  + + 2 strength
  + + 2 constitution
  + Regain half of your missing health.
  + *Enemies may be aware of Valor and target you so that these bonuses are not activated.*
* Your speed in combat increases by 30.

### **Rebel**

Level 2:

* When participating in a riot, uprising, coup, assassination attempt, or other disturbance of normal civic activity, you deal 50% extra damage. *DM Discretion trumps all*.

Level 7:

* Gain Escape Artist. You can now escape from most non-magical constraints, including ropes, chains, shackles, prison cells, and straightjackets.
* Gain Destructive. Your fire and lightning-related attacks are now likely to burn down or otherwise destroy buildings near where you attack.

Level 13:

* Gain Kingslayer. Your attacks deal an additional 25% damage against the strongest enemy in the group.
* Gain Incite Riot. You have +7 to all rolls that pertain to causing chaos and overthrowing the established order. This bonus is +4 when convincing others to perform some related action.

Level 19:

* Gain Coup d’Etat. After successfully completing any sort of uprising, the people who have participated in the riot with you are now loyal to you, without exception.
* Gain Committed Revolutionary. You gain scaling bonuses the longer you are in combat against the established order of things. These bonuses are to be determined by the DM, but they are *extremely strong*.

### **Holy Knight**

Level 2:

* Gain knowledge of all the gods, and select one of them to devote yourself to.
* Gain the Prayer ability. Out of combat, you may concentrate for half an hour to gain the blessings of your god of choice. Once combat starts, all damage you deal is converted to damage of that god’s type (radiance/fire/ice/energy/psychic/random), and you deal an extra 1d4 damage of that type on every attack.
* Add +1 to your Religion modifier.

Level 7:

* Gain Divine Vengeance
  + Radiance: Deal 1d8 extra radiance damage when targeting the last enemy to hurt you.
  + Fire: Deal 1d8 extra fire damage to the highest health enemy.
  + Ice: Deal 1d8 extra ice damage to the lowest health enemy.
  + Order: Pick one enemy to deal 1d8 extra energy damage to.
  + Psychic: Deal 1d8 extra psychic damage to the closest enemy.
  + Chaos: Deal 1d6 extra random damage to all enemies.

Level 13:

* Gain Acolyte’s Blessing. Add your religion modifier on all rolls to hit (you’re welcome).
* Add +1 to your Religion modifier.

Level 19:

* Become an Avatar of your selected god.
* Consult with the DM for damage and abilities.

### **Brute**

Level 2:

* Instead of increasing your health by 1d8 on level up, increase your health by 1d10 on level up.
* Pick an extra resistance.
* Gain 1 Constitution.

Level 7:

* Gain Heroic Sacrifice. Once per round of combat, you can choose to take damage instead of an ally.
* Pick an extra resistance.

Level 13:

* Gain Perfect Shield. Once per combat, you can choose not to take damage as a reaction. Once used, you can also choose to protect one ally until it is your turn again. Perfect Shield only lasts for one turn.
* Pick an extra resistance.

Level 19:

* Gain Invincibility. If you are reduced to zero health, you stay alive until everyone else in your party is knocked unconscious. If you are alone, you heal to 1/4 of your health instead. During this time, you deal half damage.
* Pick an extra resistance.