

MASTERS OF THE MUNDANE

A Collection of Character Classes for Low-Magic Settings



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THE ARTISAN

In a monastery nestled within the mountains, a man meditates in front of his forge before putting hammer to steel. The sword he will soon create will be the culmination of a lifetime of dedication to his craft and a masterpiece for the ages.

An Elven woman strides confidently into a lavish royal court, her gilded armor catching the eye of every noble in attendance. The armor offers little protection in battle, but its ostentatious design ensured an audience for her allies. Later, she will remodel the armor into a fortress of impregnable steel more suited for battle.

Atop fortress walls, a unit of archers fires arrow after arrow at a wave of approaching griffons. Armed with the heavy warbow he created and few men can draw, a half-orc barks orders as he passes out perfectly fletched arrows to his comrades. He then adds his own shafts to the volley, dropping a griffon from the sky with every shot.

Artisans are innovators and craftsmen, first and foremost. They create the weapons and armor that serve soldier and adventurer alike in battle, and are just as skilled in their use as their creation.

CREATORS AND INNOVATORS

Artisans spend years honing their skills in their chosen craft, putting them at the forefront of their world's innovation. They train in the use of their works to learn how best to improve them, allowing them to discover new techniques to advance their abilities.

No one knows how to handle an Artisan's creations as well as they do, and they make for formidable combatants when armed with their greatest works.

TO FORGE AND FIGHT

Not every craftsman who spends his life in the workshop can be considered an Artisan. It is rare that a jeweler or glassblower will take up the adventurer's life, after all. It is the journeyman who focuses his skill on weapons or armor, and trains to be as effective with them as any soldier, that can head out into the world as an Artisan. These individuals are valuable companions that can reinforce a party's armor or hone their blades to deadly edges.

CREATING AN ARTISAN

When creating an Artisan character, think about why you are leaving the workshop and heading out into the world. Most craftsmen prefer to keep to their shops in a village or city where they have easy access to tools and materials for their work, but you have chosen to leave that behind. Did you feel your skill stagnating on the same old work and find yourself needing to leave home behind? Or are you searching for a long lost artifact so that you can learn the technique used to create it? Maybe you were thrown out of your guild and need to find some way to prove your skill to your detractors.

Do you aim for the pinnacle of your craft to prove your skill to others or as a test of your own abilities? Are your works meant to keep people safe, or line your pockets as they're sold to the highest bidders? Will you arm knights or brigands? Will your blades slay dragons or soldiers?

CLASS FEATURES

As an Artisan, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Artisan level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Artisan level after 1st.

PROFICIENCIES

Armor: Light armor, Medium Armor, Shields

Weapons: Simple weapons

Tools: Thieves' Tools, Tinker's Tools, one type of artisan's tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from Athletics, History, Insight, Investigation, Nature, Perception, Religion, and Sleight of Hand

EQUIPMENT

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

- Any two simple weapons
- A light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail
- (a) a scholar's pack or (b) a dungeoneer's pack
- (a) thieves' tools or (b) a set of artisan's tools of your choice

OPTIONAL RULE: FIREARM PROFICIENCY

If your Dungeon Master uses the rules on firearms in the *Dungeon Master's Guide* and your artisan has been exposed to the operation of such weapons, your artisan is proficient with them.

JOURNEYMAN

At first level, you are able to craft many mundane items. With raw materials worth half the value of any suit of armor listed in the armors table, weapon listed in the weapons table, or item listed in the adventuring gear table on pages 145, 149, and 150 of the *Player's Handbook*, respectively, you can craft that item.

You must have proficiency with and access to a set of artisan's tools relevant to the item: leatherworker's tools for light or hide armor, woodcarver's tools for bows, crossbows, and wooden weapons, and smith's tools for metal weapons or suits of armor. If it is a piece of adventuring gear, you must have access to and proficiency with tinker's tools or another relevant set of tools determined by the DM (the herbalism kit for potions of healing, for example).

The crafting process takes one hour for each 50 gold pieces of material used (minimum 1 hour), or half as much if you have access to a permanent workshop. To create a set of plate mail, for example, you would need 750 gold of raw materials, access to and proficiency with smith's tools, and 15 hours to work, or 7.5 hours if you are working in an established workshop rather than using the portable forge of your smith's tools.

THE ARTISAN

Level	Proficiency Bonus	Features	Designs Known	Applied Designs
1st	+2	Journeyman, Toolbox	-	
2nd	+2	Artisan's Eye, Innovative Designs	2	1
3rd	+2	Artisan's Vocation	2	1
4th	+2	Ability Score Improvement	3	2
5th	+3	Extra Attack	3	2
6th	+3	Composite Design, Tool Expertise	5	3
7th	+3	Vocation Feature	5	3
8th	+3	Ability Score Improvement	6	3
9th	+4	Deconstruction	6	3
10th	+4	Ability Score Improvement	7	4
11th	+4	Universal Skill	7	4
12th	+4	Ability Score Improvement	8	4
13th	+5	Vocation Feature	8	4
14th	+5	Composition Savant	9	5
15th	+5	Quick Hands, Patient Mind	9	5
16th	+5	Ability Score Improvement	10	5
17th	+6	Vocation Feature	10	5
18th	+6	Redesign	11	6
19th	+6	Ability Score Improvement	11	6
20th	+6	Magnum Opus	12	6

TOOLBOX

Also at 1st level, you always carry various tools and other useful items with you. As an action, you can procure any item listed on the adventuring gear table on page 150 of the *Player's Handbook* with a value of 1 gold or less and a weight of 1 pound or less, pulling the item from your pockets, backpack, or toolkit. You cannot use this ability if you are restrained or have been stripped of all your belongings.

When you reach level 6 in this class, you can use this ability to procure a piece of adventuring gear with a value of 5 gold or less and a weight of 1 pound or less. When you reach level 11, you can procure a piece of adventuring gear with a value of 10 gold or less and a weight of 5 pound or less. When you reach level 17, you can procure a piece of adventuring gear with a value of 20 gold or less and a weight of 5 pounds or less.

Once you have used this ability, you cannot do so again until you finish a long rest.

ARTISAN'S EYE

By 2nd level, your experience as a craftsman gives you a good eye for value. If you spend a minute studying an item made of worked metal, cloth, leather, wood, stone, crystal, ceramic, or glass, you learn its approximate value in gold. If the item is larger than a 5 foot cube, you must spend an additional minute for each additional 5 foot cube it takes up.

When you reach level 6 in this class, you also get an idea of when the item was made. Your estimate of an item's age is more accurate the more recently it was made. You can tell the the month something was produced if it is less than a year old, the year if it is less than a hundred years old, and the decade if it is older than that. If the item is the product of a bygone era, the era is all you are able to discern.

You may learn more or less at the DM's discretion due to extenuating circumstances, such as the item having been refurbished or damaged, or having a maker's mark of a particularly famous craftsman.

INNOVATIVE DESIGNS

As an artisan, you are at the forefront of innovation. Through experimentation, insight, or study, you are able to learn new designs that allow you to modify weapons or armor to be more effective.

At 2nd level, you learn two Innovative Designs of your choice. Your design options are detailed at the end of the class description. When you gain certain Artisan levels, you learn additional designs of your choice, as shown in the Designs Known column of the Artisan table.

Additionally, when you gain a level in this class, you can choose one of the designs you know and replace it with another insight that you could learn at that level.

If an Innovative Design has prerequisites, you must meet them to learn it. You can learn the design at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

As part of a long rest, you can apply one of your Innovative Designs to an appropriate item, improving it as described in the design. The required item is listed under the design.

You must have access to tinker's tools or a set of artisan's tools appropriate to the item you are modifying, such as leatherworker's tools for a suit of leather armor or woodcarver's tools for a bow or quarterstaff, to apply a design to an item.

When you reach certain levels in this class, you become a more efficient and adept worker and can apply additional designs to additional items, as shown in the Applied Designs column of the Artisan table. At 4th level, for example, you know three designs and can apply one of them to one item and another to a second item. You can only apply one design to an item, and you cannot apply the same design to multiple items.

Your Innovative Designs require periodic maintenance to remain effective. If you finish a long rest without applying a design to an item, it reverts to a normal item of its kind.

ARTISAN'S VOCATION

At 3rd level, you choose the vocation that will define your work as an artisan. A vocation represents a specialized field of craftsmanship. Artisans of the same vocation will sometimes band together in guilds, but others prefer to perfect their craft in solitude.

You may pick from the Armorer, Bladesmith, Bowyer, and Tanner vocations. Each discipline is detailed at the end of the class description. You gain features based on your scholastic discipline at 3rd, 7th, 13th, and 17th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

COMPOSITE DESIGN

At 6th level, you are able to create more complex weapons and armor. When you enhance items during the course of a long rest with your Innovative Designs feature, you can grant one of them the properties of two Designs you know that could apply to that weapon or armor. You could apply both the Keen Weapon and Silver Weapon designs to a single longsword, for example. A composite design counts as two of your Applied Designs.

As normal, you cannot use a design to enhance more than one item. You can only give one of the items you enhance a composite design.

TOOL EXPERTISE

Also at 6th level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

DECONSTRUCTION

By 9th level, you know that what takes a lifetime to build may take only a moment to break. You have advantage on ability checks to break or dismantle objects, and your weapon attacks deal maximum damage to them.

You are also uniquely suited to dismantling golems and constructs. The first time on each of your turns that you hit a construct with a weapon attack, you deal an additional 1d8 damage of the weapon's type.

UNIVERSAL SKILL

By 11th level, your skill as an artisan reaches across the boundaries of vocation. When you enhance an item with your Innovative Design feature, it grants a +1 bonus to armor class if it is a suit of armor or a shield and a +1 bonus to attack and damage rolls if it is a weapon, if the item does not already grant such a bonus.

This does not stack with any bonus to armor class or attack and damage rolls granted by features of your Vocation, such as the Bladesmith's Craft feature for Artisans of the Bladesmith Vocation.

COMPOSITION SAVANT

At 14th level, you become more skilled in creating complex and unique designs. You can give two of the items you enhance with your Innovative Designs feature over the course of a long rest a composite design, applying two different appropriate designs you know to each item. Each composite design counts as two of your Applied Designs. As normal, you cannot use a design to enhance more than one item.

When you reach level 18 in this class, you can give three items you enhance composite designs.

QUICK HANDS, PATIENT MIND

By 15th level, your experience as a craftsman has granted you deft hands and patience in the face of adversity. You gain proficiency in Dexterity or Wisdom saving throws (your choice).

REDESIGN

By 18th level, you are able to work quickly to adapt and change the designs you've applied. If you spend 10 minutes working on an item that you've applied a design to, you can replace the design applied to that item with another design that you know that is applicable to the item's type. If you work on an item with a composite design, you can replace one or both of the designs applied to it. You can only choose a design if it is not currently applied to another item.

You must have access to tinker's tools or artisan's tools appropriate to the item you are working on to use this ability, and you must remain within 5 feet of the item you are working on for the duration.

MAGNUM OPUS

At 20th level, you create your masterpiece, the likes of which few have ever created before and few ever will again. Over the course of 24 uninterrupted hours of work, you can create one weapon or suit of armor as your Magnum Opus. You must have access to and proficiency with leatherworker's tools if it is a suit of light armor or hide armor, woodcarver's tools if it is a weapon made of wood, such as a quarterstaff, bow, or crossbow, or smith's tools if it is a weapon or suit of armor made of metal.

Your Magnum Opus grants a +3 to attack and damage rolls if it is a weapon and a +3 to Armor Class if it is a suit of armor. In addition, you can grant it the properties of any 3 designs that you know that can be applied to the type of weapon or armor you have made for your Magnum Opus.

Your Magnum Opus does not require nightly maintenance as items enhanced by your Innovative Designs do, so the designs used in its creation do not count against your Applied Designs and can still be used to enhance items through your Innovative Designs feature. Creating your Magnum Opus requires a unique flash of creative insight; you cannot create another unless the original is destroyed or irretrievably lost (as determined by the DM).

VOCATIONS

Artisans are some of the finest craftsmen in the world, and they work in a wide variety of mediums. Most Artisans pursue a single area of specialization, sometimes with an almost single-minded focus. An artisan's vocation represents the field of work they have chosen to devote their craft to above all others. They train to not just create the finest works in that field, but use them with peerless skill. Artisans usually devote the greater part of their efforts to their vocation.

THE ARMORER

Artisans who choose the Armorer's Vocation know that sometimes the only thing protecting their nation, their comrades, or their friends is a plate of steel. They focus on innovations that will help protect those who brave the battlefield. An Armorer's work might save a king from an assassin's bolt, a knight from a dragon's claws, or an adventurer from an early grave. As part of their craft, Armorers learn to wear the heaviest armors to ensure they know how best to improve them.

ARMORER'S CRAFT

At third level, you begin to learn the Armorer's trade. You gain proficiency with heavy armor and smith's tools. If you are already proficient in smith's tools, you gain proficiency with another set of artisan's tools of your choice. If a suit of armor has a Strength requirement, you can wear it without penalty if your Intelligence meets that requirement. You can wear plate mail without penalty, for example, if your Intelligence is 15 or higher, even if your Strength is below 15.

In addition, any medium or heavy suit of armor (not hide) that you improve with the Innovative Designs feature provides a +1 bonus to the wearer's armor class if it does not already provide such a bonus. When you reach level 11 in this class, this bonus increases to +2 if you are wearing the armor.

HEAVY IMPACT

Also at 3rd level, you know how to make the weight of heavy armor work for you, rather than against you. When you take the Attack action, you can use a bonus action to attempt to throw your weight into a creature that you attacked if you are wearing medium or heavy armor made of metal and the creature is within 5 feet of you.

The target must make a Strength saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus). It succeeds automatically if it is Huge or larger. On a failure, it takes bludgeoning damage equal to your Intelligence modifier (minimum of 1) and is pushed 5 feet away from you. The damage increases by 1d6 when you reach level 7 in this class and by an additional 1d6 when you reach level 13.

When you reach level 13 in this class, targets that fail their saving throws by 5 or more are also knocked prone.

ARMORED CHALLENGER

By 7th level, enemies recognize your armor as a threat, and you stride into battle with confidence while wearing it. If you are wearing armor improved by your Innovative Designs feature or your Magnum Opus, creatures you target with your Armored Momentum feature have disadvantage on attack rolls against creatures other than you until the start of your next turn, even if they resist the effect.

In addition, when you start your turn within 5 feet of a hostile creature while wearing armor improved by your Innovative Designs feature or your Magnum Opus, you gain temporary hit points equal to your Intelligence modifier (minimum of 1).

ARMORED RUSH

At 13th level, you learn to charge through the battlefield while putting the weight of your armor to use. While wearing medium or heavy armor, you can move up to your speed in a straight line as an action. You do not provoke opportunity attacks during this movement and can move through the space of any Large or smaller creature in your path. Each creature in the line must make a Dexterity saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus) or take 6d8 bludgeoning damage and be knocked prone if it is no more than one size larger than you. On a success it takes half as much damage and isn't knocked prone.

You can use this ability a number of times equal to your Intelligence modifier (minimum of once) and regain all uses when you finish a long rest.

IMPREGNABLE ARMOR

By 17th level, your skillfully crafted armor and knowledge of how best to use it make for a nearly unstoppable combination. You have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons while wearing armor improved through your Innovative Designs feature or your Magnum Opus.

THE BLADESMITH

Though they are called Baldsmiths, artisans who choose this vocation are those who have decided to work with metal weapons of all kinds. Swords, spears, axes, and hammers are all the Bladesmith's trade. They work tirelessly to produce the lance that a knight may one day use to slay a dragon, or the blade a king may use to retake his rightful throne. Warriors of all walks seek out Bladesmiths in the hopes of one day wielding one of their legendary weapons.

BLADESMITH'S CRAFT

At third level, you begin to learn the Bladesmith's trade. You gain proficiency with smith's tools and all melee martial weapons, and you can use your Intelligence modifier, instead of Strength or Dexterity, for attack and damage rolls with melee weapons. If you are already proficient in smith's tools, you gain proficiency with one other set of artisan's tools of your choice.

In addition, any simple or martial melee weapon that you improve with the Innovative Designs feature grants a +1 bonus to the wielder's attack and damage rolls if it does not already grant such a bonus. When you reach level 11 in this class, this bonus increases to +2 if you are wielding the weapon.

CREATOR'S INSIGHT

Also at 3rd level, you understand how to best use the weapons you craft. The first time on each of your turns that you hit with an attack using a melee weapon enhanced by your Innovative Designs feature or your Magnum Opus, you can add your proficiency bonus to the damage roll.

CREATOR'S FLOURISH

At 7th level, you know how to strike effectively with the weapons you craft. Once on each of your turns when you deal damage with an attack using a melee weapon enhanced by your Innovative Designs feature or your Magnum Opus, you can impose one of the additional effects listed below on the target. If this ability forces a creature to make a saving throw or ability check, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Break Stance You force the target to make a Strength saving throw. On a failure, the target is knocked prone if it is Large or smaller, and regardless of size, it takes a -2 penalty to its armor class and Dexterity saving throws for one minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Overwhelm You force the target to make a Dexterity saving throw. It takes 4d6 damage of your weapon's type on a failure, or half as much on a success.

Wound You force the target to make a Constitution saving throw. On a failure, the target receives a bleeding wound. At the start of each of the wounded creature's turns for the next minute, it takes 2d6 necrotic damage for each time you've wounded it, and it can then repeat the saving throw, ending the effect of all wounds on itself on a success. This ability has no effect against undead or constructs.

You can perform a number of flourishes equal to your Intelligence modifier (minimum of once) and regain all uses when you finish a long rest.

DEFENSIVE STANCE

At 13th level, you are able to flow from offense to defense with your created weapons. The first time you attack with a melee weapon enhanced by your Innovative Design feature or your Magnum Opus on each of your turns, you can transfer some or all of the weapon's bonus to your armor class, instead of using the bonus on any attacks that turn.

For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +1 bonus to your AC (+2 if you are wielding your Magnum Opus). The adjusted bonuses remain in effect until the start of your next turn, although you must be holding the weapon to gain a bonus to AC from it.

MAKER AND MASTER

By 17th level, you have perfectly mastered wielding the weapons you create. Once on each of your turns when you miss an attack with a melee weapon enhanced by your Innovative Design feature or your Magnum Opus, you can reroll the attack roll.

Additionally, if you roll initiative and have no uses of your Creator's Flourish remaining, you regain one use.

THE BOWYER

Bowyers understand that the best way to keep themselves and their friends safe is to make sure no enemy can ever get close. Master woodworkers, bowyers create the most effective bows and crossbows in the world, and their skill as fletchers allows them to create an array of unique and deadly projectiles to fire from them. When a bowyer is armed with their finest work, there are few marksmen who can match them for accuracy, range, or power. The twang of a master bowyer's bowstring being released is often enough to send enemies fleeing in terror. They will have a long way to go to escape a bowyer's arrows.

BOWYER'S CRAFT

At 3rd level, you begin to learn the Bowyer's trade. You gain proficiency with woodcarver's tools, hand crossbows, heavy crossbows, and longbows, and you can use your Intelligence modifier, instead of Dexterity, for attack and damage rolls with bows and crossbows. If you are already proficient in woodcarver's tools, you gain proficiency with one other set of artisan's tools of your choice.

In addition, any bow or crossbow that you improve with the Innovative Designs feature grants a +1 bonus to the wielder's attack and damage rolls if it does not already grant such a bonus. When you reach level 11 in this class, this bonus increases to +2 if you are wielding the bow or crossbow.

FLETCHER

Also at 3rd level, you are a crafter of the finest arrows. You can create a number of enhanced arrows or crossbow bolts during a long rest equal to your Artisan level + your Intelligence modifier (minimum of 3).

These arrows grant a +1 to attack and damage rolls the first time they are fired from a bow or crossbow before the end of your next long rest. The enhancements to your arrows and bolts are delicate; if you recover any after firing them or have any unused remaining at the end of your next long rest, they revert to normal arrows or bolts.

SPECIAL AMMUNITION

At 7th level, you learn to make arrows and bolts with specialized designs. Over the course of a long rest, you can prepare any combination of the following types of ammunition with a number totaling your Intelligence modifier + your proficiency bonus (minimum of four):

Cold Iron These arrows/bolts target the weakness of Demons and Fey. Attacks made with them against such creatures with them ignore damage resistances and immunities and deal an additional 1d6 piercing damage.

Curving These arrows/bolts are specially fletched to curve in flight. An attack made with one of them ignores half and three quarters cover and does not reveal your position if you are hidden. Because they curve, attacks made with these arrows/bolts automatically miss if fired at the bow or crossbow's long range.

Fire As a bonus action, the holder of this arrow/bolt can ignite it. If they make an attack with it and hit before the end of their turn, it deals an additional 2d6 fire damage.

Pinning These arrows/bolts are designed to pierce a target and pin them to the ground or a wall. When an attack with this ammunition hits a Large or smaller creature, it must make a Dexterity saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus) or its movement speed is reduced to 0 until the start of the shooter's next turn. A creature that is not adjacent to a wall or standing on the ground automatically passes its saving throw.

Silver These arrows/bolts target the weakness of Devils and Lycanthropes. Attacks made with them against such creatures them ignore damage resistances and immunities and deal an additional 1d6 piercing damage.

Smokescreen Immediately after an attack with this arrow/bolt hits or misses, a small attached vial bursts, releasing a smokescreen that heavily obscures the area in a 15 foot radius for one minute. A strong wind disperses the smoke in one round.

Weighted This arrow/bolt is unusually heavy and has a blunted head. Attacks made with it deal bludgeoning damage. When an attack with this ammunition hits a Large or smaller creature, it must make a Strength saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus) or be knocked prone. Due to the added weight of these arrows/bolts, they automatically miss if fired at the bow or crossbow's long range.

A creature can fire one piece of special ammunition on each of its turns. Due to its special nature, this ammunition cannot be recovered after it has been fired. The preparations to your arrows or bolts are delicate; if you have any unused special ammunition remaining at the end of your next long rest, it reverts to normal ammunition.

COUNTERSHOT

By 13th level, your keen sight lets you know when a projectile is going to hit you or an ally and attempt to shoot it out of the air. When a creature makes a ranged weapon attack against you or an ally you can see within 30 feet of you and hits, you can use your reaction to attempt to shoot the projectile down.

Make an attack with a bow or crossbow you are wielding. If your attack roll equals or exceeds the aggressor's, you successfully shoot down their ammunition, turning the attack into miss.

If your roll is 5 or more above the attacker's, you can see them, and they are within the normal range of your bow or crossbow, your arrow or bolt continues on or ricochets and hits them, dealing damage as if you had hit them with an attack.

You cannot shoot down a projectile if it weighs more than 10 pounds, such as a boulder thrown by a giant.

SNIPER

At 17th level, your mastery of the bows you create allows you to fire a perfect shot targeting a creature's vitals. As an action, you can make a single attack with a bow or crossbow enhanced by your Innovative Designs or your Magnum Opus, targeting a creature you can see within range.

On a hit, the creature takes the weapon's damage and must make a Constitution saving throw (DC = 8 + your Intelligence modifier + your proficiency bonus). If the target is surprised or the attack is a critical hit, it has disadvantage on the saving throw. It takes 10d10 piercing damage on a failure, or 10d12 if the attack was made with your Magnum Opus, or half as much on a success. If it fails by 5 or more, it is also stunned until the end of its next turn.

Whether the attack hits or misses and whether the target succeeds or fails on its saving throw, you cannot use this ability on the same target again until you finish a long rest.

THE TANNER

Tanners are master leatherworkers. They work the hides of slain beasts into the armor that saves people from living ones. Though the work of a Tanner may not be as sturdy as an Armorer's, the Tanner knows that the added mobility and flexibility allowed for by lighter materials more than make up for that difference. Tanners move as quickly and efficiently through the battlefield as the workshop, and they're not afraid to get their hands dirty when it comes to getting their hands on a new hide to tan.

STEP IN

At 3rd level, you can take advantage of your light protection to quickly step in under an opponent's guard.

Once on each of your turns when you move at least 10 feet toward a creature before hitting it with a melee weapon attack, you can deal additional damage to it equal to your Intelligence modifier (minimum 1 damage). The extra damage increases by 1d6 when you reach level 7 in this class, and by an additional 1d6 when you reach level 13.

You must be wearing light or hide armor to use this ability.

TANNER'S CRAFT

Also at third level, you begin to learn the Tanner's trade. You gain proficiency with leatherworker's tools. If you are already proficient in leatherworker's tools, you gain proficiency with one other set of artisan's tools of your choice.

You also gain proficiency with one of the following skills of your choice: Animal Handling, Nature, or Survival, and you have advantage on ability checks to obtain a pelt or hide from slain creatures of the following types: beasts, dragons, and monstrosities.

In addition, you can use your Intelligence modifier, rather than Dexterity, to determine your armor class while wearing light or hide armor. While wearing leather armor, for example, your armor class is 11 + your Intelligence modifier if your Intelligence is higher than your Dexterity.

Finally, any light or hide armor that you improve with the Innovative Designs feature grants a +1 bonus to the wearer's armor class if it does not already grant such a bonus. When you reach level 11 in this class, this bonus increases to +2 if you are wearing the armor.

QUICK STEP

By 7th level, you know how to take advantage of the mobility your leathers offer you to run circles around your opponents. Your movement speed increases by 5 feet while wearing light or hide armor.

When you use your action to Dash or Disengage, you can perform one of the techniques listed below. If you are wearing armor enhanced by your Innovative Designs feature or your Magnum Opus that allows you to Dash or Disengage as a bonus action, you can use one of these techniques when you perform that bonus action.

Bob and Weave The first attack against you before the start of your next turn has disadvantage on the attack roll.

Catfall Until the end of your turn, you don't take damage from falling 20 feet or less.

Kip Up You stand up from being prone without spending any of your movement speed immediately before you Dash or Disengage.

Light Step You ignore nonmagical difficult terrain until the end of your turn.

Slip Away You automatically escape a grapple immediately before you Dash or Disengage.

Tuck and Roll You can move through the space of one hostile creature before the end of your turn without making an ability check or counting the space as difficult terrain.

You must be wearing light or hide armor improved by your Innovative Designs feature or your Magnum Opus to perform a Quick Step, and you can only perform one Quick Step on each of your turns.

DEFT MOVEMENT

At 13th level, you are able to move incredibly quickly to avoid danger while wearing the leathers you create. Your movement speed while wearing light or hide armor increases by an additional 5 feet.

When you are targeted by an area effect that you can see, such as a *fireball* spell or a green dragon's poisonous breath weapon, you can use your reaction to move up to half your speed, possibly taking you out of the effect's area.

You must be wearing a set of light or hide armor improved by your Innovative Designs feature or your Magnum Opus to use this ability.

WINDRUNNER

By 17th level, you move like the wind while wearing the leather armor you create. While wearing light or hide armor, your movement speed is increased by an additional 5 feet.

In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only on your Deft Movement ability or for an ability granted by light or hide armor improved by your Innovative Designs feature or your Magnum Opus, and you can't use it on the same turn that you take your normal reaction.

INNOVATIVE DESIGNS

ADAMANTINE ARMOR

Prerequisite: 14th level, Armorer Vocation

Item: A suit of medium or heavy armor made of metal

This armor is plated with adamantine or some other particularly durable material. Any critical hit against its wearer becomes a normal hit.

CEREMONIAL ARMOR

Item: A suit of armor

This ornate armor is more at home in a king's court than on a battlefield. Its wearer takes a -1 penalty to their armor class but has advantage on Charisma (Persuasion) checks.

CHAINED HILT

Item: A weapon with the thrown property

This weapon has a light but strong chain attached to the hilt or another suitable location. When its wielder throws the weapon at a creature within its normal range, they can use the chain to return the weapon to their hand immediately after the attack hits or misses.

CLEAVING WEAPON

Prerequisite: 10th level, Bladesmith Vocation

Item: A melee weapon

The first time on a turn that the wielder of this weapon uses it to hit a creature with a melee attack, they can roll one of the weapon's damage dice and deal the result as damage of the weapon's type to another creature within reach.

COLD IRON WEAPON

Prerequisite: 6th level

Item: A melee weapon

This weapon is made to target the weakness of Demons and Fey. When its wielder hits a creature of either of these types, the weapon ignores any damage resistances or immunities and deals an additional 1d6 damage of its type.

COMPACT WEAPON

Item: A weapon with the heavy property

This weapon has been scaled down. Small creatures can wield it without suffering disadvantage on attack rolls.

COURIER'S ARMOR

Prerequisite: Tanner Vocation

Item: A suit of light or hide armor

This armor is light as a feather and includes boots that put a spring in the wearer's step. The wearer's walking speed increases by 10 feet. If your Artisan level is 6 or higher, the wearer can Dash as a bonus action.

DESPERADO'S ARMOR

Prerequisite: 6th level, Tanner Vocation

Item: A suit of light or hide armor

This armor is favored by those who make quick getaways. Its wearer can take the Disengage action as a bonus action.

DIVER'S ARMOR

Item: A suit of light or hide armor

This armor includes fin-like protrusions that make swimming easier. Its wearer has a swim speed equal to their walking speed.

DUELING SWORD

Item: A shortsword, longsword, scimitar, or rapier

This sword is made specifically to handle humanoid opponents. The first time on a turn the wielder hits a humanoid with it, the sword deals an additional 1d6 damage of its type.

FIREPROOF ARMOR

Prerequisite: 6th level

Item: A suit of armor

This armor is lined with damp cloth, leather, or other materials resistant to fire. Its wearer has resistance to fire damage.

FORESTER'S ARMOR

Item: A light or hide suit of armor

While wearing this armor, non-magical difficult terrain does not cost the wearer extra movement.

FUR-LINED ARMOR

Prerequisite: 6th level

Item: A suit of armor

This armor is carefully lined with animal fur or thick cloth. Its wearer has resistance to cold damage.

GAUNTLETED ARMOR

Prerequisite: Armorer Vocation

Item: A suit of medium or heavy armor made of metal

This armor has reinforced heavy gauntlets. Its wearer can use the gauntlets as simple weapons. They add their Strength modifier to attack and damage rolls with the gauntlets, which deal 1d6 bludgeoning damage on a hit. If you are an 11th level Artisan or higher, the gauntlets deal 1d8 bludgeoning damage. If you are a 14th level Artisan or higher, the gauntlets deal 1d10 bludgeoning damage.

HIDDEN WEAPON

Item: A club, mace, or rapier

This weapon appears as an ordinary walking cane. It can be topped with a surprisingly heavy ornament, making it a suitable mace or club, or serve as an elaborate sheathe for a rapier. A suspicious observer can discern its use as a weapon with a successful Intelligence (Investigation) check (DC = 8 + your proficiency bonus + your Intelligence modifier).

HONED EDGE

Prerequisite: Bladesmith Vocation

Item: A melee weapon that deals slashing damage

The blade of this weapon is honed to a razor's edge. Once on each of the wielder's turns when they hit a creature with it, they can reduce that creature's movement speed by 10 feet. If your Artisan level is 6 or higher, when the wielder scores a critical hit with the weapon, the target has disadvantage on attack rolls until the start of the wielder's next turn.

HUNTING WEAPON

Item: A spear or bow

This weapon is designed for hunting. It deals an additional 1d6 damage of its type against beasts.

INEXORABLE WEAPON

Prerequisite: 18th level, Bladesmith or Bowyer Vocation

Item: Any weapon

This weapon scores a critical hit on a roll of 18, 19, or 20.

JUGGERNAUT'S ARMOR

Prerequisite: 18th level, Armorer Vocation

Item: A suit of medium or heavy armor made of metal

This armor is made with particularly heavy plating for extra protection. It reduces the wearer's movement speed by 5 feet, but grants them resistance to bludgeoning, piercing, or slashing damage (your choice when you apply this design).

KEEN WEAPON

Item: Any weapon

This weapon scores a critical hit on a roll of 19 or 20.

LIGHT CHAIN

Prerequisite: Armorer Vocation

Item: A suit of chainshirt armor

This armor is made especially light and flexible for ease of use. The wearer is considered proficient with it while wearing it. If you are at least 6th level as an Artisan, they can add 3 to their armor class while wearing it, instead of 2, if their Dexterity is 16 or higher.

MARTIAL MIGHT

Item: A martial melee weapon

This weapon has been made ready for the battlefield. Its damage die increases by one step: from 1d4 to 1d6, from 1d6 to 1d8, from 1d8 to 1d10, from 1d10 to 1d12, or from 1d12 or 2d6 to 2d8.

MASTERWORK ARMOR

Prerequisite: 14th level, Armorer Vocation

Item: A suit of medium or heavy armor made of metal

This armor is an exemplar of its type, granting its wielder a greater degree of protection. Whenever the wearer takes bludgeoning, piercing, or slashing damage, that damage is reduced by an amount equal to your Intelligence modifier (minimum of 1). This does not stack with the Heavy Armor Master feat or any other effect that similarly reduces these damage types.

MASTERWORK LEATHER

Prerequisite: 14th level, Tanner Vocation

Item: A suit of light or hide armor

This armor offers a perfect blend of flexibility and defense. When the wearer is hit by an attack that deals bludgeoning, piercing, or slashing damage, they can use their reaction to gain resistance to the damage of the triggering attack.

MASTERWORK WEAPON

Prerequisite: 14th level, Bladesmith or Bowyer Vocation

Item: Any weapon

This weapon is among the deadliest of its kind. It deals an additional 2d6 damage of its type on a hit.

MERCILESS WEAPON

Prerequisite: 10th level

Item: Any weapon

When this weapon scores a critical hit, it deals an additional 4d6 damage of its type.

MIDNIGHT ARMOR

Prerequisite: Tanner Vocation

Item: A suit of light armor

This armor has been dyed black or midnight blue and oiled to perfection. Its wearer can take the Hide action as a bonus action while in dim light or darkness. If your Artisan level is 6 or higher, the wearer has advantage on Dexterity (Stealth) checks while in dim light or darkness.

MITHRAL ARMOR

Prerequisite: 6th level

Item: A suit of medium or heavy armor made of metal

This armor is made of mithral or another particularly light material. If it would normally have a Strength requirement, that requirement is reduced by 2. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, this version of the armor doesn't.

MOUNTAINEER'S ARMOR

Item: A light or hide suit of armor

This armor includes gloves and boots that help its wearer's grip. The wearer has a climb speed equal to their walking speed.

MUMMER'S ARMOR

Item: A suit of armor

This armor is made for the stage or another type of performance. Its wearer takes a -1 penalty to their armor class but has advantage on Charisma (Performance) checks.

NOBLE WARWORD

Item: A longsword

This sword is almost the size of a greatsword. It deals 1d12 damage when wielded with two hands.

NONCONDUCTING ARMOR

Prerequisite: 6th level

Item: A suit of armor

This armor is carefully lined with beeswax or another suitable insulator. Its wearer has resistance to lightning damage.

ORNAMENTAL WEAPON

Item: Any weapon

This weapon looks far more threatening than it is. Attacks made with it take a -1 penalty to attack and damage rolls, but the wielder has advantage on Charisma (Intimidation) checks while wielding it.

PHANTOM LEATHERS

Prerequisite: 18th level, Tanner Vocation

Item: A suit of light or hide armor

This armor is so light it seems to enhance the wearer's reflexes. When the wearer takes damage, they can move up to half their speed without provoking opportunity attacks (no action required). Once they have used this ability, they cannot do so again until the start of their next turn.

RECURVED DESIGN

Item: A bow or crossbow

This bow is recurved to increase its power. Its damage die increases by one step: from 1d6 to 1d8, from 1d8 to 1d10, or from 1d10 to 1d12.

REPEATING CROSSBOW

Prerequisite: Bowyer Vocation

Item: Any crossbow

This modified crossbow does not have the loading property. If your Artisan level is 6 or higher, when the wielder takes the Attack action and makes an attack with a repeating crossbow, they can make one additional attack with it as a bonus action.

SHARPENED SPIKE

Prerequisite: Bladesmith Vocation

Item: A melee weapon that deals piercing damage

The tip of this weapon is exceptionally sharp. Once on each of the wielder's turns when they hit a creature with it, they can reroll one of the attack's damage dice and must use the new roll. If your Artisan level is 6 or higher, the weapon deals an additional die of damage when the wielder scores a critical hit with it.

SILVER WEAPON

Prerequisite: 6th level

Item: A melee weapon

This weapon is made to target the weakness of Devils and Lycanthropes. When its wielder hits a creature of either of these types, the weapon ignores any damage resistances or immunities and deals an additional 1d6 damage of its type.

SKIRMISHER'S ARMOR

Prerequisite: Tanner Vocation

Item: A suit of light or hide armor

This armor is favored by scouts. When a hostile creature ends its turn within 5 feet of the wearer, they can use their reaction to move up to half their speed without provoking opportunity attacks.

SIMPLE ELEGANCE

Item: A simple melee weapon

This weapon takes advantage of its simplistic design. Its damage die increases by one step: from 1d4 to 1d6, 1d6 to 1d8, or from 1d8 to 1d10.

SPIKED ARMOR

Prerequisite: Armorer Vocation

Item: A suit of medium or heavy armor made of metal

This armor is covered in deadly spikes to deter attackers. Whenever its wearer grapples or is grappled by another creature, that creature takes piercing damage equal to your Intelligence modifier (minimum of 1). If your Artisan level is 6 or higher, when a creature within 5 feet of them hits the wearer with a melee attack, they can use their reaction to deal piercing damage equal to 1d6 + your Intelligence modifier to the attacker (minimum 1 damage).

SPIKED PAVISE

Item: A shield

This shield has a spike integrated into its design, making it ideal for shield bashing. When the wielder takes the Attack action, they can make one attack with the shield as a bonus action. They add their Strength modifier to the attack roll and deal 1d6 piercing damage on a hit. They do not add their Strength modifier to the damage roll unless it is negative or they have the Two-Weapon Fighting style.

STALWART ARMOR

Item: A suit of medium or heavy armor made of metal

The weight of this armor is carefully distributed to help the wearer keep their balance. They have advantage on saving throws to avoid being knocked prone and Strength (Athletics) checks to avoid being shoved. If an effect would move the wearer along the ground against their will, they can reduce the distance they are moved by up to 10 feet.

STEEL HIDE

Prerequisite: Tanner Vocation

Item: A suit of hide armor

This hide armor is as tough as iron while maintaining its flexibility. The wearer suffers no penalty for sleeping in it. If your Intelligence modifier is 16 or higher, it sets the wearer's armor class to 10 + your Intelligence modifier + the wearer's Dexterity modifier (max 2). If your Artisan level is 6 or higher, the wearer can add 3, instead of 2, to their armor class if their Dexterity is 16 or higher while wearing it.

TARGE

Item: A shield

This shield can be strapped to the forearm, giving the hand on that arm limited freedom. The wielder cannot wield a weapon with the hand of the arm that the shield is fastened to, but they can hold a torch or lantern, open or close doors, manipulate objects, or perform somatic gestures with it.

TOWER SHIELD

Prerequisite: 6th level

Item: A shield

A creature must have at least 14 Strength to wield this massive shield and gain its benefits. The wielder's movement speed is reduced by 5 feet, but allies within 5 feet of them gain a +1 bonus to their armor class and Dexterity saving throws if they aren't benefiting from cover.

WAR BODKINS

Prerequisite: 6th level, Bowyer Vocation

Item: A bow or crossbow

This weapon fires armor piercing ammunition. Once on each of the wielder's turns when they deal damage with it, they can reroll the weapon's damage dice and use either total.

WARBOW

Prerequisite: Bowyer Vocation

Item: A shortbow or longbow

This bow has an especially high draw weight. A creature with less than 13 Strength cannot use this bow, which does not grant disadvantage at its long range. If your Artisan level is 6 or higher, the wielder gains a bonus to damage rolls with this weapon equal to their Strength modifier.

WEIGHTED CREST

Prerequisite: Bladesmith Vocation

Item: A melee weapon that deals bludgeoning damage

This weapon has added weight in its head. Once on each of the wielder's turns when they hit a creature with it, they can move it 5 feet to an unoccupied space, provided the target is no more than one size larger than them. If your Artisan level is 6 or higher, when the wielder scores a critical hit with the weapon, attack rolls against the target are made with advantage until the start of the wielder's next turn.

THE HUNTER

Hidden within the branches of a massive tree, a Gnome woman looks down on the manticore she's been tracking for days. Once the arrow she has already knocked to her bow pierces its heart, her village will finally be safe again.

Deep within a vast desert, a Half-Orc sits beneath the small patch of shade offered by the few trees growing around the oasis he guards. Here, where water is more valuable than gold, he's seen his share of bandits. So when the four assailants leap from behind the dunes to surround him, the Half-Orc is ready. He smoothly draws his scimitars and cuts down his attackers in a whirl of steel.

A Human woman rides through the city's gates, a pair of minotaur horns strapped to her saddle. One will allow her to claim the bounty on the creature that had been assaulting travelers on the roads. The other will serve as a fine reminder of the fierce fight it put up, and how she might do better next time.

Hunters hone their skills at the edges of civilization, pitting themselves against creatures that are nothing but legend in other parts of the world.

MASTER TRACKERS

Hunters specialize in finding and bringing down monsters that threaten the forgotten corners of civilization. Whether it's by tracking their prey back to its den to cut off its escape, lying in wait for the perfect moment to strike from hiding, or targeting their quarry's vitals with speed and precision, a Hunter is sure to get their mark.

Hunters collect trophies of their past hunts to remind themselves of their enemies' weaknesses, their allies of their capabilities, and their enemies of their deadly skill.

INDEPENDENT TRAVELERS

Many Hunters are fiercely independent, and spend much of their lives traveling the wilds in search of beasts that threaten civilization or make for a worthy test of skill. Some instead choose to ply their skills in cities, tracking criminals instead of monsters. Either way, their familiarity with monsters and tracking makes hunters well suited to life as an adventurer.

CREATING A HUNTER

When creating a hunter character, consider how you came to learn your skills. Were you the member of a tribe of nomadic hunters who taught their children to hold a bow before they learned to walk, or did you have a single mentor who showed you the ways of the wilderness? Were you a recluse who had no choice but to teach themselves the skills they needed to survive alone in a harsh environment?

Have you spent the entirety of your life away from cities and towns, or did you leave civilization in the hopes of finding something in nature that you couldn't in your birthplace? Do you treat city folk with contempt, believing that they lack the skills to survive without your protection, or are cities objects of curiosity and wonder for you?

Why did you begin a life of adventure? Did some outside force encroach upon your wilderness home, or did you discover something in your travels that you could only learn more about by finding allies with skills other than your own?

CLASS FEATURES

As a Hunter, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Hunter level.

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

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

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Herbalism kit.

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival.

EQUIPMENT

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

- (a) scale mail or (b) leather armor
- (a) two shortswords, (b) two scimitars, or (c) two simple weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

MARK PREY

Starting at first level, you learn to narrow your senses onto a single target. When you hit a creature with an attack roll, you can focus your senses on the target of your attack to mark it as your intended prey. This lasts for the next minute, or until you mark another creature as your prey.

The first time on each of your turns that you hit your prey and deal damage to it, including when you mark it, you increase that damage by 1d6.

You can use this feature to mark your prey a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a short or long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d8 at 5th level, 1d10 at 11th level, and 1d12 at 17th level.

NATURAL EXPLORER

You are skilled at navigating the wilderness. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone or with a number of creatures up to your Wisdom modifier, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.

THE HUNTER

Level	Proficiency Bonus	Features
1st	+2	Mark Prey, Natural Explorer
2nd	+2	Fighting Style, Hunting Trophy
3rd	+2	Expert Tracker, Hunter Paradigm
4th	+2	Ability Score Improvement, Land's Stride
5th	+3	Extra Attack
6th	+3	Greater Trophy, Herb Lore
7th	+3	Hunter Paradigm Feature
8th	+3	Ability Score Improvement, Fleet of Foot
9th	+4	Relentless Pursuit
10th	+4	Prized Prey, Tireless
11th	+4	Hunter Paradigm Feature, Tireless
12th	+4	Ability Score Improvement
13th	+5	Natural Resilience
14th	+5	Vanish
15th	+5	Hunter Paradigm Feature
16th	+5	Ability Score Improvement
17th	+6	Glorious Trophy
18th	+6	Feral Senses
19th	+6	Ability Score Improvement
20th	+6	Master of the Hunt

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

TWO WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

HUNTING TROPHY

Also at 2nd level, you can start to collect trophies of your successful hunts. Whenever you slay a Large or larger beast, humanoid, giant, monstrosity, or undead, you can take a token from it. This can be a piece of its pelt, a tooth, horn, or bone, a piece of a weapon that it wielded or armor that it wore, or some other suitable token. You can only claim a token from a creature if you dealt the blow that killed it. Claiming a token in this way takes one minute.

Over the course of a short or long rest, you can apply a mixture of herbs and preservatives worth 50 gp to the token, after which it becomes a trophy. You can wear only one trophy at a time, and you can change the trophy you are wearing whenever you finish a short or long rest. Wearing a trophy grants the following effects when dealing with creatures of the same type as the creature the trophy came from:

- You have advantage on Charisma (Intimidation) checks made to intimidate such creatures.
- You have disadvantage on Charisma (Persuasion) checks made when dealing with such creatures.
- You have advantage on Wisdom (Survival) checks to track such creatures.
- You have advantage on saving throws against being frightened or charmed by such creatures.

When you reach 6th level in this class, you can take a trophy from a Large or larger creature of any type, if you dealt the killing blow to it.

CUSTOMIZING YOUR HUNTER'S TROPHIES

If you don't feel like your character would be the type of person to take traditional trophies from the monsters they've defeated, you can work with your DM to decide a suitable alternative. Perhaps your Hunter carves small figurines of the creatures they've slain out of wood or stone, emblazons images of them on their shield or armor, or has their likeness embroidered into a cloak. Or, maybe you prefer to take a token from the remains of the beast's victims to help steel your resolve to ensure such a thing never happens again.

Although the mechanics of the ability will not change, your Hunter's trophies can take any form that you and your DM agree on.

EXPERT TRACKER

At 3rd level, you gain proficiency in Survival. If you are already proficient in Survival, you instead add double your proficiency bonus whenever you make a Wisdom (Survival) check. In addition, whenever you succeed on a Wisdom (Survival) check to track the movements of one or more creatures, you learn the following information:

- The exact number of creatures.
- The size of the creatures.
- How long ago the creatures passed by the area.
- The types of creatures, such as beasts, aberrations, or fey.

HUNTER PARADIGM

At 3rd level, you choose a paradigm that you aspire to emulate on your journey as a Hunter.

You may pick from the Warden, Wanderer, Wilder, and Beast Trainer paradigms. Each path is detailed at the end of the class description. You gain features based on your path at 3rd, 7th, 11th, and 15th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

LAND'S STRIDE

Also at 4th level, moving through nonmagical difficult terrain costs you no extra movement.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

GREATER TROPHY

By 6th level, you have learned to use your hunting trophies to remind you of the glory of past hunts and the weaknesses of old prey. Whenever you don a trophy, you can choose to gain one of the following benefits, in addition to the trophy's usual effects. As usual, these benefits only apply to creatures of the same type as the creature the worn trophy came from.

- You gain a +3 bonus to weapon damage rolls against such creatures.
- You gain a +2 bonus to your Armor Class against attacks from such creatures.
- You gain a +2 bonus on saving throws against all spells and abilities used by such creatures.

HERB LORE

Also at 6th level, you have learned to treat certain ailments using commonly found herbs. You can spend 10 minutes gathering herbs or other suitable ingredients and preparing them into one of the remedies listed below. If you have an herbalism kit, the process takes half as long.

A remedy can be consumed as a bonus action or fed to another willing creature as an action, and must be consumed within 1 hour of its creation or it loses its effectiveness. You can prepare a number of remedies equal to your Wisdom modifier (a minimum of one), and regain all uses when you finish a long rest.

Anodyne A creature that consumes this remedy feels their mind put at ease and has advantage on saving throws against being frightened for 1 hour. If a creature is frightened when it consumes the remedy, it instead immediately ends the frightened condition for that creature.

Antivenom A creature that consumes this remedy has resistance to poison damage and advantage on saving throws against being poisoned for one hour. If a creature is poisoned when it consumes the remedy, it instead immediately ends the poisoned condition for that creature.

Tonic A creature that consumes this remedy immediately reduces their exhaustion level, if any, by 1. After an hour, however, the creature must make a DC 15 Constitution saving throw. On a failure, they gain 2 levels of exhaustion. On a success, they gain only 1 level of exhaustion.

FLEET OF FOOT

Beginning at 8th level, you can take the Dash action as a bonus action on your turn.

RELENTLESS PURSUIT

Starting at 9th level, you are always ready to pursue your chosen prey. If you roll initiative and have no uses of your Mark Prey ability remaining, you regain one use.

PRIZED PREY

Beginning at 10th level, your trophies propel you to take down even greater specimens of their kind. If your Marked Prey is of the same type of creature as your currently worn trophy, the bonus to weapon damage on attacks against your Marked Prey, Armor Class against its attacks, or saving throws against its spells and abilities from your Greater Trophy feature increases by an additional +2.

TIRELESS

Also at 10th level, your experience in the wilderness has given you the resolve to push on under even the harshest conditions. As an action, you can give yourself a number of temporary hit points equal to your Hunter level. You can use this action a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

In addition, you have advantage on saving throws against any effect that would cause you to gain a level of exhaustion.

NATURAL RESILIENCE

At 13th level, your body and mind become tempered by your experience in the wilds. You gain proficiency in Constitution or Wisdom saving throws (your choice).

VANISH

By 14th level, it is almost impossible to follow you if you don't want to be followed. You can take the Hide action as a bonus action on your turn. Also, you and a number of companions up to your Wisdom modifier that are traveling with you cannot be tracked by nonmagical means.

GLORIOUS TROPHY

By 17th level, you've gained greater experience fighting creatures of all kinds, and your trophies spur you on to even greater heights. Whenever you don a trophy, you can now choose two benefits from your Greater Trophy feature, instead of one.

FERAL SENSES

At 18th level, you gain preternatural senses that help you fight creatures you can't see. You gain blindsight out to 30 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

You cannot benefit from this feature if you are both blinded and deafened.

MASTER OF THE HUNT

At 20th level, you become a true master of the hunt. Whenever you use your Mark Prey ability, you can choose to expend a second use of the ability on the target. If you do so, you can add your Wisdom modifier to your weapon damage rolls against the target for the duration.

HUNTER PARADIGMS

Hunters come from many walks of life, and can choose to seek out a life in nature for many reasons. They are also known for using a wide variety of tactics when bringing down their quarry. A hunter paradigm represents your hunter's outlook as well as the types of strategies and abilities they choose to employ in pursuit of their quarry.

THE WANDERER

Wanderers embrace a love of travel and rarely stay in one place for long. Some travel the most remote wildlands in search of creatures worthy of their skills, while others move from city to city, plying their tracking skills in pursuit of criminals instead of beasts. Still others are hunters of knowledge, and will travel to the forgotten corners of the world in search of lost knowledge.

FAR TRAVELER

At 3rd level, your travels have given you insight into the cultures and beliefs of many peoples of the world. You gain proficiency in History and Religion. If you are already proficient in either of these skills, you can instead gain proficiency in one skill of your choice from the Hunter list.

In addition, your experience with extensive journeys allows you to travel further than most, and through all sorts of environments. While you are not wearing heavy armor, your walking speed increases by 5 feet, and you gain a swimming speed or climbing speed (your choice) equal to your walking speed.

When you reach 7th level in this class, your walking speed increases by an additional 5 feet, and you gain the type of movement speed that you did not choose at level 3. At 15th level, your walking speed increases by an additional 5 feet.

FIGHT OR FLIGHT

Also at 3rd level, your instincts allow you to react quickly when you are cornered. When you are targeted by an attack of opportunity, you can use your reaction to either make a melee weapon attack against your attacker, or force the opportunity attack to miss, regardless of the attack roll.

You must decide to use this ability before knowing whether the opportunity attack hit or missed.

FREE SPIRIT

By 7th level, your love of travel has manifested in a skill that ensures you can never be held down. You gain one of the following features of your choice:

Elusive Opportunity attacks against you are made with disadvantage.

Escape Artist You gain proficiency with Thieves' Tools. If you are grappled, you can use a bonus action on your turn to end the grapple. If you are restrained by nonmagical restraints, you can use your action to end the restrained condition and escape from your restraints.

Unstoppable You have advantage on saving throws against any effect that would paralyze you, stun you, restrain you, or reduce your movement speed.

AGILE ASSAULT

By 11th level, you've learned to keep up your attack while on the move. You learn one of the following abilities of your choice:

Momentum When you hit with a melee weapon attack on your turn, you can deal an additional 1d6 damage of the weapon's type for every 10 feet you moved toward the target since the beginning of your turn. This damage can't exceed a number of d6s equal to your Wisdom modifier, and you can only deal this damage once per turn.

Parting Shots When you take the Attack action on your turn and attack with a ranged weapon, you can make an additional number of attacks up to your Wisdom modifier. Each of these additional attacks must be made against a different creature that made an attack of opportunity against you during this turn.

UNFETTERED

At 15th level, you become nearly impossible to pin down. You gain one of the following features of your choice:

Dangerous When Cornered When you use your Fight or Flight ability to make a melee weapon attack against a creature that targets you with an opportunity attack, you make the attack roll with advantage. If the attack hits, you can add half your Hunter level to the damage roll.

Preternatural Escape When an effect, such as a cloudkill spell or red dragon's breath attack, would have you make a saving throw due to being in its area of effect, you can use your reaction to move up to half your movement speed without provoking opportunity attacks, potentially moving you outside the effect's area.

Scapegoat When you use your Fight or Flight ability to force a creature's opportunity attack to miss you, you can force the creature to repeat the attack against another creature (other than itself) within its reach as part of the same reaction.

THE WARDEN

Wardens stand at the border between the civilized world and the untamed wilderness, keeping the savage beasts and monsters of the world at bay. Some can be found acting as protectors of frontier villages, coordinating their defense against wild creatures. Others may act as defenders of sacred groves, desert oases, or other important sites in nature. Wardens are sometimes sought out to lead or train military units, due to their experience with defensive tactics.

PROTECTOR

By 3rd level, you've become adept at defending others from attacks by monsters or other threats. You gain one of the following abilities of your choice:

Hold the Line If your Marked Prey is in melee range with you and hits a creature other than you with an attack, you can use your reaction to make a melee weapon attack against it. If your attack hits, you can add your Wisdom modifier to the AC of the target of the triggering attack, possibly turning the hit into a miss.

Overwatch If your Marked Prey makes an attack against a creature other than you while it is in range of a ranged weapon you are holding, you can use your reaction to make an attack against it with that ranged weapon.

You can use the ability gained through this feature a number of times equal to your Wisdom modifier (a minimum of once), and regain all uses when you finish a short or long rest.

VIGILANT

Also at 3rd level, you become sensitive to changes in your surroundings and potential threats. You gain proficiency in Perception. If you are already proficient, you can add double your proficiency bonus whenever you make a Wisdom (Perception) check.

In addition, you have advantage on initiative rolls.

AMBUSH TACTICS

By 7th level, you've become skilled at lying in wait for your prey. You gain one of the following features of your choice:

Ambush Predator If you hit a creature with a weapon attack while you are hidden from it, you can roll one of the weapon's damage dice two additional times and add the total as extra damage of the weapon's damage type.

Camouflage Expert When you make a group Stealth check with your allies, your allies can use your result if it is higher than theirs as long as they remain within 30 feet of you.

Superior Reflexes You have advantage on attack rolls against any creature that has not yet taken a turn in the combat.

PACK SLAYER

At 11th level, you master a technique useful for bringing down large numbers of opponents. You gain one of the following abilities of your choice:

Volley You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

Whirlwind As an action, you can make an attack against each creature within range of a melee weapon you are wielding, ending with a second attack against the first creature you targeted. This counts as the Attack action for the purpose of two-weapon fighting.

WARDEN'S FORTITUDE

By 15th level, your struggles with the beasts of the wild have forced you to harden your defenses. You gain one of the following features of your choice:

Adamant If you are hit with an attack, you can use your reaction to roll a d6. On a roll of 4 or higher, you shrug off the attack's effect, effectively causing the attack to miss regardless of the roll.

Resistant You gain resistance to two of the following damage types of your choice: acid, cold, fire, lightning, necrotic, poison, or thunder.

Unshakable When you are subjected to an effect, such as a green dragon's poisonous breath or a cone of cold spell, that allows you to make a Constitution saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

THE WILDER

Wilders are Hunters that have thrown off the perceived shackles of civilization to return to a true life in nature. Some may have been abandoned by their own kind to be raised among the beasts, while others have perhaps seen one too many horrors wrought by the supposedly civilized and withdrawn to a simpler life in the wilderness. Wilders possess keen instincts, heightened senses, and innate ferocity that no one raised in a city could share, which are just some of the traits that make them effective and terrifying Hunters.

KEEN SENSES

At 3rd level, your senses become honed to bestial perfection. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

FEROCITY

Also by 3rd level, your time in the wilds has transformed you into a ferocious stalker of prey. You gain one of the following abilities of your choice:

Blood Scent The first time on each of your turns that you hit a creature that is below its hit point maximum with a weapon attack, the creature takes an extra 1d6 damage. This increases to 1d10 damage if the creature is your Marked Prey.

Carnivore When you reduce your Marked Prey to 0 hit points with a weapon attack, you gain temporary hit points equal to your Hunter level. If your Marked Prey is reduced to 0 hit points by any other attack or effect, you gain temporary hit points equal to half your Hunter level instead.

Pursuit When you make an opportunity attack, you can move up to your speed immediately after the attack as part of the same reaction. This movement doesn't provoke opportunity attacks. Your opportunity attacks also deal an additional 1d12 damage to your Marked Prey.

WILD INSTINCTS

By 7th level, you've learned to trust the keen instincts you've developed while living in the wilderness. You gain one of the following abilities of your choice:

Bestial Awareness You can add your Wisdom modifier to your initiative rolls and cannot be surprised while you are conscious.

Focused Senses If your Marked Prey forces you to make a saving throw, you can roll 1d6 and add it to your roll.

Instinctual Knowledge You gain proficiency in one skill of your choice from the Ranger class list. You also gain Expertise in one skill in which you are proficient, meaning you add double your proficiency bonus to checks you make with it.

BEAST OF PREY

By 11th level, you've learned a skill favored by wild beasts when taking down prey. You gain one of the following abilities of your choice. If an ability calls for a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus.

Hamstring When you mark your prey, you can force it to make a Dexterity saving throw. On a failure, its movement speed is halved, it cannot take reactions, and it can take an action or bonus action on its turn, but not both for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Pounce If you move at least 20 feet toward a creature before hitting it with a melee weapon attack on your turn, you can force it to make a Strength saving throw if you mark it as your prey and it is no more than 2 sizes larger than you. On a failure, the creature is knocked prone and you can immediately make one additional weapon attack against it.

Split the Herd When you mark your prey, you can force it to make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn and it must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

APEX PREDATOR

By 15th level, you have risen to the top of the food chain and learned how to defend that position. You gain one of the following abilities of your choice:

Alpha When a creature within 5 feet of you hits you with an attack, you can use your reaction to make a weapon attack against it. The attack deals an additional 1d10 damage if it is made against your Marked Prey.

Blood Frenzy The first time on each of your turns that you make a melee weapon attack against your Marked Prey, you make the attack roll with advantage if it is below its hit point maximum.

Pack Leader When you mark your prey, each ally that can see you has advantage on the first melee attack roll they make against it before you mark a new creature as your prey or start your next turn.

BEAST TRAINER

Beast Trainers recognize strength in numbers and the value of an animal's naturally keen senses. They seek out animals that can aid them in their hunts and can spend weeks or months training these animals into loyal and capable partners. Many Beast Trainers treat their companions as their closest confidante and friend.

TRAINED BEAST

At 3rd level, you can call forth the beast that you have trained to serve as your partner and companion. The beast is friendly to you and your companions and obeys your commands.

Choose its stat block — Beast of the Land, Beast of the Sea, or Beast of the Sky — which uses your proficiency bonus (PB) and Wisdom bonus (WB) in several places. You also determine the kind of animal the beast is, choosing a kind appropriate for the stat block.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn or sacrifice one of your attacks when you take the Attack action to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

If the beast dies and you do not have the means to revive it, you must seek out and train a new animal that can serve as your companion. While some animals, such as trained hunting hounds or falcons, might be available for purchase in some locations, it is more likely that you will need to spend an extended period of time searching for, befriending, and training another animal. Consult with your DM on how this will affect your character and the campaign.

If you die, the beast returns to the wilds or takes some other appropriate action determined by the DM.

TRAINED SKILLS

Also at 3rd level, you have trained your beast partner in several skills. Choose 4 skills from Athletics, Acrobatics, Animal Handling, Intimidation, Investigation, Performance, Stealth, Sleight of Hand, or Survival. Your beast can add your proficiency bonus whenever it makes a skill check in Perception or one of the chosen skills. You can choose an additional skill from those listed above when you reach 7th level in this class, and another at 15th level.

Your beast can only take the Help action to grant you or another ally advantage on an ability check if it is in one of the skills the beast has been trained to add your proficiency bonus to through this feature.

COORDINATED OFFENSE

At 7th level, whenever you hit a creature with a weapon attack, you create a vulnerability that your beast companion can exploit. Your beast companion's attacks ignore any damage resistances that the creature has until the start of your next turn. If the creature is normally immune to the damage of your beast companion's attacks, it instead takes half damage from them until the start of your next turn.

BESTIAL FURY

Starting at 11th level, when you command your beast companion to take the Attack action, the beast can make two attacks.

SUPERIOR BEAST'S DEFENSE

At 15th level, whenever an attacker that your companion can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

In addition, when the beast is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

BEAST OF THE LAND

Medium beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your hunter level (the beast has a number of Hit Dice [d8s] equal to your hunter level)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Senses Darkvision 60 ft., passive Perception 12 + PB

Languages understands one language you speak

Proficiency Bonus (PB) equals your bonus

WB equals your Wisdom bonus

Charge. If the beast moves at least 20 feet straight toward a target and then hits it with a maul attack on the same turn, the target takes an extra 1d6 slashing damage. If the target is a Large or smaller creature, it must succeed on a Strength saving throw (DC = 8 + WB + PB) or be knocked prone.

Exceptional Training. You can add your proficiency bonus to any saving throw that the beast makes, as well as the ability checks chosen through the Trained Skills feature.

Actions

Maul. *Melee Weapon Attack:* WB + PB to hit, range 5 ft., one target. *Hit:* 1d8 + 2 + PB slashing damage.

BEAST OF THE SEA

Medium beast

Armor Class 13 + PB (natural armor)

Hit Points 5 + five times your hunter level (the beast has a number of Hit Dice [d8s] equal to your hunter level)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	14 (+2)	11 (+0)

Senses Darkvision 60 ft., passive Perception 12 + PB

Languages understands one languages you speak

Proficiency Bonus (PB) equals your bonus

WB equals your Wisdom bonus

Amphibious. The beast can breathe both air and water.

Exceptional Training. You can add your proficiency bonus to any saving throw that the beast makes, as well as the ability checks chosen through the Trained Skills feature.

Actions

Binding Strike. *Melee Weapon Attack:* WB + PB to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + PB piercing or bludgeoning damage (your choice), and the target is grappled if it is Medium or smaller (escape DC equals 8 + WB + PB). Until this grapple ends, the beast can't use this attack on another target.

BEAST OF THE SKY

Small beast

Armor Class 13 + PB (natural armor)

Hit Points 4 + four times your hunter level (the beast has a number of Hit Dice [d6s] equal to your hunter level)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	13 (+1)	6 (-2)	14 (+2)	11 (+0)

Senses Darkvision 60 ft., passive Perception 12 + PB

Languages understands one language you speak

Proficiency Bonus (PB) equals your bonus

WB equals your Wisdom bonus

Flyby. The beast doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Exceptional Training. You can add your proficiency bonus to any saving throw that the beast makes, as well as the ability checks chosen through the Trained Skills feature.

Actions

Shred. *Melee Weapon Attack:* WB + PB to hit, range 5 ft., one target. *Hit:* 1d4 + 3 + PB slashing damage.

THE KNIGHT

A man clad from head to toe in mithril plate shouts a challenge across the battlefield to a massive orc chief, his booming voice easily heard over the din of battle. The orc chief turns from the man's comrades, and the two begin their fierce struggle.

A Dwarven woman in black armor arrives in a lawless city where bandits are as common as rats. She is ambushed in the very first alley she turns down. With a swing of her maul the first bandit's skull cracks, and his fellows begin to quake in fear. They can tell by the woman's furious demeanor that the lawless times in this city have finally come to an end.

An Elf in green raiment strides confidently into the hall of a baron whose men have been destroying the nearby forest. A pair of guardsman's spears stab into the Elf's torso, one of them surely piercing his heart. But instead of falling to the floor, the Elf laughs, pulls the weapon from the wound, and fells the guards in a blur of green metal.

Knights hold themselves to the highest standards of honor and martial valor. Though different orders may hold different convictions, they are always ready to fight against those who would threaten them.

HONORABLE LEADERS

Knights are trained in the arts of both combat and leadership. Their well-timed commands can turn a rag tag group of adventurers into a coordinated fighting unit, and their challenges can turn opponents' attention away from more vulnerable companions.

For all their skill, however, Knights are most valued and known for their unbreakable sense of honor. Once a Knight has devoted himself to a cause, no force of steel or magic can turn them from what they believe is their duty.

THE QUEST OF CONVICTION

In embracing their conviction, Knights dedicate themselves to a life of spreading and defending that belief. While some will join the court of a monarch or temple to a deity whose teachings match their beliefs, many choose to travel in search of threats to the common people. It is in the defense of the people, after all, that a Knight may win glory for their order and reveal to the world the value of their beliefs.

CREATING A KNIGHT

When creating a Knight character, the most important question lies in the conviction that you hold closest to your heart. Do you believe the letter of the law is all that separates man from beast, and it is your sacred duty to defend it? Or are you a champion of life, who will make any sacrifice to defend an innocent in need? Perhaps you have seen the horrors that beings from beyond the mortal realm may inflict on it, and have sworn to protect the world from such threats.

How did you come to serve as a knight? Were you a noble, who was trained from birth and served another Knight as a squire? Or were you an orphan, rescued from the streets by a passerby who you now strive to emulate? Or perhaps you were simply inspired by stories of true Knights as a child, and are now doing your utmost to reach those ideals of honor and valor through your own efforts.

CLASS FEATURES

As a Knight, you gain the following class features:

HIT POINTS

Hit Dice: 1d10 per Knight level.

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

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

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None.

Saving Throws: Wisdom, Charisma

Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail

DISCIPLINE

Starting at first level, your discipline allows you to maintain composure in moments of doubt. When you fail an ability check in a skill you are proficient in, you can use your reaction to reroll the check. Once this feature turns a failure into a success, you can't use it again until you finish a long rest.

RALLY

Also at first level, you can spur your allies on in the face of danger. As a bonus action, choose a friendly creature (other than yourself) who can see or hear you. That creature gains temporary hit points equal to your Knight level plus your Charisma modifier.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a long rest.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

THE KNIGHT

Level	Proficiency Bonus	Features
1st	+2	Discipline, Rally
2nd	+2	Fighting Style, Challenge
3rd	+2	Knightly Order
4th	+2	Ability Score Improvement, Contest
5th	+3	Extra Attack
6th	+3	Battlefield Commander
7th	+3	Order Feature
8th	+3	Ability Score Improvement
9th	+4	Defiant Challenger
10th	+4	Unwavering Spirit
11th	+4	Blade of Resolve
12th	+4	Ability Score Improvement
13th	+5	Disciplined Leader
14th	+5	Grand Rally
15th	+5	Order Feature
16th	+5	Ability Score Improvement
17th	+6	Lead By Example
18th	+6	Audacious Challenge
19th	+6	Ability Score Improvement
20th	+6	Order Feature

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

CHALLENGE

Also at 2nd level, you are able to challenge your enemies with a war cry, insult, or gesture. As an action, choose one creature within 60 feet that can see or hear you, which must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier).

You don't need to share a language with a creature to challenge it, but it automatically succeeds on its saving throw if it cannot understand at least one language. On a failure, the target has disadvantage on attack rolls against creatures other than you, and you can apply one of the effects listed below to the target for one minute. A challenge ends early if you are incapacitated, if you issue another challenge, if you attack a creature other than the target of your challenge, or if you end your turn more than 60 feet away from the challenged creature.

Confrontation The target cannot willingly move farther away from you. If the target enters your reach or attempts to move from one space within your reach to another, you can use your reaction to make a melee weapon attack against it.

Retribution You can add your proficiency bonus to weapon damage rolls against the target.

Mockery Whenever the target hits you with an attack, you can use your reaction to force the attacker to reroll the attack with disadvantage, possibly turning the hit into a miss.

You can make a number of challenges equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a short or long rest.

KNIGHTLY ORDER

At 3rd level, you join an order of Knights representative of your ideals and fighting style.

You may pick from the Order of Deliverers, the Order of Enforcers, the Order of the Green, the Order of Justiciars, the Order of the Shield, and the Order of the Chevalier. Each knightly order is detailed at the end of the class description. You gain features based on your knightly order at 3rd, 7th, 15th, and 20th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

CONTEST

At 4th level, your confidence fuels your feats of strength, which in turn challenges your companions to keep up with you.

As a bonus action, you can expend a use of your Challenge ability and invite a willing creature to participate in a spar, race, or other physical competition. The creature must be within 60 feet of you, able to see or hear you, and able to understand at least one language.

For one minute, you and the creature you chose can add your Charisma modifier to Strength checks and Dexterity (Acrobatics) checks. The effect ends early if you use this ability again.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BATTLEFIELD COMMANDER

By 6th level, you have become a reliable presence on the battlefield, and your commands can reassure your companions or spur them to action. You can issue any of the commands listed below as a bonus action to one ally that can hear you.

Brace Until the start of your next turn, the ally that receives this command can add your Charisma modifier to any saving throw they make.

Fall Back/Charge The ally that receives this command can use their reaction to move up to their speed without provoking opportunity attacks.

Hold Fast The ally that received this command has resistance to the damage of the first attack that hits them before the start of your next turn.

Shake It Off If the ally that received this command is under the effect of any spell or ability that allows them to make a saving throw on each of their turns to end its effects, they can immediately make a saving throw to end that spell or ability. They receive a bonus to the save equal to your Charisma modifier.

Strike The ally that receives this command can use their reaction to make a weapon attack against a target of your choice. If the attack hits, they can add your Charisma modifier to the damage.

You can issue a number of commands equal to your Charisma modifier (a minimum of one), and regain all uses when you finish a short or long rest.

DEFIANT CHALLENGER

Starting at 9th level, you are always ready to challenge those who denounce your beliefs. If you roll initiative and have no uses of your Challenge ability remaining, you regain one use.

In addition, you add the following options to the effects you can choose to apply to the target of your challenge:

Honorable Combat If the target attempts to take any action that is not the Attack, Dash, or Dodge actions on their turn, they must make a Wisdom saving throw against your Challenge DC. On a fail, they must instead take the Attack, Dash, or Dodge action on this turn. A Challenge that includes this effect ends early if a creature other than you deals damage to the target or forces it to make a saving throw.

Defiance You have advantage on saving throws against the spells and abilities of the target for the duration.

UNWAVERING SPIRIT

Beginning at 10th level, your strong beliefs are almost impossible to shake. Whenever you finish a long rest, you can renew your convictions and gain immunity to the charmed or frightened condition (your choice). This lasts until you use this feature to select a different immunity.

BLADE OF RESOLVE

By 11th level, each swing of your weapon is strengthened by the weight of your convictions. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d10 damage of the weapon's type.

DISCIPLINED LEADER

At 13th level, your steady composure and reassuring presence allow you to inspire your companions in moments of need. You can use your Discipline ability as a reaction when an ally within 30 feet of you fails an ability check to encourage them and allow them to reroll the check.

Once your Discipline ability has turned a failure into a success for either you or an ally, you cannot use it again until you finish a long rest.

GRAND RALLY

By 14th level, your presence on the battlefield is a beacon to your allies. When you use your Rally ability, you can now affect a number of creatures up to your Charisma modifier (minimum of one).

LEAD BY EXAMPLE

Starting at 17th level, you are well accustomed to leading from the front lines. Whenever you issue a command with your Battlefield Commander ability, you gain the same benefits as the ally that received your command.

AUDACIOUS CHALLENGE

By 18th level, your challenges become anathema to your enemies. When you issue a challenge, you can choose to challenge a crowd. If you do so, each creature within 10 feet of a point within 60 feet of you must make a Wisdom saving throw against your Challenge DC if it can see or hear you. A creature automatically succeeds on the save if it cannot understand any language.

All creatures that fail have disadvantage on attack rolls against creatures other than you and suffer the challenge effect that you choose for one minute. The challenge does not end early for any of the creatures unless you attack a target that is not under the effects of your challenge.

In addition, if you challenge a single creature, you can apply two of your challenge effects to it if it fails its saving throw.

KNIGHTLY ORDERS

A Knight lives and dies by his convictions. In order to bring those convictions to as many people as possible, like-minded knights will form organizations called orders to enforce, spread, and refine their beliefs. These orders can follow strict hierarchies or be a more loose collection of individuals, but they will usually train squires in their fighting styles and way of life.

THE ORDER OF DELIVERERS

To much of the world, tales of angels, devils, or hideous beings from far off realms may be nothing more than a myth. A Knight Deliverer, however, knows all too well that these stories contain grains of truth. The Order of Deliverers is sworn to protect the mundane world from the creatures that await in the realms beyond. Deliverers study myths and legends carefully, and stand ever-ready to drive back the supernatural world from the common folk it can so easily threaten.

LORE WISE

At 3rd level, your studies have given you access to long lost knowledge. You gain proficiency in Religion and Arcana. If you are already proficient in either of these skills, you can instead gain proficiency in one skill of your choice from the Knight list.

SLAYER OF THE OCCULT

Also at 3rd level, you have focused your studies on certain types of supernatural beings. Choose two of the following creature types: Aberration, Celestial, Elemental, Fiend, Fey, or Undead. Creatures of the chosen types are your Occult Enemies.

You have advantage on Intelligence checks to recall information about your Occult Enemies, and they do not automatically succeed on saving throws against your Challenge ability if they do not understand any language. Your Occult Enemies make their saving throws against your Challenge ability with disadvantage, as you have learned how best to provoke them.

In addition, you gain a +2 bonus to weapon damage rolls against your Occult Enemies. When you reach level 7 in this class, this bonus increases to +3. When you reach level 15, it becomes +4.

SHATTER DEFENSES

Starting at 7th level, you have learned to create vulnerabilities in your supernatural enemies for you and your allies to exploit. When you hit a creature with a weapon attack, you can force it to make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). Your Occult Enemies make this saving throw with disadvantage. On a failure, a creature loses any damage resistances it has for one minute, and the next attack made against it has advantage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a short or long rest.

REBUKE THE OCCULT

At 15th level, you gain the ability to counterattack when your enemies try to sabotage you. If a creature affected by your Challenge forces you to make a saving throw, you can use your reaction to make one weapon attack against that creature. If the creature is one of your Occult Enemies, you make the attack with advantage. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

MYTH SLAYER

By 20th level, you have become a master of ending supernatural threats. Your Occult Enemies automatically fail their saving throws against your Challenge ability, and creatures of the other types listed under the Slayer of the Occult ability make their saving throws against your Challenge ability with disadvantage.

THE ORDER OF ENFORCERS

The Order of Enforcers is known and feared throughout the world. Once they have sworn loyalty to a cause - be that kingdom, deity, or guild - a Knight Enforcer will stop at nothing to pursue its interests. They are often used to make example of an organization's enemies, due to their unswerving loyalty. Most Enforcers see their brutality as a grim necessity, knowing that peace for the common folk comes at the cost of their actions.

MAKE AN EXAMPLE

By 3rd level, you've learned to demoralize your enemies when you bring one of them down. When you reduce a hostile creature to 0 hit points, you can force each creature of your choice within 30 feet of you to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, a creature is frightened of you for one minute. A creature can repeat the save at the end of each of its turns, ending the effect on a success. A creature that saves against this ability is immune to its effects for one hour.

MENACE

Also at 3rd level, you've gained experience in the art the Order of Enforcers is famous for: intimidation. You gain proficiency in Intimidation. If you are already proficient, you can add double your proficiency bonus whenever you make a Charisma (Intimidation) check.

As an action, you can force a creature within 30 feet of you that can see you to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, that creature is frightened of you until the end of your next turn.

BRUTAL CHALLENGE

By 7th level, others are terrified of your challenge, and even more frightened of what you might do if they refuse it. Frightened creatures have disadvantage on their saving throw against your Challenge ability. In addition, a creature that fails its saving throw against your Challenge by 5 or more becomes frightened of you for the duration, in addition to the usual effects.

SCORNFUL STRIKES

By 15th level, your disdain for the weak fuels even more powerful blows against them. Whenever you hit a frightened creature with a weapon attack, your Blade of Resolve ability deals 2d10 damage, instead of 1d10.

DREAD KNIGHT

At 20th level, you can inspire fear in even the most stalwart hearts. A creature that is normally immune to the frightened condition can still be frightened by your Knight abilities.

In addition, whenever a frightened creature hits you with an attack, you can use your reaction to make a melee weapon attack against them if they are within your reach.

THE ORDER OF THE GREEN

The Order of the Green is supposedly named for the green armor that was worn by the first of their number, although those who doubt that legend say the name comes from their tendency to live in forests among the greenery. While other Knights give their allegiance to a country, religion, guild, or other organization, Green Knights strive only to maintain the delicate balance between civilization and nature. For many, this leads to a reclusive life in the woodlands, but some choose to travel the world, spreading their beliefs and protecting man and beast alike.

KNIGHT OF NATURE

At 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

In addition, your knowledge of the natural world allows you to provoke animals into combat. When you issue a Challenge to a beast, it does not automatically succeed on its saving throw if it cannot understand any languages.

VERDANT SYMBOL

Also at 3rd level, you claim a token from nature to help you focus your convictions. Most Green Knights use this token to adorn their armor, shield, or weapon. You gain one of the benefits listed below, determined by the token's type.

Wild Swings You choose a symbol that reminds you of the joys of life, which fills you with vigor but dulls your sense of caution. This may be a sprig of holly, colorful feather, or gemstone. While it is on your person, you can make one additional attack when you take the Attack action on your turn. If you choose to make this extra attack, the first attack roll against you before the start of your next turn has advantage.

Rose's Thorn You choose a symbol reminiscent of the dangers hidden behind nature's beauty, such as a thorny flower or the scale of a poisonous reptile. While it is on your person, you can use your reaction to make a weapon attack against a creature affected by your Challenge ability whenever that creature deals damage to you.

Heart of Green You choose a symbol that helps you to focus on your commitment to the natural world, such as a cutting from an oak tree or a stag's antlers. While it is on your person, you gain a bonus to Animal Handling, Nature, and Survival checks equal to your Charisma modifier (minimum of +1), and beasts have disadvantage on saving throws against your Challenge ability.

Over the course of a long rest, you can discard an old token to claim a new one of a different type, or replace a lost token. You can only benefit from one token at a time.

ONE WITH THE LAND

By 7th level, your experience with the natural world allows you to pass through it unhindered, and you have grown resistant to its dangers. Naturally occurring difficult terrain no longer hinders your movement, and you gain resistance to one of the following damage types of your choice: poison, fire, or cold.

NATURAL VITALITY

By 15th level, you are filled with the overflowing vitality of nature, and your convictions have grown strong enough to propel you on in the face of death. If you drop to 0 hit points and don't die outright, you can make a DC 10 Charisma saving throw. If you succeed, you drop to 1 hit point instead, and you can use your reaction to make a melee weapon attack against one creature within your reach.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

NATURE'S CHAMPION

At 20th level, you become filled with the overflowing vigor of the wilds. At the start of each of your turns in combat, you regain hit points equal to your Charisma modifier if you have no more than half your hit points. You don't get this benefit if you have 0 hit points.

In addition, when a beast, plant, or fey creature attacks you, that creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

THE ORDER OF JUSTICIARS

To many, the Order of Justiciars represent the highest ideals of loyalty, honor, and discipline. They are often found in the service of temples or churches devoted to good or lawful deities, or serving a worthy monarch. Through this service, they bring justice to the land and protect its people from banditry, monsters, cultists, and worse. Some Justiciars, however, choose the life of the wandering knight, serving no master save their own conscience and coming to the aid of anyone in need.

HEROIC RESCUE

At 3rd level, you are always ready to rush to the aid of your comrades in their moment of need, and your presence reassures them in their darkest hour. When an ally that you can see is reduced to 0 hit points, you can use your reaction to move up to your speed. You must end this movement closer to the ally than you started. If you end the movement within 5 feet of the ally, they drop to 1 hit point instead if they were not killed outright. The ally also gains 10 temporary hit points for each opportunity attack your movement provoked.

Once an ally has benefited from this feature, they cannot do so again until they finish a long rest.

BLADE OF JUSTICE

Also at 3rd level, your beliefs propel you forward in your challenges. When you hit a creature under the effect of your Challenge ability with a weapon attack, you can add your Charisma modifier to the damage roll.

RIGHTEOUS REPRISAL

By 7th level, you can act upon the righteous anger you feel when your allies are threatened. If a creature within 5 feet of you attacks a creature other than you or forces it to make a saving throw, you can make a weapon attack against the aggressor as a reaction. If the creature is under the effect of your Challenge ability, you make the attack with advantage. If the attack hits, you can add your Charisma modifier to the damage roll.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a short or long rest.

UNYIELDING SAINT

By 15th level, your pursuit of justice is almost impossible to stop. You have advantage on saving throws against being poisoned, paralyzed, restrained, or stunned.

EXALTED CHAMPION

At 20th level, you become a paragon of justice and an impeccable duelist. Your Unwavering Spirit ability now grants you immunity to both the frightened and charmed conditions simultaneously, and you have resistance to bludgeoning, piercing, and slashing damage dealt by creatures under the effect of your Challenge ability.

THE ORDER OF THE SHIELD

The Order of the Shield first arose from the ranks of soldiers who dedicated themselves to defending their commanders and their comrades' flanks. As more learned their techniques, they eventually joined together to form an order dedicated to the shield and protecting others on the field of battle. Its members, usually called Shield Bearers, devote themselves to mastering the shield as a weapon as well as a means of protecting themselves and others. They are often sought out by powerful individuals as bodyguards.

SHIELD BASH

At 3rd level, a shield in your hands is effective in both offense and defense. A shield counts as a martial weapon for you. Attacks with a shield deal bludgeoning damage equal to 1d6 + your Strength modifier. If the shield is magical, attacks with it count as magical for the purpose of overcoming damage resistances. If it is a magical shield that confers a bonus to your armor class (beyond the +2 offered by a mundane shield), you can add that bonus to your attack and damage rolls with it. The damage die of your shield bash increases to 1d8 when you reach level 7 in this class, and to 1d10 when you reach level 15 in this class.

In addition, you have learned techniques to quickly turn a block into a counterstrike. If you are wielding a shield and a creature misses you with a melee attack, you can use your reaction to make an attack against it with your shield. You can do this a number of times equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a short or long rest.

SHIELD WALL

Also at 3rd level, you know how to extend your shield's protection to others nearby. While you are wielding a shield, allies within 5 feet of you (other than you) gain a +1 bonus to their armor class if you are not incapacitated. When you reach level 7 in this class, they instead gain the benefits of half cover.

SHIELD TECHNIQUE

At 7th level, you gain one of the following features of your choice:

Focused Defense While you are wielding a shield, a creature affected by your Challenge ability can never benefit from advantage on attack rolls against you or allies affected by your Shield Wall.

Deflect Projectiles When you or a creature within 5 feet of you are hit with a ranged weapon attack, you can use your reaction to reduce the damage by 1d10 + your Knight level if you are wielding a shield. If this reduces the damage to 0, the projectile harmlessly bounces off of or is embedded in your shield.

Shield Charge If you move at least 20 feet in a straight line immediately before hitting a Large or smaller creature with a shield bash attack, the creature must make a Strength saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be knocked prone.

ADVANCED SHIELD TECHNIQUE

At 15th level, you learn one of the following abilities of your choice:

Absorb Impact When you or a creature within 5 feet of you are hit by an attack, you can use your reaction to halve the attack's damage if you are wielding a shield.

Aegis Whenever you take bludgeoning, piercing, or slashing damage from a creature affected by your Challenge while you are wielding a shield, you can reduce that damage by an amount equal to your proficiency bonus if you are not incapacitated.

Bulwark When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to interpose your shield between yourself and the source of the effect. When you do so, you and creatures of your choice within 5 feet of you take no damage on a successful save.

IMMOVABLE FORTRESS

At 20th level, your skill with the shield becomes flawless, and you can easily switch between protecting yourself and protecting others. Whenever no creature is benefiting from your Shield Wall ability, you gain the effects of half cover if you are wielding a shield and are not incapacitated.

In addition, if you do not move on your turn, your Shield Wall ability grants three quarters cover instead of the usual effect until the start of your next turn.

THE ORDER OF THE CHEVALIER

To many, the Knight is known best as a mounted warrior. Chevaliers embody this aspect of Knighthood above all others. They train a loyal and powerful mount to ride into battle, and their reputation as the finest heavy cavalry in the world is well earned. While other Knights focus on their personal skills in combat, Chevaliers strive to become a perfect fighting unit with their loyal steeds.

TRAINED MOUNT

At 3rd level, you can call forth the creature that you have trained to serve as your loyal mount. Your mount is friendly to you and your companions and obeys your commands.

Its stat block uses your proficiency bonus (PB) and Charisma bonus (CB) in several places. Your mount is Medium if your character is Small, and Large if your character is Medium. You determine the kind of animal your mount is. Many Chevaliers train a traditional warhorse or camel as their mount, but others may ride an elk, battle ram, or hound. Work with your DM to choose a type of mount that is appropriate to your setting.

In combat, your mount acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn or sacrifice one of your attacks when you take the Attack action to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, your mount can take any action of its choice, not just Dodge.

If your mount dies and you do not have the means to revive it, you must seek out and train a new animal that can serve as your steed. While some animals, such as trained warhorses, might be available for purchase in some locations, you may need to spend an extended period of time searching for, befriending, and training another animal. Consult with your DM on how this will affect your character and the campaign.

If you die, your mount takes appropriate actions determined by the DM.

EQUESTRIAN

Also at 3rd level, your mastery as a rider becomes apparent. If an effect would force you off your mount, you can use your reaction to remain mounted. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, if your mount is suffering from the charmed or frightened condition, you can use a bonus action on your turn to make a Wisdom (Animal Handling) check with a DC equal to the condition's save DC. On a success, the condition ends.

SWIFT AND SURE-FOOTED

Starting at 7th level, your mount becomes faster and better able to keep its feet in the chaos of battle. Its movement speed increases by 5 feet. When you reach level 15 in this class, it increases by an additional 5 feet. If an effect would knock your mount prone, it can use its reaction to remain standing. If an effect would move your mount against its will along the ground, it can use its reaction to reduce the distance it is moved by up to 10 feet.

CAVALRY CHARGE

Starting at 15th level, you and your mount are experts at riding down your enemies. If you move at least 20 feet in a straight line immediately before hitting a Large or smaller creature with a melee attack, the creature must make a Strength saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be knocked prone. If you are mounted, the attack also deals one additional die of damage to the target, regardless of its size.

NOBLE STEED

By 20th level, your mount has become as legendary as you are, and you have become a perfect fighting unit. Your mount now shares the condition immunity granted by your Unwavering Spirit feature and can add your Charisma modifier to its damage rolls against creatures affected by your Challenge ability. In addition, when you issue a command with your Battlefield Commander ability, your mount gains the same benefits as the ally that received your command.

VARIANT: EXOTIC MOUNTS

In some campaigns, mounts may be more varied than others. For some creatures that could potentially serve as a mount, such as a dire wolf or tiger, it may be appropriate to change the damage type of its attacks from bludgeoning to piercing (as in a wolf's jaws), or slashing (as in a tiger's claws). This can be done without affecting the balance of your game.

In a seafaring campaign, it might make sense for an aquatic mount to have a swim speed. If you do give your mount a swim speed, its land speed should be reduced by its swim speed. If your mount has a 30 foot swim speed, for example, its land speed would be reduced to 20 feet. When your mount's movement speed increases through the Swift and Sure-footed ability, you can increase one of your mount's movement speeds.

TRAINED MOUNT

Medium or Large beast

Armor Class 13 + PB (natural armor)

Hit Points 10 + six times your knight level (your mount has a number of Hit Dice [d10s] equal to your knight level)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	6 (-2)	14 (+2)	9 (-1)

Senses Passive Perception 12 + PB

Languages understands one language you speak

Proficiency Bonus (PB) equals your bonus

CB equals your Charisma bonus

Trample. If your mount hits a prone creature with an attack, the attack deals an additional 1d8 bludgeoning damage.

Exceptional Training. You can add your proficiency bonus to any saving throw that your mount makes, as well as its Wisdom (Perception) and Strength (Athletics) ability checks.

Actions

Maul. *Melee Weapon Attack:* CB + PB to hit, range 5 ft., one target. *Hit:* 1d8 + 4 + PB bludgeoning damage.

THE MINSTREL

Amidst the chaos of a battlefield, a man's voice booms out over the din of war. He swings his greatsword to the rhythm of his chant, and with each swing of the blade and beat of the song, his allies find their vigor renewed.

In a small clearing within a forest, an Elven woman sits atop a fallen log. A pack of wolves surround her, but make no move to attack. The animals instead sit at the woman's feet, listening to the song of her lyre as her comrades gather the rare herbs they had come to find.

As an ogre barrels toward her, a halfling woman simply adds a sweet note to her ongoing performance. The beast suddenly halts in its tracks, distracted from its violent fury by the beauty of the song.

Whether scholar, skald, or scoundrel, a minstrel uses ancient songs called Galdrar to inspire allies, demoralize enemies, and improve their own effectiveness in battle.

SONG AND STEEL

A Minstrel's first love may be song, but these well-traveled individuals know all too well the need to be able to defend themselves in a dangerous world. They learn ancient songs called Galdrar which can improve the morale and abilities of allies or cause enemies to lose their edge at a crucial moment. When these songs are combined with their natural sociability, knack for picking up new skills, and ability to handle a sword, a minstrel can be a versatile and effective companion.

STUDENTS OF STORY

A Minstrel can often be seen traveling the world in search of the next story they can weave into a new song or tale. In their travels, a minstrel might visit cities to learn and spread the latest rumors or ancient ruins in search of long lost legends. Minstrels rarely stay still for long, as their collection of songs and stories can only grow by meeting new people and seeing new places. As they know full well the dangers of the world they move through, a true minstrel is never remiss in learning and practicing skills for any situation, including battle.

CREATING A MINSTREL

A Minstrel is only as good as his story, or so they like to say. When creating a minstrel, consider your background as well as the story you might tell about it. Maybe you left a comfortable home in search of adventure, but prefer to tell people that you escaped the tyrannical monarch who raised you and are now traveling the world to prepare to free the kingdom. Or maybe there is a fantastic story in your past that inspired your love of tales in the first place.

Did you study music under a master or at a school of some sort? Or did you teach yourself to play on old lutes missing half their strings that you found discarded on the road? Perhaps your parents ran an inn, and you learned from the many wandering minstrels who passed through, or you were a child of a noble house who found your music lessons the only moments of relief in the tedium of your day.

Why have you begun to pursue a life of adventure? Did wanderlust drive you from your home, or are you traveling in the hopes of finding a specific person or place of legend?

CLASS FEATURES

As a Minstrel, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Minstrel level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Minstrel level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice.

Saving Throws: Dexterity, Charisma

Skills: Choose any three.

EQUIPMENT

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

GALDRAR

Starting at 1st level, you can sing special songs called Galdrar, which imbue your allies with courage and strength or demoralize your enemies. You know 2 Galdrar at level 1 and learn additional Galdrar as you gain levels in this class, as shown on the Galdrar known section of the Minstrel table. The Galdrar available to you are detailed at the end of the class description. If a Galdr has a level requirement, you must reach that level in this class before being able to learn it.

In addition, whenever you gain a level in this class, you can replace a Galdr you know with another.

You can begin singing or playing a Galdr as a bonus action on your turn, which lasts for 1 minute, until you are incapacitated, or until you choose to end it (no action required). You can sing a number of Galdrar equal to your Charisma modifier (minimum of 1) and regain all uses when you finish a long rest.

JACK OF ALL TRADES

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

SONG OF REST

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

THE MINSTREL

Level	Proficiency Bonus	Features	Galdrar Known
1st	+2	Galdrar	2
2nd	+2	Jack of All Trades, Song of Rest	2
3rd	+2	Minstrel Path, Expertise	3
4th	+2	Ability Score Improvement	3
5th	+3	Extra Attack	4
6th	+3	Rondo	4
7th	+3	Minstrel Path Feature	5
8th	+3	Ability Score Improvement	5
9th	+4	Swan Song, Song of Rest (1d8)	6
10th	+4	Ability Score Improvement, Expertise	6
11th	+4	Minstrel Path Feature	7
12th	+4	Ability Score Improvement	7
13th	+5	Overwhelming Performance, Song of Rest (1d10)	8
14th	+5	Silver Tongue	8
15th	+5	Minstrel Path Feature	9
16th	+5	Ability Score Improvement	9
17th	+6	Overture, Song of Rest (1d12)	10
18th	+6	Vibrato	10
19th	+6	Ability Score Improvement	11
20th	+6	Golden Voice	11

MINSTREL PATH

At 3rd level, you choose a path to further refine your Minstrel skills.

You may pick from the Troubador, Skald, and Sword Dancer paths. Each path is detailed at the end of the class description. You gain features based on your path at 3rd, 7th, 11th, and 15th levels.

EXPERTISE

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RONDO

By 6th level, you have learned to extend your Galdrar. Any Galdr you sing now lasts for 10 minutes. A Galdr still ends early if you are incapacitated or you choose to end it (no action required).

In addition, if you roll initiative and have no uses of your Galdr remaining, you regain one use.

SWAN SONG

Starting at 9th level, you learn to end your Galdr in a mighty crescendo to grant yourself a burst of strength. When you hit with a weapon attack while singing a Galdr, you can choose to end that Galdr (no action required). If you do, the weapon attack deals additional damage equal to twice your Minstrel level and you cannot begin singing another Galdr for one minute.

OVERWHELMING PERFORMANCE

By 13th level, you've learned to drown out sounds that might interfere with your Galdr. While you are singing a Galdr, you and each creature of your choice within range of the Galdr's effect has resistance to thunder damage.

SILVER TONGUE

By 14th level, your way with words is beyond compare. When you make a Charisma check, you can choose to take a 15 on the die roll, instead of rolling. You must choose to use this ability before the die roll. You can use this ability a number of times equal to your Charisma modifier (a minimum of once), and regain all uses when you finish a long rest.

OVERTURE

By 17th level, you've learned to preface your Galdrar with a rousing prelude. When you begin a Galdr, each ally within its range has advantage on attack rolls, saving throws, and ability checks until the start of your next turn. You must finish a short or long rest before you can use this ability again.

VIBRATO

At 18th level, you learn to feel the rhythm of your Galdrar, and can spread that feeling to others. Your Galdrar and other Minstrel abilities can now affect even creatures that cannot hear your performance as the vibrations of your music spread throughout their bodies.

GOLDEN VOICE

At 20th level, your experience performing Galdrar has caused your voice to become naturally compelling. Your Charisma score increases by 4, as does your maximum for that score.

MINSTREL PATHS

Minstrels practice a diverse set of skills. At some point, however, any experienced minstrel chooses some of their abilities to master above all others. When doing so, they look to the paths laid down by the minstrels of legends that came before.

PATH OF THE TROUBADOR

Troubadors delve into the study of Galdrar and song to an even greater degree than other Minstrels. This gives them a mastery of the ancient melodies beyond any other and allows them to blend Galdrar together for even more powerful effects.

RESOUNDING SONG

At 3rd level, you improve your mastery of Galdrar and song. You gain proficiency in Performance. If you are already proficient in Performance, you can choose one other skill instead.

In addition, you are able to project the effects of your Galdrar to a greater range. Your Galdrar now affect creatures within 60 feet of you, instead of 30.

ENTHRALLING PERFORMANCE

Also at 3rd level, your performance has become so refined that you can affect the emotions of your audience with ease. While you are performing a Galdr, you can target one creature that can hear you and is within the Galdr's range as a bonus action.

The creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failure, the creature is charmed or frightened by you (your choice) and you have advantage on attack rolls against it until your Galdr ends. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once), and regain all expended uses when you finish a short or long rest.

SOOTHING NOTE

At 7th level, you've learned to add calming notes to your Galdrar that discourage enemies from attacking you. Whenever a creature within 60 feet of you that can hear you targets you with an attack while you are singing a Galdr, you can use your reaction to force the attacker to make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). A creature that succeeds on its saving throw against this ability is immune to it for 1 hour. On a failed save, the attacker must choose a new target or lose the attack, and cannot target you with an attack until the start of its next turn.

POLYPHONY

By 11th level, your understanding of Galdrar is unmatched. Whenever you begin singing a Galdr, you can now choose to grant the effects of two Galdrar that you know. This only expends one use of your Galdr ability.

CAPTIVE AUDIENCE

By 15th level, your performances have become so captivating that some who hear them can do nothing but stand in awe. Whenever a creature fails its saving throw against your Enthralling Performance, its movement speed is reduced to 0 for as long as it is charmed or frightened by you. If a creature fails its initial save against your Enthralling Performance by 5 or more, you can choose for it to be stunned for the duration, instead of charmed or frightened.

PATH OF THE SKALD

Skalds choose to pursue additional martial training to complement their Galdrar. They seek to use their song to complement the sounds of battle and train to fight to the rhythm of both their Galdr and the battlefield. Master Skalds are formidable warriors who can have allies and enemies alike marching to the beat of their Galdr.

TRAINING IN SWORD AND SONG

By 3rd level, you've trained to master the weapons of a warrior as well as the musical arts for which all Minstrels are known. You gain proficiency with martial weapons, medium armor, and shields.

RHYTHM OF BATTLE

Also at 3rd level, you learn to blend the rhythms of your war chants with your martial prowess. Whenever you begin singing a Galdr, you gain you gain a +1 bonus to weapon attack rolls and the benefits of one of the fighting styles listed below for the Galdr's duration. You gain no benefit if you have already gained that fighting style from another source. You can choose to adopt a different style each time you begin to sing a Galdr.

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Thrown Weapon Fighting You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Two Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

MARCH TO MY BEAT

By 7th level, you've learned to shape the tempo of your Galdr to the chaos of the battlefield, and by adding the right note at the right time, can spur an ally to additional action or throw off an enemy's timing. While you are singing a Galdr, you can use a bonus action to target either an ally or an enemy that can hear you and is within 30 feet of you.

If you target an ally, they can immediately use their reaction to either make a single melee weapon attack against a target within reach or move up to half their speed without provoking opportunity attacks.

If you target an enemy, they must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or immediately use their reaction to make a single melee weapon attack against a target of your choice within their reach. If there are no targets within their reach or the targeted creature cannot make a melee weapon attack for any reason (such as being incapacitated), the ability fails and is wasted.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once) and regain all uses after a short or long rest.

RHYTHM OF WAR

At 11th level, you have mastered the ability to blend steel and song into a deadly dance. Whenever you use your Rhythm of Battle ability to gain a fighting style, the effects of that fighting style are improved in the manner listed below. If you have gained any fighting styles from any other source, they are not improved by this ability.

Defense While you are wearing armor, you gain a +3 bonus to AC, instead of +1.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +5 bonus to damage rolls with that weapon, instead of +2.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding with two hands, you can treat the die roll as the maximum value for that die, instead of rerolling it.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. Until the creature you have protected is no longer within 5 feet of you or the start of your next turn, all attacks against that creature have disadvantage.

Thrown Weapon Fighting You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +3 bonus to the damage roll, instead of +2, and the weapon immediately returns to your hand after it hits or misses its target.

Two Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. In addition, you can make a second attack with your offhand weapon when you engage in two-weapon fighting.

LEGEND OF WAR AND SONG

By 15th level, you have integrated your fighting style with your war chants to true perfection. Whenever you begin singing a Galdr, you can choose to adopt two fighting styles from the Rhythm of Battle list. Both of these fighting styles receive the improvement granted by your Rhythm of War.

PATH OF THE SWORD DANCER

Though named for the most commonly used weapon among their kind, the weapons wielded by Sword Dancers can vary as wildly as the individuals. A Sword Dancer might be a harlequin who tumbles across his king's court while juggling knives, a temple priest who invokes the gods with his elegant sword movements, or a street performer vaulting obstacles with his staff, but all Sword Dancers are the picture of grace on the battlefield. Their dances embolden allies and mystify enemies as they weave through the fray with deadly weapons in hand. They channel their Galdrar through the rhythmic movement of their bodies and weapons, rather than their voices or instruments.

GRACEFUL DANCE

At 3rd level, you learn to use dance rather than song to empower your allies. When you would begin singing a Galdr, you can choose to channel the Galdr through a dance if you are not wearing medium or heavy armor or wielding a shield. If you do, a creature does not need to be able to hear to be affected by the Galdr. Instead, they must be able to see you. Your dance ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon.

While dancing in this way, your movement speed increases by 10 feet and standing up from prone takes only 5 feet of your movement speed. In addition, your armor class becomes $10 + \text{your Dexterity modifier} + \text{your Charisma modifier}$, if it is not higher.

WEAPON DANCE

Also at 3rd level, you choose a weapon through which you can channel your dance. This must be a melee weapon that lacks the two-handed, heavy, and special properties. You gain proficiency with the weapon if you do not have it already, and the weapon's damage die increases to a d8 for you if it is smaller. You can use your Dexterity modifier for attack and damage rolls with your chosen weapon.

You have advantage on Charisma (Performance) checks involving dance if you are wielding your chosen weapon.

DAZZLING DISPLAYS

At 7th level, you learn to use your dance to keep your enemies off balance and exploit their openings. Once on each of your turns when you hit an enemy with a melee weapon attack using the weapon you chose through your Weapon Dance feature, you can perform one of the following displays. If a display requires the target to make a saving throw, the DC is equal to $8 + \text{your Charisma modifier} + \text{your proficiency bonus}$. If you are channeling a Galdr through your dance, the attack also deals additional damage equal to your Charisma modifier when you perform a display.

Dizzying Display The target must make a Wisdom saving throw or have disadvantage on attack rolls until the end of your next turn.

Fierce Display The target must make a Strength saving throw or be pushed up to 10 feet in a direction of your choice. It must end this movement in an unoccupied space.

Tumbling Display The target must make a Dexterity saving throw or be knocked prone.

Whirling Display The target and each other creature of your choice within 5 feet of you take damage equal to one roll of your weapon's damage die.

You can perform a number of displays equal to your Charisma modifier (a minimum of 1) and regain all uses when you finish a short or long rest.

DEADLY DANCE

By 11th level, your mastery of your weapon dance makes your every strike more deadly. While channeling a Galdr through your dance, the damage die for the weapon chosen with your Weapon Dance feature increases to 1d12, and you score a critical hit with it on a roll of 19 or 20.

TRIUMPHANT DANCE

By 15th level, your dance has become a marvel of grace and lethality. While channeling a Galdr through your dance, you deal an additional 1d12 damage the first time each turn you hit with a weapon attack using the weapon you chose through your Weapon Dance feature.

In addition, if you have expended any uses of your Dazzling Display ability, you regain one use of it whenever you score a critical hit with your chosen weapon.

GALDRAR

Unless otherwise stated, a Galdr can only effect creatures that can hear and are within 30 feet of the performer. If a Galdr requires a creature to make a saving throw, the DC is equal to 8 + your proficiency bonus + your Charisma modifier.

Galdr of Accuracy. This lively tune inspires clarity and sure-handedness. While it is in effect, your allies can roll a d4 whenever they make an attack roll and add it to the result.

Galdr of Action (requires level 17). This legendary Galdr inspires allies to the greatest heights of valor. While it is in effect, each ally can take an additional action on each of their turns. This action can be used only to take the Dash, Disengage, Hide, or Use an Object Action, or to make a single weapon attack. A creature that benefits from this Galdr gains one level of exhaustion when the effect ends.

Galdr of Alacrity. This Galdr grants the swiftness of the wind to those that hear it. While you sing this Galdr, the movement speed of your allies increases by 5 feet, and they ignore difficult terrain. When you reach level 11 in this class, their movement speed increases by 10 feet, and they can take the Dash action as a bonus action.

Galdr of Animal Tranquility This soothing Galdr causes animals to become docile in the performer's presence. Any beast that starts its turn within range of you and is able to hear this Galdr must make a Wisdom save or be charmed by you until the Galdr ends. If you or an ally attack an affected beast or force it to make a saving throw, the charm ends, and it is immune to this Galdr for the next 24 hours.

Galdr of Defense This quick-tempoed Galdr helps to sharpen the senses and allows allies to react more quickly to danger. Whenever an affected ally is hit by an attack, they can use their reaction to add your Charisma bonus to their Armor Class, potentially turning the hit into a miss.

Galdr of Devotion (requires level 9) This song prevents those who hear it from having their minds clouded. While it is in effect, your allies are immune to the charmed condition.

Galdr of Freedom This song awakens the love of freedom in all who hear it. While it is in effect, your allies have advantage on saving throws against effects that would paralyze or restrain them, as well as on ability checks to escape a grapple.

Galdr of Might This passionate Galdr inspires strength of arm. While it is in effect, your allies can add your Charisma modifier to the damage roll the first time they hit a creature with a weapon attack on each of their turns.

Galdr of Pain (requires level 5) This song is filled with discordant notes and screeches that are anathema to those hostile to the performer. While it is in effect, each hostile creature takes psychic damage equal to your proficiency bonus at the start of each of their turns.

Galdr of Protection (requires level 11) This rhythmic song inspires steadiness and confidence in allies. While it is in effect, any bludgeoning, piercing, or slashing damage your allies take from non-magical weapons is reduced by an amount equal to your Charisma modifier.

Galdr of Resistance (requires level 7) This uplifting Galdr inspires allies to stand in the face of any adversity. Your allies can add your Charisma bonus to any saving throw they make while it is in effect.

Galdr of Sanctity (requires level 11) This sacred Galdr inspires allies to struggle on, even in the face of death. While it is in effect, when an ally is subjected to an effect that would kill it instantaneously without dealing damage, that effect is negated. In addition, if an ally is reduced to 0 hit points by taking damage, it is reduced to 1 hit point instead. Once an ally has benefited from either of this Galdr's effects, they cannot benefit from this Galdr again until they finish a short or long rest.

Galdr of Skill This harmonious Galdr inspires your allies with confidence in their abilities. While it is in effect, your allies can roll a d4 whenever they make a skill check and add it to the result.

Galdr of Truth (requires level 17) This song tells of how all things were meant to be at the beginning of time. While it is in effect, your allies gain truesight and can see into the Ethereal plane to a range of 60 feet.

Galdr of Valor (requires level 7) This song of ancient heroes inspires fearlessness in all who hear it. While it is in effect, your allies are immune to the frightened condition.

Galdr of Vigor This vibrant melody energizes your companions in battle. While you perform it, your allies gain temporary hit points equal to your proficiency bonus at the start of each of their turns.

Galdr of Vulnerability (requires level 11) This dolorous melody shakes confidence and inspires frailty. While it is in effect, any creature hostile to you must make a Wisdom saving throw at the start of their turn. On a failure, they are stripped of any damage resistances and damage immunities they have until the start of their next turn. On a success, they are immune to this Galdr's effects for 24 hours.

Requiem Any undead creature that starts its turn within range of you while this Galdr is in effect takes radiant damage equal to your Charisma modifier. When you reach 11th level in this class, this damage is doubled. When you reach level 17, it is tripled.

Wayward Galdr (requires level 5) This haunting song demoralizes the enemies of its performer, causing their blows to go astray. While it is in effect, all creatures hostile to you and your allies must roll a d4 each time they make an attack roll and subtract it from the total.

THE PRIEST

Addressing a large crowd, a woman speaks of her goddess's teachings and the virtues they advocate. Not all of those assembled are convinced, but a few will leave with the beginnings of true faith in their hearts. Nearby guards hang upon the priestess's words as her companions sneak into the manse of the guards' corrupt master.

A steadfast Dwarf watches his comrades' hands shake on the eve of battle. He leads them in a prayer to keep their minds clear and their hearts steady. In tomorrow's struggle, the party find moments of clarity and perfect skill in the chaos of the fight as the Dwarf calls out commands.

Clothed in robes and protected only by his faith, an Elf strides into a temple that has been extorting money from locals. With the skill of long practice, he quickly strikes down the thugs who dared to besmirch his god's name. The following day, he returns what was stolen and meditates over his god's true teachings with those he has saved.

Priests act as the messengers and enforcers of their deities' divine messages and wills in the world. Though not empowered by divine magic, their martial training, ardent faith, and the secrets of their gods make for powerful heralds.

WARRIORS AND HERALDS

Priests are as varied as the gods they serve. They learn skills that represent their deity's teachings, even receiving secret revelations from their deity or religious order. All Priests are capable of defending themselves, but whether they are a merciful healer capable of warding off death, a powerful warrior fueled by intense faith, or a scholar capable of the highest degrees of insight depends on the god they follow and how they are called to serve.

DIVINE AGENTS

Not every acolyte or temple officiant is a Priest. Priests are those who have trained to fight in their deity's name and spread their god's teachings. They are the representatives of their deity's interests on the material world who take up the adventurer's life to act as missionaries in distant lands, defeat enemies of their religious orders, or recover lost relics or knowledge related to their gods.

CREATING A PRIEST

As you create a Priest, the most important question is which deity you serve and your relationship with that deity. Is your faith in your deity ironclad and absolute? Or, without the proof of your deity's favor in the form of divine magic, do you secretly question your god's benevolence or even their existence? Perhaps you know that you and your actions are the greatest proof of your deity and their principles, and therefore try to live by your god's highest teachings.

How did you become an emissary of a god? Were you raised as a member of a religion and always felt it was your purpose to rise higher within it? Or perhaps you had a dream or saw a sign and interpreted it as the will of a deity. Maybe it was, or maybe you simply saw what you needed to see to pursue your calling. Were you converted by a missionary or prophet? Consider whether your personal goals always align with your deity's or sometimes conflict with them.

CLASS FEATURES

As a Priest, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Priest level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Priest level after 1st.

PROFICIENCIES

Armor: Light armor, medium armor, and shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Perception, Persuasion, and Religion

EQUIPMENT

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

- (a) a mace or (b) any weapon with which you are proficient
- (a) scale mail or (b) leather armor
- (a) A light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack, (b) a scholar's pack, or (c) an explorer's pack
- A shield and a holy symbol

DIVINE DOMAIN

Choose a Domain related to the deity you worship: Death, Forge, Knowledge, Light, Life, Nature, Tempest, Trickery, or War. Each Domain is detailed at the end of the class description. Your Domain determines the abilities you will learn, the areas of study you will focus on, and the secrets of your deity that will be revealed to you. Your Domain grants you a benefit at level 1, and additional benefits at 6th, 10th, 14th, and 17th levels.

SYMBOLIC WEAPON

Also at first level, you've trained to use a weapon considered sacred to your deity. Choose a weapon that serves as a symbol of your deity. This might be a longbow for those in service to a god of the hunt, a dagger for those in service to a death or trickster deity, a sickle for those who serve a god of the harvest, or a longsword or pike for those in service to a god of war.

You gain proficiency with the weapon if you do not already have it. When you reach level 5 in this class, the damage die of your symbolic weapon increases to 1d6 for you if it is smaller. When you reach level 11, it increases to 1d8. Some of your Priest abilities require use of your symbolic weapon.

ACTS OF FAITH

At second level, your faith and religious studies enable you to perform extraordinary acts. If an Act of Faith requires a creature to make a saving throw, the DC equals 8 + your Wisdom modifier + your proficiency bonus. You gain the following abilities:

THE PRIEST

Level	Proficiency Bonus	Features	Revelations
1st	+2	Divine Domain, Symbolic Weapon	-
2nd	+2	Acts of Faith, Divine Revelations	1
3rd	+2	Divine Calling	2
4th	+2	Ability Score Improvement	2
5th	+3	Extra Attack	3
6th	+3	Divine Domain Feature	3
7th	+3	Resolve	4
8th	+3	Ability Score Improvement	4
9th	+4	Constant Faith	5
10th	+4	Divine Domain Feature	5
11th	+4	Greater Acts	5
12th	+4	Ability Score Improvement	6
13th	+5	Gift of Tongues	6
14th	+5	Divine Domain Feature	6
15th	+5	Divine Veil	7
16th	+5	Ability Score Improvement	7
17th	+6	Divine Domain Feature	7
18th	+6	Prophet	8
19th	+6	Ability Score Improvement	8
20th	+6	Saint	8

Castigate As an action, you present your symbolic weapon or a holy symbol of your deity. A number of creatures up to your proficiency bonus within 30 feet of you must make Wisdom saving throws. On a failure, they are frightened of you for one minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Censure As an action, you present your symbolic weapon or a holy symbol of your deity. A number of creatures up to your proficiency bonus within 30 feet of you must make Charisma saving throws. On a failure, they must subtract 1d4 from their attack rolls and saving throws for one minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Cleanse Mind As a bonus action, you call out a prayer or words of encouragement to an ally within 30 feet of you that is suffering from the charmed condition. The condition immediately ends for that ally if they can hear you.

Embolden As an action, you call out a prayer or words of encouragement to an ally within 30 feet of you. For the next minute, the ally is immune to the frightened condition.

Last Rite Over the course of an hour, you perform a funeral rite for a corpse within 5 feet of you. For the next 7 days, it cannot be raised as undead by any means short of a *wish* spell. When you reach level 11 in this class, this lasts for one month. When you reach level 17, it lasts for one year.

A creature can only be affected by one Act of Faith at a time. If it becomes affected by a new Act of Faith, whether yours or another Priest's, any Act of Faith currently affecting it immediately ends. Unless an Act of Faith states otherwise, creatures that cannot understand at least one language cannot be affected by it.

You can perform a number of Acts of Faith equal to your proficiency bonus, and regain all uses when you finish a long rest.

DIVINE REVELATIONS

Through contemplating and studying your deity and domain, dreams or insights offered from your deity, or secret teachings of your priesthood or religion, you have received revelations useful to your life as an adventurer.

At 2nd level, you gain one divine revelation of your choice. Your revelation options are detailed at the end of the class description. When you gain certain Priest levels, you gain additional revelations of your choice, as shown in the Revelations column of the Priest table.

Additionally, when you gain a level in this class, you can choose one of the revelations you know and replace it with another revelation that you could learn at that level.

If a divine revelation has prerequisites, you must meet them to learn it. You can learn the revelation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

DIVINE CALLING

At 3rd level, you choose, or perhaps are called to, the life you shall lead in service of your deity. You gain one of the following features of your choice:

ASCETIC

Ascetics are those who choose a life in contemplation of their deity or domain. Many are hermits, scholars, or mentors that strive to achieve physical and mental perfection. You can use your Wisdom modifier for attack and damage rolls with your symbolic weapon if it doesn't have the heavy or special property. While not wearing armor or a shield, your armor class is equal to 10 + your Dexterity modifier + your Wisdom modifier.

CRUSADER

Crusaders serve as soldiers and enforcers for their deity. They keep their deity's enemies at bay and their worshipers safe, spreading the names of their god through both word and deed. You gain proficiency with heavy armor and martial weapons, and you learn one of the following fighting styles of your choice:

Defense While you are wearing armor, you gain a +1 bonus to AC.

Dueling When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Thrown Weapon Fighting You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Two Weapon Fighting When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

INQUISITOR

Inquisitors are often among the most feared members of a deity's priesthood. It is their duty to root out heresy and corruption within the world and their priesthood's own ranks. Some are willing to resort to ruthless methods to keep the followers of their deity on the right path.

As a bonus action, you can render judgment on a creature within 60 feet of you that you can see. Your zeal compels you to strike harder against a judged foe: you can add your Wisdom modifier to weapon damage rolls against them. You must finish a short or long rest before you can judge another foe.

PREACHER

Preachers are community leaders, healers, and missionaries. They are reassuring presences both on and off the battlefield.

While in possession of a holy symbol of your deity, you can use your reaction whenever you or an ally within 60 feet of you that can see or hear you misses an attack or fails an ability check or saving throw to roll a d6 and add it to the roll, possibly turning the miss into a hit or the failure into a success. When you reach levels 5, 10, and 15 in this class, you can add 1d8, 1d10, or 1d12 to the roll instead.

You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and regain all uses when you finish a long rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RESOLVE

At 7th level, your unswerving faith hardens your mind to external influence. When you are subjected to an effect that allows you to make a Wisdom saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

CONSTANT FAITH

By 9th level, you stride into battle with the confidence of one who bears their deity's protection. If you roll initiative and have no uses of your Acts of Faith remaining, you regain one use.

GREATER ACTS

By 11th level, you are able to perform greater Acts of Faith. You gain the following Acts of Faith options:

Anoint As an action, you anoint a willing creature within 5 feet of you with holy water or sacred oil. For ten minutes, any aberration, celestial, elemental, fey, fiend, or undead that attempts to attack the anointed creature must make a Wisdom saving throw. On a failure, it must attack another target or lose the attack, and it cannot attack the anointed creature again until the start of its next turn. On a successful save, a creature is immune to this effect for the next hour.

Exorcism As an action, you present your symbolic weapon or a holy symbol of your deity to a creature within 30 feet of you that is being possessed by another entity. The possessor must make a Charisma saving throw. On a failed save, the possession immediately ends, and the possessor cannot possess the host it was forced to leave again for 24 hours. On a success, the possessor is immune to this ability for 24 hours.

Inspire Hope As an action, you present your symbolic weapon or a holy symbol of your deity. A willing creature of your choice within 60 feet of you gains temporary hit points equal to your Priest level plus your Wisdom modifier if it can see or hear you. While it has these temporary hit points, it receives a +1 bonus to its attack rolls and armor class. After 10 minutes, any remaining temporary hit points vanish.

GIFT OF TONGUES

Starting at 13th level, your connection to the divine enables you to better spread your deity's message. You can understand all spoken languages, and any creature that can understand a language can understand what you say.

DIVINE VEIL

At 15th level, your deity protects you from the eyes of your enemies. You cannot be targeted by any divination magic or perceived through scrying sensors.

PROPHET

By 18th level, you are able to interpret the signs of your deity in the world around you, and sometimes call upon them directly. By spending 10 minutes in uninterrupted prayer, you can ask one question of your deity that can be answered with "yes", "no", or "unclear". You receive a correct answer to the question. In a case where a one-word answer could be misleading or contrary to the deity's interests, the DM might offer a short phrase as an answer instead.

Once you have used this ability, you cannot do so again until you finish a long rest.

SAINT

At 20th level, the power of your deity offers you constant protection from otherworldly forces. Aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you, and you cannot be charmed, frightened, or possessed by them.

DIVINE DOMAINS

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a priest, you choose one aspect of your deity's portfolio to emphasize, and you learn abilities related to that domain.

Your choice might correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

Each domain's description gives examples of deities who have influence over that domain. Gods are included from the Celtic, Greek, Norse, and Egyptian pantheons of antiquity.

DEATH DOMAIN

The Death domain is concerned with the forces that cause death, as well as the negative energy that gives rise to undead creatures. Deities such as Set may serve as patrons of necromancers, death knights, liches, mummy lords, and vampires. Gods of the Death domain also embody murder (Anubis), pain (Algea), disease or poison (Resheph), and the underworld (Hades and Hel).

CORONER

At 1st level, you are familiar with corpses and the dead. If you spend at least one minute examining the corpse of a creature that died within the last 24 hours, you learn its cause of death and roughly when it died (within an hour's accuracy).

When you reach level 6 in this class, you can learn these details if the creature has died within the last 7 days. When you reach level 10, you can learn these details if the creature has died within the last month. When you reach level 14, you can learn these details if the creature has died within the last six months. When you reach level 17, you can learn these details if the creature has died within the last year.

REAPER

Also at 1st level, you are invigorated by bringing others closer to your deity. When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Priest level. If you reduce a creature to 0 hit points with an attack from your symbolic weapon, you gain temporary hit points equal to your Wisdom modifier + your Priest level instead (minimum of 1).

FOOT IN THE GRAVE

By 6th level, your worship of forces near death and proximity to it have granted you resistance to its power. You gain resistance to necrotic damage and immunity to disease.

You are also closest to your deity when you are on the edge of death. When you have to make a death saving throw at the start of your turn, you can draw on your faith to find a new surge of energy. You regain one hit point and temporary hit points equal to twice your priest level. Until the end of your turn, your weapon attacks have advantage.

Once you use this feature, you can't use it again until you finish a long rest.

FEIGN DEATH

At 10th level, you learn a technique that allows you to approach death without crossing over to the other side. By spending one minute in meditation, you enter a death-like state for 24 hours or until you use an action to force yourself into wakefulness.

For the duration, you do not need to breathe, eat, or drink, and appear dead to all outward inspection or magic used to determine your status. You are aware of your surroundings but are blinded, cannot speak, have a movement speed of 0, and can perform no actions, bonus actions, or reactions except to force yourself to wake.

You have resistance to all damage for the duration. If you were diseased or poisoned when you enter the death-like state, or becomes diseased or poisoned while in it, the disease or poison have no effect until you return to wakefulness.

You can spend 10 minutes preparing another willing creature to enter a similar state. It must remain within 5 feet of you throughout the preparation as you guide it through meditation and prepare them for the effect. The resulting state is the same, except that the creature cannot end the effect early. Instead, you can use an action to end it early for them if you are within 5 feet of the affected creature.

SYMBOL OF DEATH

By 14th level, your symbolic weapon is recognized by your enemies as a sure sign of doom. Once on each of your turns when you score a critical hit with your symbolic weapon or reduce a hostile creature to 0 hit points with an attack with it, you can immediately perform one of the following techniques:

Reap You immediately move up to half your speed and make an additional attack with your symbolic weapon against a creature within its range.

Siphon You invigorate a willing ally within 30 feet of you with a prayer, command, or gesture. The ally gains temporary hit points equal to half your Priest level + your Wisdom modifier if it can see or hear you.

Terrorize You force a creature within 30 feet of you that can see or hear you to make a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). It automatically succeeds if it cannot understand at least one language. On a failure, it is frightened of you until the end of your next turn.

DEATH'S AVATAR

By 17th level, your affinity for death has become even greater. Whenever a hostile creature within 30 feet of you is reduced to 0 hit points by a creature other than you, you can perform one of the techniques listed under the Symbol of Death feature as a reaction.

In addition, when you use your Foot in the Grave ability to regain consciousness, you have resistance to all damage and advantage on all saving throws until the end of your next turn.

FORGE DOMAIN

The gods of the forge are patrons of artisans who work with metal, from a humble blacksmith who keeps a village in horseshoes and plow blades to the elf artisan whose diamond-tipped arrows have felled demons. These gods teach that, with patience and hard work, even the most intractable metal can be transformed into a beautifully wrought object. Priests of these deities search for objects lost to the forces of darkness, liberate mines overrun by monsters, and uncover rare and wondrous materials used to create artifacts. Followers of these gods take great pride in their works and craft powerful armor and weapons to protect them. Deities of this domain include Hephaestus and Goibhniu.

MAINTAIN EQUIPMENT

At 1st level, you are able to maintain and repair your party's equipment. As part of a long rest, you can perform one of the following techniques to one weapon or or suit of armor:

Hone the Blade You sharpen, polish, or otherwise improve one metal weapon. It gains a +1 bonus to attack and damage rolls if it does not already have a bonus to such rolls.

Refit Armor You polish one suit of metal armor, shore up its padding, and repair its dents. It provides an additional +1 to the wearer's armor class if it does not already provide such a bonus.

The effect lasts until the next time you finish a long rest.

STUDENT OF THE FORGE

Also at 1st level, you gain proficiency with smith's tools, and any ability check made with smith's tools relies on Wisdom for you. While in possession of smith's tools, you can repair a damaged metal object, taking 10 minutes per cubic foot of the damaged area (minimum of 10 minutes). You must have all pieces of the broken object or enough of the proper raw material to make the repairs.

JOURNEYMAN SMITH

By 6th level, your experience with the forge allows you to add double your proficiency bonus to any skill check made with your smith's tools.

In addition, you are able to better maintain and repair weapons and armor. When you use your Hone the Blade ability, the weapon you improved deals 1d4 additional damage of its type on a hit.

When you use your Refit Armor ability, you can add plating or use oils to protect the wearer against a certain element. The wearer gains resistance to one of the following damage types of your choice: acid, cold, fire, lightning, or thunder.

These benefits are applied in addition to the bonuses granted by your Hone the Blade or Refit Armor abilities and last until the end of your next long rest.

SYMBOL OF THE FORGE

At 10th level, you become an expert at maintaining your personal weapon. Your symbolic weapon always has the benefits of your Hone the Blade and Journeyman Smith abilities while you wield it. When you reach level 14 in this class, it also has the improvements granted by your Forge Master ability.

If you take fire damage while wielding your symbolic weapon, it deals an extra 1d6 fire damage on a hit until the end of your next turn.

FORGE MASTER

By 14th level, you are a true master of the forge, and you can improve your companions' equipment to even greater degrees. When you use your Hone the Blade ability, the weapon you improved scores a critical hit on a roll of 19 or 20, and on a critical hit, the weapon deals an additional 4d6 damage of its type.

When you use your Refit Armor ability, you can add padding to protect the wearer. Whenever the wearer takes bludgeoning, piercing, or slashing damage, they can reduce the damage taken by an amount equal to your Wisdom modifier (minimum of 1). This does not stack with the Heavy Armor Master feat, or any other similar effect that reduces those damage types.

These benefits are applied in addition to the bonuses granted by your Hone the Blade or Refit Armor ability and the enhancements granted by your Journeyman Smith ability. They last until the end of your next long rest.

SAINT OF THE FORGE

By 17th level, you are able to work miracles in metal to keep your party safe. When you use your Maintain Equipment ability, you can improve a number of suits of metal armor and weapons totaling up to half your Wisdom modifier (round up, minimum of one weapon or suit of armor). The improvements to each weapon or suit of armor benefit from your Hone the Blade or Refit Armor and Journeyman Smith abilities, but only one can benefit from your Forge Master ability. The improvements last until the next time you finish a long rest.

KNOWLEDGE DOMAIN

The gods of knowledge—including Odin, Ptah, Hecate, Oghma, and Thoth—value learning and understanding above all. Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can.

BLESSINGS OF KNOWLEDGE

At 1st level, you learn two languages of your choice. You also become proficient in a set of artisan's tools of your choice and in two of the following skills: Arcana, History, Investigation, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

DIVINE SCHOLAR

Also at 1st level, you can choose to prioritize Intellect over Wisdom. If you choose Intellect, you use your Intelligence modifier, rather than Wisdom, to determine the saving throw DCs, number of uses, bonuses to die rolls, and other properties for any and all Priest abilities you learn through this class, your Divine Revelations, or your Divine Calling.

RECALL VULNERABILITY

By 6th level, you have learned about a vast number of creatures throughout the world, and can use that knowledge to locate weaknesses in your enemies. As a bonus action, you can attempt to find or recall a weakness in a creature that you can see. To do so, you make an ability check with a DC equal to 5 + the creature's armor class. The type of ability check depends on the creature's type:

- Intelligence (Arcana) for Aberrations, Constructs, Elementals, and Oozes.
- Intelligence (History) for Giants and Humanoids.
- Intelligence (Nature) for Beasts, Dragons, Monstrosities, and Plants.
- Intelligence (Religion) for Celestials, Fey, Fiends, and Undead.

On a success, the first attack you hit it with before the end of your turn deals additional damage equal to 1d6 + your Priest level. Whether the ability check succeeds or fails, you cannot use this ability on the same creature again until you finish a short or long rest.

DIVINE INSIGHT

At 10th level, your studies of divine knowledge allow you to perform additional Acts of Faith. You gain the following Act of Faith options:

Forsee As a bonus action, you can study a creature that you can see within 60 feet of you to attempt to predict its attacks. For the next minute, the creature has disadvantage on attack rolls against you. The creature can make an Intelligence saving throw at the end of each of its turns, ending the effect on a success. This Act can affect creatures that do not understand any language.

Relic Keeper By spending 10 minutes studying an object, you can determine whether it is magical and what properties it has, as if casting the *identify* spell on it.

Truthseeker As an action, you focus on a creature within 30 feet of you that you can see. For the next ten minutes, you know when that creature tells a lie if you are within 30 feet of it and can see it, hear it, and understand the language it is speaking.

RECONSTRUCT SCENE

At 14th level, you learn to examine a scene and reconstruct past events that occurred there. You can spend one minute surveying a small location (such as a single room) to get an impression of events that occurred there in the last day. This involves moving about the area and studying footprints, the placement of objects, spilled drinks or blood, and so forth.

You get an indistinct mental impression of significant events that happened there. This gives you clues and details of the past, including the overall events and their time frame, but it's not a perfect record. This might also include various seemingly small details that could serve as important clues, like a memorable weapon someone used for a murder or the type of cloak someone wore when passing through.

GRAND SAGE

By 17th level, you have delved into secrets few have learned and fewer understand. You gain proficiency in two additional skills listed under the Blessings of Knowledge feature and can add double your proficiency bonus to any ability check you make with either skill.

In addition, when you successfully use your Recall Vulnerability feature, you have advantage on attack rolls against the targeted creature until the end of your turn, and it is vulnerable to the damage of the first attack you hit it with before the end of your turn.

If you attempt to Recall Vulnerability and fail the ability check, you can reroll the check and must use the new result. Once you have rerolled an ability check with this feature, you must finish a short or long rest before you can do so again.

LIFE DOMAIN

The Life domain focuses on the vibrant positive energy – one of the fundamental forces of the universe – that sustains all life. Gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of undeath. Almost any non-evil deity can claim influence over this domain, particularly agricultural deities (such as Demeter), sun gods (such as Re-Horakhty), gods of healing (such as Apollo and Diancecht), and gods of home and community (such as Hestia and Hathor).

DISCIPLE OF LIFE

At 1st level, you begin to learn the way of the healer. You gain proficiency in Medicine. If you are already proficient, you can add double your proficiency bonus whenever you make a Wisdom (Medicine) check.

When you stabilize a dying creature with a Wisdom (Medicine) check, it regains hit points equal to your Priest level plus your Wisdom modifier (minimum of 1). A creature must finish a long rest before it can be healed in this way again.

DRESS WOUNDS

Also at 1st level, you can treat the wounds of a number of creatures up to your Wisdom modifier over the course of a short rest (minimum of 1 creature). Each creature regains additional hit points equal to your Wisdom modifier (minimum of 1) if it expends at least one hit die during the short rest.

When you reach level 6 in this class, this increases to 1d8 + your Wisdom modifier. When you reach level 10, it increases to 2d8 + your Wisdom modifier. When you reach level 17, it increases to 3d8 + your Wisdom modifier.

STUDIED HEALER

By 6th level, you have learned to treat many dangerous ailments common to the adventuring life. You gain the following Acts of Faith options:

Combat Medicine As a bonus action, you treat the injuries of a willing creature within 5 feet of you. The creature regains hit points equal to twice your Priest level unless it is an undead or a construct.

Cure Ailment As an action, you can treat one willing creature within 5 feet of you, removing the blinded, deafened, paralyzed, or poisoned conditions from them.

Treat Disease If a creature is infected by a disease, you can spend 1 hour treating them. If they are afflicted by a common, nonmagical disease, they are cured of it at the end of the hour. If the disease is magical or particularly rare or deadly, as determined by the DM, you instead learn the disease's properties and possible methods of treatment.

A creature does not need to be able to understand a language to be affected by these Acts of Faith. You can perform each of these abilities once without expending a use of your Acts of Faith, and regain the ability to do so when you finish a short or long rest.

SYMBOL OF LIFE

By 10th level, the symbolic weapon of your deity is recognized as a source of solace and hope to your allies. When you take the Attack action while wielding your symbolic weapon, you can forgo one of your attacks to grant a willing creature within 30 feet of you temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1). The creature must be able to see or hear you and understand at least one language. After 1 minute, any remaining temporary hit points vanish. When you reach level 17 in this class, this ability grants temporary hit points equal to 1d12 + your Wisdom modifier (minimum of 1).

MIRACLE WORKER

By 14th level, you are able to overcome all but the most deadly ailments and even cheat death. You gain the following Acts of Faith options:

Raise the Fallen As an action, you can restore one creature to life if their body is within 5 feet of you and they have died within the last minute. They return to life with one hit point, and their levels of exhaustion, if any, are reduced by one.

Restoration By spending 10 minutes treating a creature within 5 feet of you, you can cure them of petrification or one effect that is reducing one of their ability scores or their maximum hit points. If you are ever more than 5 feet away from the creature you are treating during the duration, the treatment fails. Whether the treatment succeeds or fails, the treated creature gains one level of exhaustion.

A creature does not need to be able to understand a language to be affected by these Acts of Faith.

LIFE'S HERALD

By 17th level, you are recognized the world over as a healer. Any humanoid that can speak at least one language recognizes you as a divine healer and is hesitant to attack you. When any such creature attacks you, that creature must make a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature must choose a different target, or the attack automatically misses.

The creature is aware of this effect before it makes its attack against you and is immune to it if you have attacked or dealt damage to it in the last 24 hours.

LIGHT DOMAIN

Gods of light – including Balder, Apollo, and Re-Horakhty – promote the ideals of rebirth and renewal, truth, vigilance, and beauty, often using the symbol of the sun. Some of these gods are portrayed as the sun itself or as a charioteer who guides the sun across the sky. Others are tireless sentinels whose eyes pierce every shadow and see through every deception. Some are deities of beauty and artistry, who teach that art is a vehicle for the soul's improvement. Priests of a god of light are enlightened souls infused with the power of their gods' discerning vision, charged with chasing away lies and burning away darkness.

TORCHBEARER

At 1st level, you learn to make special torches using sacred oils. Over the course of a short or long rest, you can prepare a number of torches equal to your Wisdom modifier (minimum of 1), turning them into special torches called torchlights. If unused, they return to normal at the end of your next short or long rest.

A torchlight acts as a torch, but it can be lit as a bonus action, sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and burns for two hours. For you, a torchlight is considered a simple weapon with the light and finesse properties. On a hit, it deals fire damage equal to 1d6 plus your Strength or Dexterity modifier. You can choose the torchlight as your symbolic weapon through the Symbolic Weapon feature.

WARDING FLAME

Also at 1st level, you are able to use your torchlights to keep your enemies at bay. If a creature within 5 feet of you makes an attack while you are wielding a torchlight, you can use your reaction to impose disadvantage on the attack roll if the creature can see you. A creature that cannot be blinded is immune to this ability. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once), and regain all uses when you finish a long rest.

CHILD OF LIGHT

At 6th level, you undergo rituals to acclimate yourself to the light of your deity. You gain resistance to radiant and fire damage. In addition, your torchlights now deal 1d8 fire damage on a hit.

If you have expended any uses of your Warding Flame ability, you regain one use when you score a critical hit with your torchlight or symbolic weapon.

BEACON

By 10th level, you've improved in the art of making and wielding torchlights. Your torchlights now shed bright light in a 40 foot radius and dim light for an additional 40 feet. They also deal 2d6 fire damage on a hit.

When you light a torchlight, magical darkness within a 20 foot radius is dispelled and invisible creatures within 40 feet of you must make a Dexterity saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or be revealed and become unable to become invisible again while within the torchlight's area of bright or dim light.

GIFT OF LIGHT

By 14th level, the warmth of your torchlight wards off the cold and the unholy. When you light a torchlight, you can add special oils to help the flames burn hot or pure. If you make the flames burn hot, damage from the torchlight's attacks ignores resistance to fire damage and all creatures within the bright light it sheds gain resistance to cold damage.

If you make the flames burn pure, attacks made with the torchlight deal radiant damage, instead of fire, and all creatures within the bright light it sheds gain resistance to necrotic damage.

Once you have used this ability, you cannot do so again until you finish a short or long rest.

HOLY CORONA

At 17th level, you learn to add sacred oil to your torchlights to fill your allies with hope and your enemies with dismay. As an action, you add this oil to a lit torchlight you are wielding. For the next minute, the torchlight deals an additional 1d6 damage on a hit and allies within the torchlight's bright light have advantage on Wisdom saving throws.

When a hostile creature starts its turn within the bright light, it must make a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failure, it has disadvantage on attack rolls until the start of its next turn. On a failure by 5 or more, it is blinded until the start of its next turn. On a success, it is immune to this effect for 1 hour.

At the end of the minute, the torchlight burns out and is extinguished. Once you have used this ability, you must finish a short or long rest before you can use it again.

NATURE DOMAIN

Gods of nature are as varied as the natural world itself; from inscrutable gods of the deep forests (such as Silvanus and Pan) to friendly deities associated with particular springs and groves. Some priests might revere nature as a whole and serve one of these deities by practicing mysterious rites and reciting all-but-forgotten prayers. Other gods have champions who take a more active role in advancing their interests. These priests might hunt the evil monstrosities that despoil the woodlands, bless the harvest of the faithful, or wither the crops of those who anger their gods.

ONE WITH NATURE

You gain proficiency with one of the following skills of your choice: Animal Handling, Nature, Stealth, or Survival. You can also communicate simple ideas with beasts through sounds and gestures and understand their intentions by interpreting their body language and grunts, growls, chirps, or other sounds.

Beginning at 2nd level, your Acts of Faith can affect beasts and plant creatures even if they do not speak any language.

NATURAL ARMOR

Also at 1st level, you are as well protected draped in hides as others are in steel plate. You gain one of the following abilities of your choice:

Second Skin While wearing light armor, you can use your Wisdom modifier, rather than Dexterity, to determine your armor class bonus. In leather armor, for example, your armor class equals 11 + your Wisdom modifier if your Wisdom is higher than your Dexterity.

Thick Skin You gain a +1 bonus to your armor class while not wearing armor.

Tough Hide For you, hide armor sets your armor class to 14 + Wis or Dex modifier (max 2) and you suffer no penalties for sleeping in it. When you reach level 6 in this class, hide armor sets your armor class to 15 + Wis or Dex modifier (max 2). When you reach level 10 in this class, you can add 3, rather than 2, to your AC if you have a Dexterity or Wisdom of 16 or higher while wearing hide armor.

Regardless of your choice, you gain an additional +1 bonus to your armor class while wearing no armor, light armor, or hide armor when you reach level 17 in this class.

NATURAL ADAPTATION

By 6th level, your time in the wilds has allowed you to adapt to the hardships of nature. Nonmagical difficult terrain no longer costs you extra movement, and you gain an adaptation to one of the following terrains of your choice:

Arctic You gain resistance to cold damage and require half as much food as an ordinary person.

Coast/Sea You gain a swim speed equal to your walking speed and resistance to lightning damage.

Desert You gain resistance to fire damage and require half as much water as an ordinary person.

Forest You gain a climb speed equal to your walking speed and can Hide as a bonus action when in forest or jungle terrain.

Mountain You gain a climb speed equal to your walking speed and resistance to cold damage.

Plains Your walking speed increases by 5 feet, and you can see up to 1 mile away with no difficulty, discerning even fine details as though looking at something no more than 100 feet away from you.

Underground/Underdark You gain a climb speed equal to your walking speed and dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Swamp You gain a swim speed equal to your walking speed and resistance to acid damage.

If you spend 7 days in one of the terrains listed above, you can change your adaptation to the corresponding terrain.

NATURE'S WARD

When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.

The creature is aware of this effect before it makes its attack against you.

NATURE'S STEWARD

By 17th level, your connection with nature gives you power over the beasts and plants of the world. You gain the following Act of Faith option:

Command Nature As an action, you present your symbolic weapon or a holy symbol of your deity. Each beast or plant creature within 30 feet of you must make a Wisdom saving throw or be charmed by you for one minute. You can take a bonus action on your turn to verbally command what each charmed creature will do on its next turn. A creature can repeat the saving throw each time it takes damage, ending the effect on a success.

TEMPEST DOMAIN

Gods whose portfolios include the Tempest domain – including Sobek, Poseidon, Zeus, Aegir, and Thor – govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage. In some pantheons, a god of this domain rules over other deities and is known for swift justice delivered by thunderbolts. In the pantheons of seafaring people, gods of this domain are ocean deities and the patrons of sailors. Tempest gods send their priests to inspire fear in the common folk, either to keep those folk on the path of righteousness or to encourage them to offer sacrifices of propitiation to ward off divine wrath.

SKY SPEAKER

At 1st level, you know when storms are brewing; you have a general idea of what the weather in your area will be for the next 24 hours as long as you can see the sky. This includes whether it will rain or snow and how severely.

STORM'S WRATH

Also at 1st level, you learn to punish enemies with the fury of your deity. When a creature within 30 feet of you deals damage to you, you can use your reaction to make a weapon attack against them. You can use this ability a number of times equal to your Wisdom modifier (a minimum of once) and regain all uses when you finish a long rest.

THUNDEROUS STRIKES

By 6th level, your strikes are filled with the ardor of your deity. Once per turn when you hit a Large or smaller creature with a weapon attack, you can push it up to 10 feet away from you if it was a melee attack or 5 feet away from you if it was a ranged attack.

If a creature pushed by this feature strikes a solid surface, the target takes 1d6 bludgeoning damage. If the target is pushed into another creature, that creature must succeed on a Dexterity saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or both creatures take 1d6 bludgeoning damage.

In addition, if you have expended any uses of your Storm's Wrath feature, you regain one use when you score a critical hit with your symbolic weapon.

CHANNEL THE STORM

By 10th level, you have endured storms and learned to resist and redirect their power. You gain resistance to lightning and thunder damage. When an ally within 30 feet of you takes lightning or thunder damage, you can use your reaction to take that damage in their place if you are wearing metal armor, wielding a metal weapon, or wielding your symbolic weapon.

When you take lightning or thunder damage, the first weapon attack you hit with before the end of your next turn deals an additional 1d6 damage of the type you took.

TEMPEST BLADE

At 14th level, you master techniques inspired by the storm and empowered by your faith. If an ability forces a creature to make a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus. You gain the following abilities:

Deluge As an action, you batter a single creature with a barrage of inescapable blows from your symbolic weapon. You must be wielding your symbolic weapon, and the creature must be within its range. If it is a ranged weapon, you must expend 4 pieces of ammunition. The creature must make a Constitution saving throw. On a failure, they take 10d6 damage of your symbolic weapon's type and are knocked prone. On a success, they take half as much damage and aren't knocked prone.

Hurricane Strike As an action, you sweep your weapon in a wide arc. Each creature within range of a melee weapon you are wielding must make a Dexterity saving throw. On a failure, a creature takes damage as if you had hit it with an attack with your weapon and is pushed as if affected by your Thunderous Strikes ability. On a success, they take half as much damage and aren't pushed.

You can perform each of these techniques once and regain all uses when you finish a short or long rest.

RISING STORM

By 17th level, your attacks grow more powerful as your temper rises. When you are hit by an attack or fail a saving throw and take damage as a result, the first weapon attack you hit with before the end of your next turn deals an additional 1d6 damage of the weapon's type on a hit. The additional damage increases by 1d6 with each consecutive hit or failed saving throw, to a maximum of a number of d6s equal to your Wisdom modifier (a minimum of 1d6).

TRICKERY DOMAIN

Gods of trickery – such as Hermes, Apep, and Loki – are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They're patrons of thieves, scoundrels, gamblers, rebels, and liberators. Their priests are a disruptive force in the world, puncturing pride, mocking tyrants, stealing from the rich, freeing captives, and flouting hollow traditions. They prefer subterfuge, pranks, deception, and theft rather than direct confrontation.

DIVINE TRICKERY

At 1st level, you have proven your devotion to your deity by learning a few choice skills. You gain proficiency in one of the following skills of your choice: Deception, Sleight of Hand, or Stealth, as well as one of the following tools of your choice: Disguise Kit, Forgery Kit, or Thieves' Tools.

SACRED POISON

Also at 1st level, you gain proficiency with the Poisoner's Kit. Over the course of a long rest, you can prepare a number of vials of poison equal to your proficiency bonus. You can use the poison in each vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes a bonus action. Once applied, the poison retains potency for 1 minute before drying.

The first time on a turn that a creature is hit by the poisoned weapon or ammunition, it takes poison damage equal to your Wisdom modifier (minimum of 1 damage).

TRICKSTER'S REWARD

At 6th level, your faith, and a good deal of practice, have allowed you to improve your skills. You can add double your proficiency bonus to checks made with one skill or tool of your choice that is listed in the Divine Trickery feature and you are proficient in.

In addition, poison made through your Sacred Poison feature now ignores resistance to poison damage and deals poison damage equal to 1d6 plus your Wisdom modifier. If it is applied to your symbolic weapon or ammunition for that weapon, it deals poison damage equal to 1d8 plus your Wisdom modifier instead.

SUBTLE STRIKE

By 10th level, you have learned that taking your enemies by surprise is the favored strategy of the trickster. You gain proficiency in Stealth or one other skill or tool of your choice listed under the Divine Trickery feature, and any hit you score against a creature that is surprised is a critical hit.

In addition, poison made through your Sacred Poison feature now deals poison damage equal to 1d8 plus your Wisdom modifier. If it is applied to your symbolic weapon or ammunition for that weapon, it deals poison damage equal to 1d10 plus your Wisdom modifier instead.

TRICKSTER'S TAKEDOWN

At 14th level, you learn to add debilitating ingredients to your poisons. When a creature takes poison damage from your Sacred Poison feature, it must make a Constitution saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). A surprised creature makes this saving throw with disadvantage.

On a failure, the creature is poisoned until the end of its next turn. Creatures that fail their saving throw by 5 or more fall prone unless they are immune to the poisoned condition.

A creature that succeeds on its saving throw is immune to this effect for 1 hour.

MIASMA

By 17th level, you have learned to refine your poisons through ritual, experimentation, and luck. The poison created through your Sacred Poison feature now deals half damage to creatures that are normally immune to poison damage and deals poison damage equal to 1d10 plus your Wisdom modifier. If it is applied to your symbolic weapon or ammunition for that weapon, it deals poison damage equal to 2d6 plus your Wisdom modifier instead.

When you hit a creature with a weapon coated with your Sacred Poison and deal poison damage to it, you can force each creature within 10 feet of the target, other than yourself and the original target, to make a Constitution saving throw. On a failure, a creature takes the same poison damage as the original target and is poisoned until the end of your next turn. If it fails by 5 or more, it falls prone unless it is immune to the poisoned condition. Once you have used this ability, you must finish a short or long rest before you can use it again.

WAR DOMAIN

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The priests of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers. Gods of war include champions of honor and chivalry (such as Heimdall) as well as gods of destruction and pillage (such as Ares) and gods of conquest and domination (such as Surtur). Other war gods (such as Nike and Nuada) take a more neutral stance, promoting war in all its manifestations and supporting warriors in any circumstance.

ACOLYTE OF WAR

At 1st level, your devotion to your deity has given you a greater propensity for battle. When you take the Attack action or use your action to perform an Act of Faith, you can make one weapon attack as a bonus action.

You can do this a number of times equal to your Wisdom modifier (a minimum of once) and regain all uses when you finish a long rest.

BATTLE TACTICS

Also at 1st level, you and your allies are more prepared to act in the face of danger. When you roll initiative, you or a creature of your choice within 30 feet of you that can see or hear gain a bonus to their initiative equal to your Wisdom modifier (minimum of +1).

DIVINE WARRIOR

At 6th level, your faith allows you moments of perfect clarity and unyielding strength on and off the battlefield. When you make an attack roll or Strength check, you can choose to gain a +10 bonus to the roll. You make the choice after seeing the roll, but before knowing whether it is a hit or miss for an attack or success or failure for an ability check.

You can use this ability twice and regain all uses when you finish a short or long rest.

In addition, if you have expended any uses of your Acolyte of War feature, you regain one use when you score a critical hit with your symbolic weapon.

WAR LEADER

By 10th level, you've learned to share your conviction with your allies. When an ally within 30 feet of you makes an attack roll or Strength check, you can use your reaction and expend a use of your Divine Warrior ability to focus them with a gesture, prayer, or war cry. They gain a +10 bonus to the roll if they can see or hear you. You make the choice after seeing the roll, but before knowing whether it is a hit or miss for an attack or success or failure for an ability check.

In addition, you can now use your Divine Warrior ability three times between rests, instead of two.

DIVINE ROAR

At 14th level, you learn to rally allies and suppress enemies with a mighty roar. You can use your Castigate Act of Faith as a bonus action. When you do, each creature of your choice within 30 feet that can see or hear you has advantage on the first attack roll they make before the start of your next turn.

When you use Castigate through this feature, a creature that fails its saving throw has its movement speed reduced to 0 for the duration. If a creature fails its saving throw by 5 or more, it is stunned for as long as it is frightened.

Once you have used Castigate as a bonus action, you cannot do so again until you finish a short or long rest.

AVATAR OF BATTLE

At 17th level, your unbreakable faith allows you to fight through otherwise crushing blows. You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DIVINE REVELATIONS

APOSTATE'S BANE

Prerequisite: 5th level, Faith's Foe Revelation

When a creature of the type you chose as your Faith's Foe fails its saving throw against your Castigate Act of Faith, it must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move, for as long as it is frightened of you. It has disadvantage on its saving throws to end Castigate's fear effect if you are in its line of sight.

BLESSED WATER

Over the course of a long rest, you can create a number of vials of holy water equal to your Wisdom modifier (minimum of 1) without expending silver or spell slots. This holy water cannot be sold and loses potency the next time you finish a long rest.

DIVINE TONGUES

You learn to read, write, and speak Celestial, Infernal, and Abyssal.

DIVINE WATER

Prerequisite: 5th level, Blessed Water Revelation

You are proficient with attacks made with holy water and can add your Wisdom modifier to the damage rolls of such attacks. Holy water made with your Blessed Water feature deals a number of d6s of damage equal to your proficiency bonus, instead of the usual 2d6.

DIVINE WISDOM

Prerequisite: 12th level

You recognize any aberration, celestial, elemental, fey, fiend, or undead for what it is as long as you can see it and it is within 30 feet of you, even if its form is concealed by disguise or magic. If its true form is concealed, you recognize its true creature type but do not know its original form.

FAITH'S FOE

Choose one of the following creature types: aberrations, celestials, elementals, fey, fiends, or undead. This is usually a type of creature that serves as an enemy to your deity or religious order. You learn a language associated with such creatures and have advantage on ability checks made to recall information about them.

MISSIONARY

You have advantage on Charisma checks involving explaining aspects of your faith and converting others to join it.

MENTOR

When you use the Help action to grant an ally advantage on an ability check, they can roll 1d4 and add it to the check if you are proficient in the skill you are helping them with.

PILGRIM

Prerequisite: 5th level

Your walking speed increases by 10 feet if you are wearing light or no armor, or 5 feet if you are wearing medium or heavy armor.

PRAYER OF ENDURANCE

By offering a prayer to your deity, you can grant yourself temporary hit points equal to your Wisdom modifier (minimum of 1) as an action at will.

RELIGIOUS SCHOLAR

You gain proficiency in Religion. If you are already proficient, you instead add double your proficiency bonus whenever you make an Intelligence (Religion) check.

SYMBOL OF PROTECTION

Prerequisite: 5th level

When you are hit with a melee attack while you are wielding your symbolic weapon, you can use your reaction to add your Wisdom modifier to your armor class against that attack, possibly causing it to miss.

ASCETIC REVELATIONS

The Divine Revelations listed below can only be taken by a Priest with the Ascetic Divine Calling.

CLOUD STEP

Prerequisite: 9th level, Ascetic Calling

As an action, you can focus on your physical training. For the next minute, your jump distance is tripled as if you were under the *jump* spell. Because this ability does not rely on magic, it does not require concentration and is not affected by *dispel magic* or an *antimagic field*.

DISRUPT SPIRIT

Prerequisite: Ascetic Calling

Once on each of your turns when you hit a creature with your symbolic weapon, you can reduce the target's movement speed by 10 feet until the end of your next turn.

LIGHT STEP

Prerequisite: Ascetic Calling

When you take the Dash, Disengage, or Dodge action, your movement speed is increased by 10 feet until the end of your turn.

LIVING SYMBOL

Prerequisite: Ascetic Calling

Your damage with unarmed strikes increases to 1d4 and you can use your Wisdom modifier for attack and damage rolls with unarmed strikes. You can use any Priest, Divine Domain, or Divine Revelation feature that requires your symbolic weapon with your unarmed strikes. Your unarmed strike damage increases to 1d6 when you reach level 5 in this class and 1d8 when you reach level 11.

MIND OVER MUSCLE

Prerequisite: Ascetic Calling

You can use your Wisdom modifier in place of your Strength modifier for Strength (Athletics) checks made to grapple a creature, shove a creature, or escape a grapple.

ONE WITH THE WEAPON

Prerequisite: Ascetic Calling

You focus on your training with your symbolic weapon as a bonus action. Until the end of your turn, your attacks with it deal an additional 1d4 damage.

PERFECT STANCE

Prerequisite: 12th level, Ascetic Calling

When you suffer a critical hit, you can use your reaction and expend a use of your Acts of Faith to turn it into a regular hit.

PHYSICAL TRAINING

Prerequisite: Ascetic Calling

You gain proficiency in Athletics and Acrobatics.

PRECISION

Prerequisite: 12th level, Ascetic Calling

Once on each of your turns when you miss with an attack with your symbolic weapon, you can reroll the attack roll. If you had advantage or disadvantage on the initial roll, it does not apply when you reroll.

SOUND BODY

Prerequisite: Ascetic Calling

When you fail a saving throw against poison, you can expend a use of your Acts of Faith ability to reroll the saving throw. You must use the new result.

SOUND MIND

Prerequisite: 7th level, Ascetic Calling

When you fail a saving throw that causes you to become charmed or frightened, you can expend a use of your Acts of Faith ability to reroll the saving throw. You must use the new result.

SOUND SOUL

Prerequisite: 15th level, Sound Body and Sound Mind Revelations

When you fail any saving throw, you can expend a use of your Acts of Faith ability to reroll the saving throw. You must use the new result.

STOICISM

Prerequisite: 9th level, Temperance Revelation

You require food and water only once every 10 days and can hold your breath for up to one hour. You can gain the benefits of a long rest even if you spend seven of the eight hours awake and aware in quiet meditation or performing light activities.

SYMBOL OF ENLIGHTENMENT

Prerequisite: 15th level, Ascetic Calling

Your damage dice with your symbolic weapon increase by one step. From 1d8 to 1d10, 1d10 to 1d12, or from 1d12 or 2d6 to 2d8.

TEMPERANCE

Prerequisite: Ascetic Calling

You require only half as much food and water as an ordinary person, and can gain the benefits of a long rest even if you spend four of the eight hours awake and aware in quiet meditation or performing light activities.

WEIGHTED WEAPON TRAINING

Prerequisite: Ascetic Calling

You can use your Wisdom modifier for attack and damage rolls with your symbolic weapon even if it has the heavy property.

CRUSADER REVELATIONS

The Divine Revelations listed below can only be taken by a Priest with the Crusader Divine Calling.

ARDENT STRIKES

Prerequisite: 7th level, Crusader Calling

When you score a critical hit with your symbolic weapon, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

BASTION OF FAITH

Prerequisite: 15th level, Protector Revelation

When you use your reaction to guard another creature with your Protector Revelation, you have resistance to the damage of the attack you take in their place.

CAMPAIGNER

Prerequisite: 5th level, Crusader Calling

Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.

CRUSADER'S CHARGE

Prerequisite: 7th level, Crusader Calling

When you take the Dash action, you can make one attack with your symbolic weapon as part of the same action if you end the movement within 5 feet of a hostile creature.

CRUSADER'S METTLE

Prerequisite: Crusader Calling

Your hit point maximum increases by an amount equal to your Priest level when you gain this revelation. Whenever you gain a Priest level thereafter, your hit point maximum increases by an additional hit point.

FERVENT STRIKE

Prerequisite: 5th level, Crusader Calling

Before you make an attack with your symbolic weapon, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. This cannot be used in conjunction with the Sharpshooter or Great Weapon Master feats.

GUARDIAN

Prerequisite: 9th level, Protector Revelation

When you use your reaction to guard another creature with your Protector Revelation, you can force any attack that targets that creature to target you instead until the creature is more than 5 feet away from you or your next turn begins.

HOLY SOLDIER

Prerequisite: Crusader Calling

You gain proficiency in Athletics and Intimidation.

RAISE ARDOR

Prerequisite: 5th level, Crusader Calling
You gain the following Act of Faith option:

Raise Ardor As an action, you raise your symbolic weapon or let out a war cry to invigorate your allies. A number of creatures of your choice up to your Wisdom modifier (minimum of 1) within 30 feet of you that can see or hear you deal an additional 1d4 damage with their weapon attacks for the next minute.

PROTECTOR

Prerequisite: Crusader Calling
When a creature within 5 feet of you is hit by an attack, you can use your reaction to intervene. The attack hits you instead of the creature you protected.

SYMBOL OF BATTLE

Prerequisite: Crusader Calling
You can gain the benefits of any Priest, Divine Domain, or Divine Revelation feature that normally requires the use of your symbolic weapon with any weapon with which you are proficient.

VETERAN CRUSADER

Prerequisite: 15th level, Crusader Calling
You learn a second fighting style from those listed under the Crusader Divine Calling.

ZEALOT'S ENDURANCE

Prerequisite: Crusader Calling
When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

ZEALOUS STRIKES

Prerequisite: 12th level, Crusader Calling
Your attacks with your symbolic weapon deal additional damage equal to your Wisdom modifier (minimum of 1).

INQUISITOR REVELATIONS

The Divine Revelations listed below can only be taken by a Priest with the Inquisitor Divine Calling.

ARMORED HUNTER

Prerequisite: Inquisitor Calling
Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.

HERETIC HUNTER

Prerequisite: Inquisitor Calling
You gain proficiency in Survival and have advantage on ability checks to track one creature type, such as aberrations or fey, of your choice.

INTERROGATOR

Prerequisite: Stern Gaze Revelation
You can add double your proficiency bonus to Charisma (Intimidation) or Wisdom (Insight) checks (your choice).

JUDGMENT EVERLASTING

Prerequisite: 15th level, Inquisitor Calling
When the target of your judgment dies, you immediately regain the use of your judgment ability. If you have the Second or Third Judgment revelations, you lose their benefits until you finish a short or long rest.

JUDGMENT OF CHALLENGE

Prerequisite: 5th level, Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe. Instead, the target of your judgment has disadvantage on attack rolls against creatures other than you while it is within 5 feet of you.

JUDGMENT OF PIERCING

Prerequisite: Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe. Instead, your weapon attacks against them score a critical hit on a roll of 19 or 20.

JUDGMENT OF PROTECTION

Prerequisite: Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe to gain a bonus to your armor class against their attacks. This bonus is equal to half your proficiency bonus (round up).

JUDGMENT OF PURITY

Prerequisite: 7th level, Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe to gain a bonus to your saving throws against their spells and abilities. This bonus is equal to your Wisdom modifier (minimum of +1).

JUDGMENT OF RESISTANCE

Prerequisite: 5th level, Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe. You instead resist one damage type dealt by their attacks, spells, and abilities. You choose the damage type when you render judgment, but cannot choose bludgeoning, piercing, or slashing.

JUDGMENT OF SLAYING

Prerequisite: 12th level, Judgment of Piercing Revelation
When you render judgment, you can forgo the damage bonus to your judged foe. Instead, your weapon attacks against them score a critical hit on a roll of 18, 19, or 20.

JUDGMENT OF TERROR

Prerequisite: 12th level, Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe. Instead, the first time on each of your turns that you hit the target of your judgment with a weapon attack, it must make a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failure, it is frightened of you until the start of your next turn.

JUDGMENT OF VENGEANCE

Prerequisite: 9th level, Inquisitor Calling
When you render judgment, you can forgo the damage bonus to your judged foe. Instead, when the target of your judgment deals damage to you while within 5 feet of you, you can use your reaction to make a weapon attack against them.

SECOND JUDGMENT

Prerequisite: 7th level, any Judgment Revelation

When you render judgment, you can gain the benefits of one Judgment Revelation you know, such as the Judgment of Protection or Judgment of Purity, without forgoing the damage bonus of your judgment.

STERN GAZE

Prerequisite: Inquisitor Calling

You gain proficiency in Intimidation and Insight.

SWIFT JUDGMENT

Prerequisite: 9th level, Inquisitor Calling

If you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you use your judgment ability before doing anything else on that turn.

THIRD JUDGMENT

Prerequisite: 15th level, Second Judgment Revelation

When you render judgment, you can gain the benefits of two Judgment Revelations you know, such as the Judgment of Protection or Judgment of Purity, without forgoing the damage bonus of your judgment.

PREACHER REVELATIONS

The Divine Revelations listed below can only be taken by a Priest with the Preacher Divine Calling.

BENEDICTION

Prerequisite: 15th level, Preacher Calling

When you use your Preacher ability to improve an attack roll, ability check, or saving throw and roll a 1 or 2 on the die, you can reroll the die and must use the new roll.

COMPELLING SERMON

Prerequisite: Preacher Calling

You gain the following Act of Faith option:

Sermon If you spend at least 1 minute giving a sermon, lecture, or lesson, a number of humanoids of your choice up to your Wisdom modifier (minimum of 1) who are listening to you have disadvantage on Wisdom (Perception) checks to perceive creatures other than you for as long as they continue to listen to your sermon.

CURSE

Prerequisite: Preacher Calling

When a creature within 60 feet of you makes an attack roll or ability check, you can present your symbolic weapon or a holy symbol of your deity and expend a use of your Preacher ability as a reaction. If the creature can see or hear you and speaks at least one language, you can roll 1d6 and subtract it from their roll. You can use this ability after the creature makes its roll, but before knowing whether the attack roll or ability check succeeds or fails. When you reach levels 5, 10, and 15 in this class, you can subtract 1d8, 1d10, or 1d12 from the roll instead.

DEMAGOGUE

Prerequisite: Preacher Calling

You gain proficiency in Persuasion and Deception.

ENDURING BLESSING

Prerequisite: 12th level, Preacher Calling

When you use your Preacher ability to improve an ally's ability check, attack roll, or saving throw, that ally can add 1d6 to the next attack roll, ability check, or saving throw that they make in the next minute.

EVANGELIST

Prerequisite: Preacher Calling

You gain the following Act of Faith option:

Evangelize If you spend at least 1 minute speaking of your religion, you can force a number of humanoids up to your Wisdom modifier (minimum of 1) who listened to you to make Wisdom saving throws. On a failure, a target is charmed by you for 1 hour. It idolizes your religion and hinders anyone who opposes your faith while charmed. It avoids violence unless it was already inclined to fight for you. The charm ends if it takes any damage, you attack it, or it witnesses you attacking or damaging its allies. A target that succeeds on its saving throw has no hint you tried to charm it and is immune to this ability for 1 day.

FIRE AND BRIMSTONE

Prerequisite: Preacher Calling

You gain the following Act of Faith option:

Condemnation If you spend at least 1 minute speaking of the consequences of defying your religion, you can force a number of humanoids up to your Wisdom modifier (minimum of 1) who listened to you to make Wisdom saving throws. On a failure, a target is frightened of you for 1 hour. The effect ends if it takes any damage, you attack it, or it witnesses you attacking or damaging its allies. A target that succeeds on its saving throw has no hint you tried to frighten it and is immune to this ability for 1 day.

GUIDE

Prerequisite: 7th level, Preacher Calling

When you roll initiative, allies within 30 feet of you can add +1 to their roll if they can see or hear you and you aren't incapacitated.

LINGERING CURSE

Prerequisite: 12th level, Curse Revelation

When you use your Curse ability to hinder a creature's ability check or attack roll, that creature must subtract 1d6 from the next attack roll or ability check that it makes in the next minute.

MALEDICTION

Prerequisite: 15th level, Curse Revelation

When you use your Curse ability to hinder a creature's attack roll or ability check and roll a 1 or 2 on the die, you can reroll the die and must use the new roll.

MOUTH OF GOD

Prerequisite: 7th level, Preacher Calling

You can add your Wisdom modifier to Charisma checks.

PASTOR

Prerequisite: 5th level, Preacher Calling

You regain all uses of your Preacher ability when you finish a short or long rest.

THE SCHOLAR

Deep within an ancient ruin, a woman examines the runes carved along the walls. They represent a language long forgotten to most of the world, but within a few minutes she has translated them to the common tongue. It takes her only another moment to solve the riddle she has deciphered and discover the secret passage leading deeper into the ruin.

As his party begins to make camp, a Gnome's practiced eyes quickly pick out the most wounded of his companions. With steady hands, he helps to bind her wounds, ensuring that she will be fit to fight in their struggles ahead.

On the eve of battle, an Elf stands alone in his tent, surveying a board representing the terrain, his allies, and his enemies. He calmly pushes the pieces across the board, knowing full well that one misplaced piece in his planning tonight could cost dozens of lives tomorrow. Relying on his knowledge of past battles, he finally settles on a strategy to lure his opponents to their defeat.

Scholars are researchers, philosophers, explorers, and discoverers of lost secrets. They use their considerable intellects to figure out how the world around them works and how to solve problems, often without the use of magic.

DILIGENT RESEARCHERS

Scholars are students of the world around them. Though they can learn much in a library or laboratory, they are just as able to turn their powers of observation and deduction to puzzling out the weakness of a monster or solving a sphinx's riddle.

While Scholars may not be the most physically capable companions, they can often shape their minds into a weapon equal to the steel of the greatest warriors or even the spells of the mightiest of wizards.

THE CURSE OF CURIOSITY

Scholars are known for their relentless pursuit of the unknown. They travel the world in search of ancient ruins to learn more of lost civilizations, or to find a suitable location where they can test their latest theories or experiments. Some communities may be suspicious of the new and potentially dangerous ideas a Scholar brings with them, but few Scholars will let the prejudices of the ignorant stop their research for long.

CREATING A SCHOLAR

When creating a Scholar character, consider what has led you down your path of research and scientific inquiry. Were you simply born with an exceptionally bright mind, and have always pursued answers to questions those around you have never even considered? Or did you learn a few choice secrets from a traveling wise man, and now find yourself unable to resist pursuing the truths he began to unveil? Did you join an order of monastic or royal scribes, only to realize that you needed to travel the world to truly confirm what they had started to teach you?

What do you intend to do with the secrets you discover as an adventurer? Do you intend to hoard your knowledge, recognizing what an advantage it gives you over the common folk? Or do you want to bring enlightenment to an ignorant world?

CLASS FEATURES

As a Scholar, you gain the following class features:

HIT POINTS

Hit Dice: 1d8 per Scholar level.

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Scholar level after 1st.

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Choose one type of artisan's tools

Saving Throws: Wisdom, Intelligence

Skills: Choose three from Arcana, History, Insight, Investigation, Medicine, Nature, Perception, Persuasion, and Religion

EQUIPMENT

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

- Any two simple weapons
- A light crossbow and 20 bolts
- Leather armor
- (a) a scholar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack

OPTIONAL RULE: FIREARM PROFICIENCY

The secrets of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in the *Dungeon Master's Guide* and your scholar has been exposed to the operation of such weapons, your scholar is proficient with them.

QUICK WITTED

At first level, you are an exceptionally quick thinker and can use your wits to overcome nearly any type of problem. When you make an ability check, you can choose to add your Intelligence modifier to the check. You must decide to use this ability before rolling the check.

You can do this a number of times equal to your Intelligence modifier (a minimum of once), and regain all uses when you finish a long rest.

STUDIED TARGET

Also at first level, your encyclopedic knowledge of monsters allows you to quickly recall or identify vulnerabilities in a creature. As a bonus action, you can study one creature you can see within 60 feet of you. You learn the creature's damage vulnerabilities, and the creature becomes your studied target until you use this ability on another creature or finish a short or long rest.

When you reach 3rd level in this class, you also learn the creature's damage immunities, if any, when you study it. At 5th level, you also learn its damage resistances, if any. At 7th level, you also learn its condition immunities, if any.

THE SCHOLAR

Level	Proficiency Bonus	Features	Academic Insights
1st	+2	Quick Witted, Studied Target	-
2nd	+2	Academic Insights, Polyglot	1
3rd	+2	Scholastic Discipline	2
4th	+2	Ability Score Improvement	2
5th	+3	Discipline Feature	3
6th	+3	Polymath	3
7th	+3	Forewarned and Forearmed	4
8th	+3	Ability Score Improvement	4
9th	+4	Discipline Feature	5
10th	+4	Ability Score Improvement	5
11th	+4	Infallible Intellect	6
12th	+4	Ability Score Improvement	6
13th	+5	Loremaster	7
14th	+5	Expose Weakness	7
15th	+5	Discipline Feature	8
16th	+5	Ability Score Improvement	8
17th	+6	Exhaustive Analysis	8
18th	+6	Rapid Assessment	9
19th	+6	Ability Score Improvement	9
20th	+6	Enlightened Mind	9

VARIANT: ESOTERIC KNOWLEDGE

If knowledge of creatures' weak points is rare in your setting, your Dungeon Master might call for a skill check when you use your Studied Target ability. The DC of this check is equal to 5 + the Challenge Rating of the creature you are studying, or 5 if the Challenge Rating of the creature is less than 1. On a failure, you cannot discern any information about the target's vulnerabilities, resistances, or immunities and automatically fail any additional checks to study this creature for 24 hours, but still mark it as your studied target. On a success, the ability works as normal.

The type of skill check depends on the creature's type:

- Intelligence (Arcana) for Aberrations, Constructs, Elementals, Fey, and Oozes.
- Intelligence (History) for Giants and Humanoids.
- Intelligence (Nature) for Beasts, Dragons, Monstrosities, and Plants.
- Intelligence (Religion) for Celestials, Fiends, and Undead.

ACADEMIC INSIGHTS

In your studies, you have made certain discoveries, reached certain conclusions, or learned certain techniques which are useful in your life as an adventurer.

At 2nd level, you gain one academic insight of your choice. Your insight options are detailed at the end of the class description. When you gain certain Scholar levels, you gain additional insights of your choice, as shown in the Academic Insights column of the Scholar table.

Additionally, when you gain a level in this class, you can choose one of the insights you know and replace it with another insight that you could learn at that level.

If an academic insight has prerequisites, you must meet them to learn it. You can learn the insight at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

POLYGLOT

Also at 2nd level, your studies of other cultures and history have made you particularly skilled at learning languages. You learn to read, write, and speak one language of your choice. You learn one additional language when you reach level 6 in this class, and another when you reach levels 10, 15, and 20.

SCHOLASTIC DISCIPLINE

At 3rd level, you choose the discipline that you want to focus your studies on.

You may pick from the Arcanist, Explorer, Physician, and Tactician Disciplines. Each discipline is detailed at the end of the class description. You gain features based on your scholastic discipline at 3rd, 5th, 9th, and 15th levels.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

POLYMATH

By 6th level, you are able to quickly learn new skills. Whenever you finish a long rest, you can choose one skill that relies on Charisma, Intelligence, or Wisdom.

If you are not proficient with the chosen skill, you gain proficiency in it. If you are proficient in the chosen skill, you instead add double your proficiency bonus to ability checks made with the chosen skill. You cannot choose a skill if you already add double your proficiency bonus to ability checks made with it.

This benefit lasts until you use this ability to select a different skill, as you shift the focus of your studies.

FOREWARNED AND FOREARMED

At 7th level, your knowledge of the creatures you study allow you to predict their next moves and avoid them. When your studied target forces you or a creature you can see within 30 feet of you to make a saving throw, you can use your reaction to add your Intelligence modifier to the roll. You must use this ability before knowing the result of the saving throw.

INFALLIBLE INTELLECT

By 11th level, your knowledge never fails you. Whenever you make an Intelligence ability check or saving throw, you can treat a d20 roll of 7 or lower as an 8.

LOREMASTER

Starting at 13th level, you can always recall bits of lore about the legendary people, places, and items of the world that you have come across in your studies.

As an action, you can name or describe one such person, place, or object. If it is of legendary significance, you recall some piece of information about it, as if casting the *legend lore* spell on it. You do not require magic to use this ability, so it is not affected by *counterspell* or an *antimagic field*.

Once you have used this ability, you must finish a long rest before you can do so again.

EXPOSE WEAKNESS

By 14th level, you've learned to reveal the hidden vulnerabilities of the creatures you study. You can use your action to scan your studied target for a weak spot if you can see them and they are within 30 feet of you. When you do so, you must make an Intelligence (Investigation) check with a DC equal to the creature's armor class. On a success, your studied target has vulnerability to all of the damage of the next attack that hits it before the start of your next turn. If your check is 10 or more above the target's AC, your studied target has vulnerability to all of the damage of the next two attacks that hit it before the start of your next turn.

You can do this a number of times equal to your Intelligence modifier (minimum of one time), and regain all uses when you finish a long rest.

EXHAUSTIVE ANALYSIS

Starting at 17th level, you are able to push your mind beyond its limits in your study of an opponent for a brief time. As a bonus action, you can fully analyze the abilities of your studied target. For one minute, your studied target has disadvantage on all attack rolls against you, you have advantage on saving throws against the spells and abilities of your studied target, and your attack rolls against your studied target cannot suffer from disadvantage from any source.

This ability ends early if your studied target dies, if you are incapacitated, or if you mark a different creature as your studied target. When this ability ends, you gain one level of exhaustion.

RAPID ASSESSMENT

By 18th level, your quick thinking allows you to react to danger with exceptional speed. When you roll initiative, you can take one action or bonus action before any creature acts in the combat, regardless of your initiative roll. You still take your turn in the first round of combat on your initiative count, as normal.

You cannot benefit from this feature if you are surprised.

ENLIGHTENED MIND

At 20th level, your studies have expanded your mind and granted you insight into the true nature of the world. You gain truesight to a range of 60 feet.

In addition, when you fail an Intelligence ability check, you can choose to succeed instead. You must finish a short or long rest before you can use this ability again.

SCHOLASTIC DISCIPLINES

A Scholar's chosen field of research, referred to as their Scholastic Discipline, can greatly alter how they study the world around them and how others perceive them. Though some Scholars prefer to hoard their knowledge, others attempt to enlighten those around them. It is by following in these predecessor's footsteps that a scholar can proceed further on the path of their studies than any have before.

THE ARCANIST

A Wizard may be able to use their studies into the arcane to master magical spells and abilities, but an Arcanist has no such talent. They make up for this with a peerless grasp of arcane theory and the ability to mix mundane ingredients into compounds with what appear to be magical effects to the unenlightened. In parts of the world where true magic is common, an Arcanist might be seen as nothing more than a charlatan, but in places where spellcraft is rare, an Arcanist is often viewed with awe as one of the few people with insight into mystic arts beyond mortal comprehension.

MYSTIC DISCIPLE

At 3rd level, your studies grant you great insight into all things arcane. You gain proficiency in Arcana. If you are already proficient, you instead add double your proficiency bonus to all Intelligence (Arcana) checks. You also gain proficiency with alchemist's supplies, the poisoner's kit, or the herbalism kit (your choice).

ARCANE COMPOUND

Also at 3rd level, you have learned to prepare several compounds with deadly effects. As an action, you can use any of the compounds listed below. You must have access to a set of alchemist's tools, herbalism kit, or poisoner's kit in which you are proficient to take this action. If a compound requires a creature to make a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Aqua Fortis You throw a small vial of potent acid to a location you can see within 60 feet of you. Each creature within 5 feet of that point must make a Dexterity saving throw. They take 2d6 acid damage on a failure. The damage increases to 3d6 when you reach 6th level in this class, 4d6 at 9th level, 5d6 at 12th level, 6d6 at 15th level, and 7d6 at 18th level.

Black Powder You throw a small amount of an explosive substance to a location you can see within 60 feet of you. Each creature within 5 feet of that point must make a Dexterity saving throw. They take 2d6 fire damage on a fail. The damage increases to 3d6 when you reach 6th level in this class, 4d6 at 9th level, 5d6 at 12th level, 6d6 at 15th level, and 7d6 at 18th level.

Mandrake Root You blow a small cloud of a powdered hallucinogen at a creature you can see within 10 feet of you. The creature must make a Wisdom saving throw, taking 2d10 psychic damage on a failure. The damage increases to 3d10 when you reach 6th level in this class, 4d10 at 9th level, 5d10 at 12th level, 6d10 at 15th level, and 7d10 at 18th level.

Nightshade You coat a melee weapon or piece of ammunition for a ranged weapon you are holding with poison and make an attack with it. On a hit, the target suffers the attack's usual effects and must make a Constitution saving throw. On a failure, they take 2d6 poison damage and are poisoned until the end of your next turn. On a success, they take half as much damage and aren't poisoned. The damage increases to 3d6 when you reach 6th level in this class, 4d6 at 9th level, 5d6 at 12th level, 6d6 at 15th level, and 7d6 at 18th level.

Quicklime You release a cloud of a caustic powder that can render enemies blind. Each creature within a 15 foot cone must make a Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a successful save, a creature is immune to this compound for 1 hour.

Seer's Sage You or a creature within 5 feet of you inhale the smoke or consume the leaf of a plant that allows you to briefly open your mind. For the next 10 minutes, the creature that received this compound has advantage on Wisdom or Intelligence ability checks (your choice when you use this compound). A creature that has benefited from this compound cannot do so again until they finish a short or long rest.

ALCHEMICAL DEFENSES

By 5th level, you have learned to prepare a number of mixtures that you can consume to improve your resilience. Whenever you finish a long rest, you can use one of these mixtures to gain resistance to one of the following damage types: poison, fire, acid, or cold. This resistance lasts until the next time you finish a long rest.

When you reach 11th level in this class, you can also choose from necrotic or psychic damage.

IMPROVED COMPOUNDS

Also at 5th level, when you deal damage with one of your Arcane Compounds, you can add your Intelligence modifier to the damage dealt.

ENHANCED COMPOUNDS

At 9th level, you learn to improve your compounds with rarer and more dangerous ingredients. You can now use enhanced versions of your compounds, as listed below. An enhanced compound is used in the same way as and has all the effects of the original compound, plus the additional effects described below.

Aqua Regia This enhanced Aqua Fortis compound deals the maximum amount of damage possible to constructs and objects made of metal, and a creature takes half the normal damage on a successful saving throw. Any construct or creature wearing non-magical metal armor suffers a -2 penalty to their armor class if they fail their saving throw. This penalty lasts until their armor (or body, in the case of a construct) is repaired. If you use this compound on a creature suffering from this penalty and they fail their saving throw again, the penalty to their armor class does not increase.

Magnesium You add an even more explosive substance to your Black Powder compound, increasing its radius of effect to 10 feet. A creature that fails its saving throw against this compound is frightened of you until the end of your next turn. A creature that succeeds on its saving throw takes half the normal damage and isn't frightened.

Dream Root You add a more potent hallucinogen to your Mandrake Root compound. A creature that fails its saving throw against this compound acts as if under the *confusion* spell for 1 minute, in addition to taking damage. On a success, they suffer half the usual damage but suffer no additional effects. A confused creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Curare You add a paralytic agent to your Nightshade compound before making your weapon attack. If you make an attack with a ranged weapon and miss, this enhanced compound is wasted. A creature that fails its saving throw against this compound is poisoned for one minute, and is also paralyzed for the duration if it becomes poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns. The first time it succeeds on a saving throw at the end of its turn, it ends the paralysis condition, but not the poisoned condition. The second time it succeeds, it is no longer poisoned.

Sulphur and Bellows By mixing Sulphur with your Quicklime compound and using a bellows or other device to deploy it, you increase the range of effect to a 30 foot cone. In addition, any creature that fails its saving throw must spend their turns doing nothing but retching and reeling for as long as they are blinded. If a creature does not need to breath, it doesn't suffer this additional effect. A creature that successfully saves against this compound or your Quicklime compound is immune to the effects of both for 1 hour.

Diviner's Sage You refine your Seer's Sage compound. It gives the recipient advantage on saving throws in the chosen stat, as well as ability checks. A creature that benefits from this compound or your Seer's Sage compound cannot benefit from either until they finish a short or long rest.

You can use a number of enhanced compounds equal to your Intelligence modifier (a minimum of one), and regain all uses when you finish a short or long rest.

MYSTIC MASTER

By 15th level, your understanding of the arcane allows you to understand and evade it with ease. You have advantage on saving throws against spells and other magic effects.

In addition, you can now attune to a number of magic items equal to your Intelligence modifier (minimum of 3 magic items).

THE EXPLORER

All adventurers travel to new places or long-lost old ones, but it is the Scholar of the Explorer's Discipline who charts them out, catalogs the plants and beasts found there, and returns with maps and guides for future travelers to follow. Explorers seek out the distant, strange, and untraveled lands of the world. Some do so in the name of their sovereign or deity, or in search of exotic riches or goods for trade. Others are motivated only by the wonder of discovering the unknown and the pride won by going where none have gone before.

TRAILBLAZER

By 3rd level, you've become an experienced traveler and are well used to making your own paths where none exist. You gain proficiency in Nature and Survival. If you are already proficient in Nature, you instead add double your proficiency bonus whenever you make an Intelligence (Nature) check. Whenever you would normally make a Wisdom (Survival) check, you can instead make an Intelligence (Survival) check if your Intelligence is higher. You also gain proficiency with Cartographer's Tools.

During travel, you and your companions can ignore difficult terrain. In combat, any non-magical difficult terrain that you have traveled through no longer counts as difficult terrain for you and your allies.

BESTIARY

Also at 3rd level, you begin to catalog the various beasts and monsters that you encounter through your adventures. Whenever you mark a creature as a studied target, you learn its creature type, such as aberrations or fey, and can add the creature to your bestiary the next time you take a short or long rest. You have advantage on Intelligence checks to recall information on any creature that is in your bestiary.

Your weapon attacks deal an additional point of damage to your studied target for each creature in your bestiary of the same type, such as aberration or fey, as your studied target. This additional damage cannot exceed your Intelligence modifier.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

NATURALIST

Also at 5th level, your experience studying plants, minerals, and the natural world allows you to easily find useful ingredients in the environment around you. Whenever you take a short or long rest while in the wilderness, you can procure enough ingredients to create one of the following items of basic adventuring equipment: a vial of acid, a flask of alchemist's fire, a vial of antitoxin, a vial of basic poison, or a potion of healing.

Basic poison secured by this ability has a save DC equal to 10 + your Intelligence modifier + your proficiency bonus and can be applied as a bonus action, but in all other ways acts as basic poison listed under the Adventuring Gear table on page 150 of the Player's Handbook. An item procured by this ability is unstable and cannot be sold. It retains potency only until the next time you finish a short or long rest.

ENVIRONMENTAL EXPERT

By 9th level, you have traveled through or studied many different environments and learned how to deal with them all. Over the course of a long rest, you can adapt your equipment to one of the terrain types listed below.

While in the terrain you've prepared for, you have advantage on Dexterity (Stealth) and Wisdom (Survival) checks, you ignore nonmagical difficult terrain, and you gain a benefit based on the terrain type, as listed below.

Arctic You have advantage on saving throws against effects that deal cold damage or are caused by extreme cold.

Coast/Sea You gain a swim speed equal to half your walking speed. If you already have a swim speed, it increases by 10 feet.

Desert You have advantage on saving throws against effects that deal fire damage or are caused by extreme heat.

Forest/Mountain You gain a climb speed equal to half your walking speed. If you already have a climb speed, it increases by 10 feet.

Plains Your walking speed increases by 10 feet.

Underground/Underdark Dim light doesn't impose disadvantage on your Wisdom (Perception) checks.

Swamp You have advantage on saving throws against poison.

DISCOVERER OF NEW WORLDS

By 15th level, you have traveled far and wide, and seen flora and fauna that few would ever believe exists. When you prepare yourself to travel a terrain type with your Environmental Expert feature, you can choose two terrains to prepare yourself for. You retain the benefits for both terrains as long as you are in either.

In addition, as a bonus action on your turn, you can instruct an ally that can hear you on your studied target's weaknesses. The ally can add the damage bonus you gain through your Bestiary feature against your studied target to their weapon damage rolls against it until you use this ability again or mark a new studied target.

THE PHYSICIAN

In some settings, curing an illness or having a broken bone mended may be as simple as a trip to the local temple. In places where magical healing is not so readily available, however, even a common disease or small wound can be a cause for serious concern. Scholars who pursue the Physician's Discipline are some of the very few with even a basic understanding of how illnesses, injuries, and poisons can be treated without magical aid.

FIELD MEDICINE

At 3rd level, your studies in medicine give you a great understanding of the subject and allow you to treat injuries while adventuring. You gain proficiency in Medicine. If you are already proficient, you instead add double your proficiency bonus whenever you make a Wisdom (Medicine) check. You can also choose to make an Intelligence (Medicine) check whenever you would normally make a Wisdom (Medicine) check if your Intelligence modifier is higher than your Wisdom modifier.

In addition, whenever you and your allies take a short rest, you can choose to treat one of your companions' wounds or your own. The creature you are treating regains hit points equal to your Intelligence modifier for each Hit Die they spend during the short rest.

SURGICAL PRECISION

Also at 3rd level, your knowledge of anatomy allows you to strike the weak points of creatures you have studied. The first time you hit your studied target with a finesse or ranged weapon attack on each of your turns, you can deal an additional 1d6 damage of the weapon's type if you do not have disadvantage on the attack roll. This damage increases by 1d6 for every two scholar levels you gain after level 3, to 2d6 at level 5, 3d6 at level 7, and so on.

CURATIVE

By 5th level, you always have curatives on hand to heal your allies. As a bonus action, you can use a curative on yourself or an ally within 5 feet of you. A curative restores a number of hit points equal to 1d10 + your Scholar level + your Intelligence modifier. Once a creature has been healed by a curative, it must finish a short or long rest before it can benefit from this ability again.

REMEDY

Also at 5th level, you always carry remedies to common ailments. As an action, you can use one of these remedies to treat one of the following conditions in yourself or a creature within 5 feet of you: blinded, deafened, paralyzed, or poisoned.

You can use this ability a number of times equal to your Intelligence modifier (a minimum of once), and regain all uses when you finish a short or long rest.

TARGET VITALS

At 9th level, your improved knowledge of anatomy allows you to strike your opponents' vitals with debilitating effects. When you deal bludgeoning, piercing, or slashing damage with your Surgical Precision feature, you can impose an additional condition on the target depending on the type of damage you dealt, as listed below. If this ability forces a creature to make a saving throw or ability check, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Acupoints If the attack dealt piercing damage, you can force the target to make a Dexterity saving throw. On a failure, the target's movement speed is halved, it cannot take reactions, and it can take an action or bonus action on its turn, but not both for one minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Concussing Strike If the attack dealt bludgeoning damage, you can force the target to make a Wisdom saving throw. On a failure, the creature must subtract 1d6 from its attack rolls, ability checks, and concentration checks for one minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Sever Artery If the attack dealt slashing damage, you can force the target to make a Constitution saving throw. On a failure, the target takes 2d6 necrotic damage at the end of each of its turns for one minute, until it receives magical healing, or a creature uses its action to make a successful Medicine check to stop the bleeding. If you use this ability on the same creature again and it fails its saving throw, the damage increases by 1d6 for each additional failed saving throw. This ability has no effect against undead or constructs.

You can use this ability a number of times equal to your Intelligence modifier (a minimum of once), and regain all uses when you finish a short or long rest.

MEDICAL SAINT

By 15th level, your unparalleled knowledge of medicine allows you to keep your companions in good health and even cheat death. When you use your Field Medicine ability to treat an allies' wounds during a short rest, you can now treat a number of creatures up to your Intelligence modifier. You can be one of the creatures.

In addition, you can use an action to restore one creature to life if their body is within 5 feet of you and they have died within the last minute. They return to life with one hit point, and their levels of exhaustion, if any, are reduced by one. A creature must complete a short or long rest before it can benefit from this ability again.

THE TACTICIAN

Scholars who pursue the Discipline of the Tactician turn their considerable intellects to the problem of war. To a Tactician, war is a puzzle to be solved, a game to be won, and a challenge to be overcome. They study historical battles and tactics with fervor while preparing themselves for the rigors of the battlefield.

KNOW THYSELF

At 3rd level, you have applied yourself mentally and physically to gain complete mastery of your abilities. You gain proficiency with martial weapons, medium armor, and shields, and you can use your Intelligence modifier, rather than Strength or Dexterity, for attack rolls, but not damage rolls, with weapons.

KNOW THY ENEMY

Also at 3rd level, your study of battlefields and tactics gives you a strong grasp of history and the ability to read and deflect your opponents' attacks. You gain proficiency in History. If you are already proficient, you can instead add double your proficiency bonus whenever you make an Intelligence (History) check.

In addition, whenever your studied target hits you with an attack, you can use your reaction to add your Intelligence modifier to your armor class against that attack, possibly causing it to miss.

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can take the Help action in place of one of those attacks.

WINNING STRATAGEMS

By 9th level, you have learned multiple stratagems useful for bringing victory in your battles. If a stratagem requires a creature to make a saving throw, the DC is equal to 8 + your proficiency bonus + your Intelligence modifier.

Kill With a Borrowed Knife When you take the Help action on your turn to aid an ally in attacking a target, you can use a bonus action to instruct the ally you chose to Help to attack the target immediately. That ally can use their reaction to immediately make a weapon attack against the target. If the attack hits, the ally can add your Intelligence modifier to the damage.

Wait At Leisure While the Enemy Labors As a bonus action, you point out the weaknesses in the attacks of a creature within 30 feet of you, forcing it to make an Intelligence saving throw. On a failure, it has disadvantage on attack rolls for one minute or until you or an ally deal damage to it. For the duration, whenever the creature misses an attack, the target of the attack gains temporary hit points equal to half your Scholar level.

Loot a Burning House When an ally hits an enemy within 5 feet of you with a critical hit or causes it to become blinded, poisoned, stunned, or paralyzed, you can use your reaction to make a weapon attack against that creature. If the attack hits, you can add your Intelligence modifier to the damage roll.

Make a Sound in the East, Then Strike in the West As a bonus action, you make an overt feint against a creature within 5 feet of you, making a weapon attack against them with disadvantage. The first attack you make against any other creature before the end of your turn has advantage and deals additional damage equal to your Intelligence modifier on a hit.

You can use a number of stratagems equal to your Intelligence modifier (a minimum of one), and regain all uses when you finish a short or long rest.

VICTOR OF 100 BATTLES

By 15th level, you are a peerless warrior and strategist. You gain a bonus to weapon damage rolls against your studied target equal to your proficiency bonus.

In addition, whenever you take the Help action during combat to aid an ally in attacking a target, the ally you choose to aid gains temporary hit points equal to your Intelligence modifier and the target has disadvantage on the first attack roll they make against the ally you helped before the start of your next turn.

ACADEMIC INSIGHTS

If an Academic Insight has prerequisites, you must meet them to learn it. You can learn the insight at the same time you meet its prerequisites.

ANCESTRAL LANGUAGE

Your studies have granted you knowledge of the first language from which all others descended. By spending one minute studying a page of text, you can determine the language it is written in and the literal meaning of the text.

ANCESTRAL TONGUE

Prerequisite: 5th level, Ancestral Language Insight

By furthering your studies of the ancestral language, you become able to understand all forms of spoken language. If you spend one minute listening to speech in a language you do not speak, you become able to understand simple ideas communicated to you in that language. In addition, you can communicate simple ideas to any creature capable of speaking at least one language.

ARCHAEOLOGIST

Prerequisite: Arcanist Discipline

You have studied the legends of lost artifacts of countless civilizations. By spending 10 minutes studying an object, you can determine whether it is magical and what properties it has, as if casting the *identify* spell on it.

CARAVANEER

Prerequisite: Explorer Discipline

Your explorations have taken you across vast plains and burning deserts. Your walking speed increase by 5 feet, and you gain proficiency in Animal Handling and Vehicles (Land).

CELESTIAL NAVIGATION

Prerequisite: Explorer Discipline

While you can see the stars, you always know which way is north, and you and those traveling with you can't become lost except by magical means.

CIPHER SAVANT

You can create written ciphers. Others cannot decipher a code you create unless you teach it to them, they succeed on an Intelligence check (DC = your Intelligence score + your proficiency bonus), or they use magic to decipher it. You have advantage on ability checks to decipher non-magical ciphers if they are written in a language you understand.

COLD READING

You have studied humanoid behavior and learned how to read subtle tells in their body language while concealing your own. You gain proficiency in Insight and Deception.

CROSSBOW ENGINEER

You gain proficiency with hand and heavy crossbows, and ignore the loading property for all crossbows.

EDUCATOR

When you use the Help action to grant a creature advantage on an ability check, you can expend a use of your Quick Witted ability to grant them a bonus to the check equal to your Intelligence modifier.

EMERGENCY TREATMENT

Prerequisite: Physician Discipline

When you make a Wisdom (Medicine) check or expend a use of a healer's kit to stabilize a creature, the creature regains 1 hit point. Once a creature has benefited from this ability, it must finish a short or long rest before it can do so again.

EXCAVATION EXPERT

Your experience in ancient ruins has made you especially wary of traps. You have advantage on ability checks to find traps and saving throws to avoid or resist traps. You also have resistance to damage dealt by traps.

GUARD VITALS

Prerequisite: 11th level, Physician Discipline

Your knowledge of anatomy allows you to protect your vitals from a chosen foe at all times. Any critical hit you suffer from your studied target becomes a normal hit.

HEAL THYSELF

Prerequisite: 5th level, Physician Discipline

You know how to best treat your injuries due to your familiarity with your own body. Your Curatives heal you for an additional number of hit points equal to your Scholar level.

HERBALIST

Prerequisite: 11th level, Explorer Discipline

You've focused your studies of plants on those with healing properties. You gain proficiency with the herbalism kit, and when you use your Naturalist ability to obtain a potion of healing, you instead obtain a potion of greater healing.

JOURNEYMAN

Prerequisite: 7th level

You have studied the works of various artisans and taken an interest in the tools of their trades. When you use your Polymath feature, you can choose a set of artisan's tools, instead of a skill. You gain proficiency with the tools, or add double your proficiency bonus to checks made with them if you are already proficient. This lasts until you use your Polymath feature to choose a different skill or set of tools.

LABYRINTHIAN MIND

Prerequisite: 15th level

You have such control of your intellect that your thoughts cannot be read by telepathy or other means against your will. If a creature attempts to read your mind or communicate with you telepathically, you can force it to make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failure, the creature is charmed for ten minutes. While charmed by this effect, the creature is incapacitated and has a speed of 0.

The effect ends for a creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

MIND OVER METAL

Prerequisite: 5th level, Tactician Discipline

You have learned to rely on your cunning for protection, rather than armor. While not wearing armor or wielding a shield, your AC equals 10 + your Dexterity modifier + your Intelligence modifier.

MOUNTAINEER

Prerequisite: Explorer Discipline

Your explorations have taken you through mountainous terrain more often than not. You gain a climbing speed equal to your walking speed. If an ally makes an ability check to climb, they have advantage on the check if they have seen you make the same climb within the last hour.

OUNCE OF PREVENTION

Prerequisite: 5th level, Physician Discipline

You have learned to create remedies that bolster a patient's ability to resist affliction. You can expend a use of your Remedy ability as an action to grant yourself or a creature within 5 feet of you immunity to one of the following conditions of your choice for 1 hour: blinded, deafened, paralyzed, or poisoned.

OUTWIT

Prerequisite: 9th level, Patient Judgment Insight

When you roll initiative, you can force one enemy you can see to make an Intelligence saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failure, you exchange initiative counts with that enemy. You can choose to use your Patient Judgment Insight after using this ability, but not before.

PATIENT JUDGMENT

Prerequisite: 5th level

When you roll initiative, you can choose to exchange your initiative roll with one willing ally who rolled a lower initiative than you.

PATHFINDER

Prerequisite: 15th level, Explorer Discipline

Your sense of direction is nearly infallible, and you always seem to know the way to locations you're familiar with. You can focus on a location you're familiar with and intuit the quickest route to it, as if casting the *find the path* spell. Once you have used this ability, you must finish a long rest before you can do so again. You do not require magic to use this ability, so it requires no components and is not affected by *counterspell* or an *antimagic field*.

POISON TESTER

By spending a minute studying a meal, drink, or other potentially consumable item, you can determine whether or not it is poisoned and what type of poison it contains.

POTENT COMPOUNDS

Prerequisite: 5th level, Arcanist Discipline

You have learned to improve the potency of your Compounds. The damage dealt by your compounds ignores damage resistances.

RAPIER WIT

You can add your Intelligence modifier to your initiative rolls.

RELIC MASTER

Prerequisite: 11th level, Relic Wielder Insight

Your continued study of ancient artifacts has enabled you to attune to or use any magic item, regardless of class, race, spell and level requirements. If an item, such as a *Staff of Power*, calls for you to make a spell attack roll using your spell attack bonus or cast a spell using your spell save DC, you can use your proficiency bonus + your Intelligence modifier for the spell attack roll or 8 + your proficiency bonus + your Intelligence modifier for the saving throw DC.

RELIC CONSERVATOR

Prerequisite: 5th level, Arcanist Discipline

Whenever you would spend charges from a magic item, you can roll 1d6. Depending on the item's rarity and the die roll, you can use the item as intended without spending any charges. If the item is common, you do not spend any charges on a roll of 2 or higher. If it is uncommon, you spend no charges on a roll of 3 or higher. If it is rare, you spend no charges on a roll of 4 or higher. If it is very rare, you spend no charges on a roll of 5 or higher. If it is legendary, you spend no charges on a roll of 6. This ability has no effect when spending charges from an artifact or when spending 5 or more charges from an item at once.

RELIC WIELDER

Prerequisite: Arcanist Discipline

If you make use of a magic item with a fixed save DC (such as a *Wand of Fireballs*), you can instead use 8 + your proficiency bonus + your Intelligence modifier for the DC, if it is higher.

If you make use of a magic item with a fixed spell attack roll bonus (such as a *Circlet of Blasting*), you can use your proficiency bonus + your Intelligence modifier, if it is higher.

SAMPLE COLLECTOR

Prerequisite: 5th level, Explorer Discipline

You are able to harvest useful samples from the wilderness quickly and efficiently. When you use your Naturalist ability, you can secure two items, instead of one. This can be two different items, or two of the same item.

SCRIBE

You can create near perfect copies of written documents you have seen. You can spend 10 minutes creating a copy of a page of written text if you have seen the original within the last 24 hours. If you have access to the original when making the copy, the time required is halved. A creature can determine the copy is fake with a successful Intelligence (Investigation) check. The DC of the check equals 8 + your proficiency bonus + your Intelligence modifier.

SEAFARER

Prerequisite: Explorer Discipline

Your explorations have taken you across rivers, lakes, and oceans. You gain a swimming speed equal to your walking speed. You also gain proficiency with Navigator's tools and Vehicles (Water).

SPECIES SPECIALIST

Prerequisite: 5th level, Explorer Discipline

You have focused your studies on one particular type of creature. Choose a creature type, such as aberrations or fey. You have advantage on Intelligence checks to recall information about that creature type. The additional weapon damage dealt through your Bestiary feature can exceed your Intelligence modifier for creatures of this type, but not twice your Intelligence modifier.

STRATEGIC DEPLOYMENT

Prerequisite: 15th level, Tactician Discipline

You have learned to expertly maneuver your allies around the battlefield. As a bonus action, you can order your allies to redeploy. Each ally that can hear you gains temporary hit points equal to your Intelligence modifier and can use their reaction to move up to half their movement speed without provoking opportunity attacks. Once you have used this ability, you cannot do so again until you roll initiative or finish a short or long rest.

SURGICAL INSTRUMENTS

Prerequisite: Physician Discipline

Your experience with surgeries has given you an exceptional degree of control when handling tools, which you've learned to transfer to your use of weapons. Any weapon with the Light property also has the Finesse property for you if you are proficient with it.

SURGICAL RESTORATION

Prerequisite: 15th level, Physician Discipline

By spending 10 minutes treating a creature within 5 feet of you, you can cure them of petrification or one effect that is reducing one of their ability scores or their maximum hit points. If the creature you are treating moves or you are ever more than 5 feet away from them during the duration, the treatment fails. Whether the treatment succeeds or fails, the treated creature gains one level of exhaustion.

SURGICAL STRIKES

Prerequisite: 11th level, Physician Discipline

You know just where to strike a studied foe for maximum damage. Your weapon attacks against your studied target score a critical hit on a roll of 19 or 20.

TACTICAL ASSISTANCE

Prerequisite: Tactician Discipline

When you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than 5 feet of you, if the target can see or hear you.

TACTICAL RETREAT

Prerequisite: Tactician Discipline

You have studied how to fall back without exposing yourself to an enemy. Your movement does not provoke opportunity attacks from your studied target.

TACTICAL MANEUVERS

Prerequisite: 5th level, Tactician Discipline

You learn two maneuvers from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Intelligence modifier.

You gain one superiority die, a d6, which fuels your maneuvers. A superiority die is expended when you use it, and restored when you finish a short or long rest.

TACTICAL SUPERIORITY

Prerequisite: 11th level, Tactical Maneuvers Insight

You learn an additional maneuver from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Intelligence modifier.

You gain an additional superiority die, a d8, and the superiority die you gained from the Tactical Maneuvers Insight becomes a d8.

TACTICAL SUPREMACY

Prerequisite: 15th level, Tactical Superiority Insight

You learn an additional maneuver from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Intelligence modifier.

You gain an additional superiority die, a d10, and the superiority dice you gained from the Tactical Maneuvers Insight and Tactical Superiority Insights becomes d10s.

TARGETED COMPOUND

Prerequisite: 15th level, Arcanist Discipline

You have learned to quickly create a compound for use against a specific target. Your studied targets make their initial saving throws against your Compounds at disadvantage.

TARGETED DEFENSE

Prerequisite: 11th level, Tactician Discipline

When you use your Know Thy Enemy ability to add your Intelligence modifier to your Armor Class, the bonus to your Armor Class applies to any attack made against you by your studied target before the start of your next turn, instead of only for the triggering attack.

TOXICOLOGIST

Prerequisite: 11th level, Explorer Discipline

You have focused your studies of plants and animals on those that are most toxic. You gain proficiency with the Poisoner's Kit, and whenever you use your Naturalist ability to obtain a vial of basic poison, it deals 2d6 damage on a failed save, instead of the usual 1d4.

THE BARBARIAN

The Barbarian is an excellent class for low magic settings. The Path of the Berserker in the *Player's Handbook* and the Path of the Battlerager presented in the *Sword Coast Adventurer's Guide* have no magical features, but most of the other subclasses have at least a few magical abilities that may require reflavoring or outright replacement in a low magic setting. Some variant options for many of these features are given below, along with three new subclasses that can fit in a low magic game.

PATH OF THE BEAST

The Path of the Beast involves magically growing bestial appendages, such as claws, tails, or mandibles, to fuel its abilities. These could be reflavored as natural mutations in a low magic setting or as features of certain anthropomorphic humanoid playable races, such as the Leonin. In a setting with fewer exotic races or with a more mundane humanoid character, some variant features may be in order for this subclass to fit in. These variant features will offer abilities for a character using fighting stances and abilities inspired by the animal world, possibly through extensive time spent among the beasts.

Source: *Tasha's Cauldron of Everything*

Nonmagical Features: Call the Hunt

Magical Features: Form of the Beast, Bestial Soul, Infectious Fury

Variants Offered Stance of the Beast, Bestial Strength, Furious Hunter

STANCE OF THE BEAST

3rd level feature, which replaces the Form of the Beast feature

Starting when you choose this path at 3rd level, when you enter your rage, you can assume one of the fighting stances listed below for the duration of your rage. You choose the stance you take each time you rage:

Lion Stance You take the stance of an apex predator. Once on each of your turns when you damage a creature with a melee weapon, you gain temporary hit points equal to your proficiency bonus, provided you have less than half your hit points when you hit.

Falcon Stance You take a stance based on an agile hunter. Once on each of your turns when you attack with a melee weapon with the light property using the Attack action, you can make one additional attack with that weapon as part of the same action.

Serpent Stance You take the stance of a swaying serpent. If a creature you can see within reach of a melee weapon you are wielding hits you with an attack roll, you can use your reaction to swipe your weapon and roll a d8, applying a bonus to your AC equal to the number rolled, potentially causing the attack to miss you.

BESTIAL STRENGTH

6th level feature, which replaces the Bestial Soul feature

By 6th level, your time in the natural world has allowed you to develop abilities to move through it easily. You gain a swim speed or a climb speed equal to your walking speed (your choice).

In addition, when you jump, you can make a Strength (Athletics) check and extend your jump by a number of feet equal to the check's total. You can make this special check only once per turn.

FURIOUS HUNTER

10th level feature, which replaces the Infectious Fury feature

At 10th level, when you hit a creature with a melee weapon attack while you are raging, you can pursue the target with bestial fury, imposing one of the following effects of your choice. If an effect causes the target to make a saving throw, the DC = 8 + your Constitution modifier + your proficiency bonus.

Hound The target must make a Wisdom saving throw. On a failed save, it must immediately use its reaction, if available, to move as far as its speed allows away from you. The creature doesn't move into obviously dangerous ground, such as a fire or a pit. A creature that cannot be frightened is immune to this effect.

Maim The target must make a Constitution saving throw. On a failed save, it has disadvantage on attack rolls until the start of your next turn.

Maul The target must make a Dexterity saving throw, taking 2d12 damage of your weapon's type on a failure.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

PATH OF THE TOTEM WARRIOR

The Totem Warrior offers several magical options in the form of rituals at levels 3 and 10. Rituals are often more appropriate for lower magic settings than full spellcasting abilities, so you may not need to make any changes to this subclass. If you or your DM prefers to remove spellcasting from the setting altogether, you can use the features offered below.

Source: *Player's Handbook*

Nonmagical Features: Totem Spirit, Aspect of the Beast, Totemic Attunement

Magical Features: Spirit Seeker, Spirit Walker

Variants Offered Natural Instinct, Totem Speaker

NATURAL INSTINCT

3rd level feature, which replaces the Spirit Seeker feature

At 3rd level, you are more in tune with nature than most. You gain proficiency in two of the following skills of your choice: Animal Handling, Insight, Nature, Survival, or Stealth.

TOTEM SPEAKER

10th level feature, which replaces the Spirit Walker feature

By 10th level, you are able to find understanding in the natural world where others never could. You can communicate simple ideas with beasts through sounds and gestures and understand their intentions by interpreting their body language and grunts, growls, chirps, or other sounds.

In addition, pick one of the skills you gained proficiency in through the Natural Instinct feature. You can add double your proficiency bonus to ability checks made with the chosen skill.

PATH OF THE ZEALOT

The Zealot is another subclass with a majority of features already perfect for a low magic game. The only features that may be out of place are the ability to deal radiant or necrotic damage each turn, and the ability to forgo the material costs of resurrection spells when they are used on you. In a campaign where resurrection magic is not used or extremely rare, the latter may be nearly useless. The other features the subclass offers are either explicitly nonmagical or can be attributed to extreme, fanatical morale as much as magic.

Source: *Xanathar's Guide to Everything*

Nonmagical Features: Fanatical Focus, Zealous Presence, Rage Beyond Death

Magical Features: Divine Fury, Warrior of the Gods

Variants Offered Divine Wrath, Risen Warrior

DIVINE WRATH

3rd level feature, which replaces the Divine Fury feature

Starting when you choose this path at 3rd level, you can use your zealous wrath to empower your weapon strikes. While you're raging, the first creature you hit on each of your turns with a weapon attack takes extra damage of the weapon's type equal to 1d6 + half your Barbarian level.

RISEN WARRIOR

3rd level feature, which replaces the Warrior of the Gods feature

At 3rd level, you can rise where others would stay down through the grace of your deity or your own furious will. When you roll a death saving throw, you regain 1 hit point on a roll of 19 or 20, instead of only on a roll of 20.

PATH OF STEEL

"Once, giants lived in the Earth, Conan. And in the darkness of chaos, they fooled Crom, and they took from him the enigma of steel. Crom was angered. And the Earth shook. Fire and wind struck down these giants, and they threw their bodies into the waters, but in their rage, the gods forgot the secret of steel and left it on the battlefield. We who found it are just men. Not gods. Not giants. Just men. The secret of steel has always carried with it a mystery. You must learn its riddle, Conan. You must learn its discipline. For no one - no one in this world can you trust. Not men, not women, not beasts..." [Points to the sword] "This you can trust."

– Conan the Barbarian's Father to Conan, *Conan the Barbarian* (1982).

Barbarians of the Path of Steel know that the secrets of metal bring strength. They eschew the bare-chested traditions of other barbarians to charge through the battlefield clad in unstoppable armored plate, and only fools try to get in their way.

SECRET OF STEEL

At 3rd level, you gain proficiency with smith's tools and heavy armor, and you can gain the benefits of your Rage while wearing heavy armor. When you gain the Fast Movement feature at 5th level, you gain its benefits even while wearing heavy armor.

STEEL RAM

Also at 3rd level, you can use the weight of heavy armor to your advantage. When you take the Attack action while wearing heavy armor, you can use a bonus action to attempt to ram a Large or smaller creature within 5 feet of you.

The creature must make a Dexterity saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failure, it takes bludgeoning damage equal to your Strength modifier (minimum of 1 damage) and is pushed 5 feet away from you. If you are raging, you can add your rage damage to the damage dealt.

When you reach level 10 in this class, the damage dealt by this ability increases by 1d6 and creatures that fail their saving throws by 5 or more are also knocked prone.

STEEL WALL

At 6th level, you learn to rely on your armor's protection to cover your weaknesses. When a creature makes an attack against you with advantage, you can use your reaction to attempt to absorb the blow with your armor, canceling their advantage on the attack roll.

UNSTOPPABLE CHARGER

By 10th level, you can wade through the battlefield with ease while wearing steel armor. While you're raging and wearing heavy armor, you can move through the space of hostile creatures that are Large or smaller, treating the space as difficult terrain. You cannot end your turn in another creature's space.

Once on each of your turns when you move through a creature's space with this feature, you can force it to make a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failure, it takes bludgeoning damage equal to 1d6 + your Strength modifier + your rage damage and is pushed up to 10 feet out of the path of your movement. On a failure by 5 or more, the damage increases by 1d6 and the creature falls prone after it is pushed.

UNBREAKABLE STEEL

At 14th level, you are nearly invincible while clad in heavy plate. Each time you take bludgeoning, piercing, or slashing damage while wearing heavy armor, you can reduce the damage taken by an amount equal to your Constitution modifier (minimum of 1). This does not stack with the Heavy Armor Master feat or any other ability that similarly reduces these damage types.

If you are raging or have resistance to bludgeoning, piercing, or slashing damage from another source, apply the reductions from this ability before halving the damage.

PATH OF THE TRIBAL WARRIOR

The Path of the Ancestral Guardian presented in *Xanathar's Guide to Everything* includes flavor text describing an army of ancestral spirits that appear when barbarians on that path begin to rage. This path can be difficult to re-flavor for low magic settings, because many of its abilities explicitly involve your ancestral spirits interfering with enemies or aiding you in other ways.

The Path of the Tribal Warrior presented below is meant to offer an altered character class with ties to and techniques learned from their ancestors with a more mundane flavor. These warriors honor their ancestors by keeping their tribe's oral histories alive and learning the techniques of the mightiest heroes of their tribes.

TRIBAL DEFENDER

At 3rd level, you learn an ancestral technique for challenging and distracting enemies to keep them from harming your tribe or allies. The first time on your turn that you hit a creature that can see or hear you with a weapon attack while you are raging, you grab its attention with a warcry, taunt, or gesture. Until the start of your next turn, it has disadvantage on attack rolls against creatures other than you.

The effect ends early if you are incapacitated or your rage ends.

ANCESTRAL KNOWLEDGE

Also at 3rd level, you have learned from your ancestral history through stories, paintings, and other teachings. You gain proficiency in two of the following skills of your choice: History, Medicine, Nature, Performance, Religion, or Survival.

SHIELD OF THE TRIBE

At 6th level, you learn to defend your companions, just as the mightiest of your ancestors defended their people. When an ally within 30 feet of you is hit by an attack while you are raging, you can use your reaction to move up to your speed without provoking opportunity attacks. You must end this movement closer to the creature that was hit than you started.

If you end this movement within 5 feet of the ally that was hit, you can take the attack in their place. You take the damage of the attack and any other effects that accompany it, and attack rolls against the ally you protected have disadvantage on the attack roll until the start of your next turn or you are no longer within 5 feet of them.

ANCESTRAL MEMORIES

By 10th level, you can always recall the stories of your ancestors. Pick one of the skills you gained proficiency in through the Ancestral Knowledge feature. You can add double your proficiency bonus to ability checks made with the chosen skill.

In addition, when you fail an ability check in any of the skills listed in the Ancestral Knowledge feature in which you are proficient, you can reroll the check and must use the new result. Once this ability turns a failure into a success, you cannot use it again until you finish a long rest.

CHAMPION OF THE TRIBE

At 14th level, you learn the favored techniques of your ancestors for defending their people and punishing those who attacked their tribe. When you use your Shield of the Tribe ability to take an attack in place of an ally, that ally gains temporary hit points equal to your proficiency bonus, and you can make a melee weapon attack against the attacker as part of the same reaction if you ended your movement within reach of them.

You have advantage on the attack roll if the attacker is affected by your Tribal Defender ability, and if it hits, you deal additional damage equal to half your Barbarian level.

PATH OF THE VIKING

Pirates, explorers, traders, and sea raiders, Barbarians on the Path of the Viking are known and feared on coasts all over the world. Their axes have claimed plunder from ports few others will ever visit, but their skill as sailors still leads others to seek them out for passage to strange and distant lands.

RAIDER

At 3rd level, you are an experienced raider. You gain an ability based on your preferred role during raids, which you can use when you begin raging and as a bonus action while raging. Choose between ravager and raid leader: the ability you gain is detailed below. You can change your role each time you gain a level in this class.

Raid Leader You use a warcry to invigorate your allies. An ally within 30 feet of you that can hear you gains 2 temporary hit points. The temporary hit points granted increase as your Barbarian level increases: to 3 at level 5, 4 at level 9, 5 at level 13, and 6 at level 17.

Ravager You launch a series of furious strikes at a creature within range of a melee weapon you are wielding. A creature within the weapon's range must make a Dexterity saving throw (DC = 8 + your Strength modifier + your proficiency bonus), taking 2d4 damage of the weapon's type on a failure, or half as much on a success. The damage increases as your Barbarian level increases: to 3d4 at level 5, 4d4 at level 9, 5d4 at level 13, and 6d4 at level 17.

SEAWORTHY

Also at 3rd level, you gain proficiency with Vehicles (Water) and navigator's tools.

SEAFARER

At 6th level, you are accustomed to sailing and storming beaches in severe conditions. You gain a swimming speed equal to your walking speed, and you ignore difficult terrain caused by shallow water or sand. You also gain resistance to cold or lightning damage (your choice).

MARAUDER

By 10th level, you menace your enemies with the ferocity of your attacks. When you hit a creature with a weapon attack while raging, you can force it to make a Wisdom saving throw (DC = 8 + your Strength modifier + your proficiency bonus).

On a failure, the target is frightened of you for one minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that successfully saves against this ability is immune to it for one hour.

Once you have successfully frightened a creature with this ability, you cannot use it again until you begin a new rage.

JARL

At 14th level, you join the ranks of the greatest Viking raiders. Your Raider ability is improved as detailed below:

Raid Leader Your warcry now intimidates enemies as well as invigorating allies. Each time you use your Raid Leader ability, you can force a creature within 30 feet of you that can hear you to make a Wisdom saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failure, its movement speed is reduced to 0 until the start of your next turn unless it is immune to being frightened.

Ravager When a Large or smaller creature fails its saving throw against your Ravager ability, you knock it prone.

THE FIGHTER

The majority of Fighters are ideal for low magic settings. The Battlemaster and Champion archetypes in the *Player's Handbook*, the Banneret in the *Sword Coast Adventurer's Guide*, and the Cavalier and Samurai in *Xanathar's Guide to Everything* can all fit seamlessly into a setting with little or no magic. The Arcane Archer, Echo Knight, Psi Warrior, and Rune Knight may be harder to integrate into lower magic games. Some alternative options are presented below.

THE GLADIATOR

Gladiators are performers as much as warriors. They are at their best when they have a crowd to fight for, and can throw even seasoned veterans off their game with their flair for creative combat techniques. People from all over the world will come to watch the greatest gladiators fight, and many will attempt to hire them as bodyguards or soldiers.

COMBAT PERFORMANCE

At 3rd level, you are as fine a performer as a warrior. You gain proficiency in Performance, and you can use your Strength or Dexterity modifier (your choice) instead of Charisma when you make a Performance check involving combat or feats of speed or strength.

In addition, when you roll initiative to begin combat with spectators watching you, you gain temporary hit points equal to your Fighter level.

FLAIR

Also at 3rd level, you supplement your fighting style with theatrics. Once on each of your turns, you can make a Charisma (Performance) check as a bonus action or in place of an attack when you take the Attack action. The DC equals the passive perception of a creature within 30 feet of you that can see you. On a success, you gain one of the following benefits of your choice:

- You gain a +1 bonus to weapon attack and damage rolls against the target until the end of your turn.
- You gain a +1 bonus to armor class against the target's attacks until the start of your next turn.
- You gain a +1 bonus to saving throws against the target's spells and abilities until the start of your next turn.

When you reach level 11 in this class, the bonuses provided by this ability increase to +2.

NATURAL THEATRICALS

By 7th level, flourishes and other crowd-pleasing combat techniques come to you naturally. When you start your turn within 30 feet of a hostile creature that can see you, you can use your Flair ability (no action required). You can do this a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

STAGE FIGHTING

Also at 7th level, you know how to pull your punches to put on a better show. You have advantage on any Charisma (Performance) or Charisma (Deception) check you make to fake a fight, feign an injury, or hide your level of strength or skill.

ARE YOU NOT ENTERTAINED?

By 10th level, you know how to keep the crowd satisfied, and you bask in their cheers. When you reduce a creature to 0 hit points with a weapon attack, you gain temporary hit points equal to your Fighter level, or twice your Fighter level if there are spectators watching the fight. Any remaining temporary hit points vanish after the combat ends.

Once you have gained temporary hit points with this feature, you cannot do so again until the next time you roll initiative.

CALL THE SHOT

By 15th level, you fight with enough flair to leave less seasoned fighters shaking in their boots. When you make a successful Charisma (Performance) check with your Flair ability, you can choose for the target to be frightened of you until the start of your next turn, instead of any of the usual effects.

COMBAT SENSATION

By 18th level, your combat prowess and showmanship have become a perfect and deadly combination. When you make a successful Charisma (Performance) check with your Flair ability, you can apply two of the usual effects.

THE LEGIONNAIRE

Legionnaires are usually professional soldiers, trained to fight in formation with their fellows. Most commonly armed with spears or pikes, Legionnaires can be equally deadly with any polearm. Those Legionnaires who leave the army life behind can make excellent adventurers due to their experience with battle and long, harsh campaigns.

POLEARM EXPERT

At 3rd level, you are an expert with spears, pikes, and other polearms. A spear's damage die increases to 1d8 for you, or 1d10 when wielded with two hands. In addition, you can wield weapons with the heavy property that also have the reach property without suffering disadvantage on the attack roll if you are Small.

POLEARM TECHNIQUES

Also at 3rd level, you are skilled at wielding a polearm in formation. As a bonus action, you can use one of the techniques listed below if you are wielding a spear or a weapon that has both the heavy and the reach property.

Charge You lower your polearm, ready to charge. Your movement speed increases by 5 feet until the end of your turn, and the first time you move 20 feet in a straight line toward a creature before hitting it with an attack with your polearm before the end of your turn, you can roll the polearm's damage die one additional time and add the result to the damage roll.

Cover You use your polearm to cover for an ally within reach. Choose an ally within reach of your polearm. Melee attacks against that ally have disadvantage on the attack roll until the start of your next turn, they are no longer within reach of your polearm, or you are no longer holding your polearm.

Plant You plant your polearm to receive a charge. Your movement speed is reduced to 0 until the start of your next turn, and the first time a hostile creature enters your reach before the start of your next turn, you can use your reaction to make an attack against them with your polearm. On a hit, the creature takes an additional 1d4 damage for every 10 feet it moved before entering your reach.

Press You change your grip on your polearm to use it for pushing and tripping opponents. Until the end of your turn, you can attempt to shove creatures within your polearm's reach, even if you do not have a hand free.

Reach You change your grip on your polearm to allow for maximum reach. Until the end of your turn, your reach with it is increased by 5 feet.

CAMPAIGNER

By 7th level, you are accustomed to long marches and harsh conditions. You gain proficiency in Vehicles (Land), and you and your companions can march an additional number of hours equal to your proficiency bonus each day before needing to make saving throws to prevent exhaustion.

INFANTRY

Also at 7th level, you can deal heavier blows with a polearm than others and are more skilled with a spear and shield. Your damage die with spears wielded with 2 hands and weapons with both the heavy and reach properties increases to 1d12.

While wielding a spear with one hand, you gain a +1 bonus to your armor class if you are also wielding a shield.

POLE SWEEP

By 10th level, you can keep your enemies at bay with an onslaught of attacks from your polearm. As an action, you can sweep your polearm around you or unleash a barrage of thrusts against those within its reach.

Each creature of your choice within reach of a spear or melee weapon with both the heavy and reach properties you are wielding must make a Dexterity saving throw (DC = 8 + your Strength modifier + your proficiency bonus). On a failure, a creature takes damage of your polearm's type equal to 4 rolls of your polearm's damage die and is pushed 5 feet away from you. The damage increases to 5 rolls of your polearm's damage die when you reach level 13 in this class and to 6 rolls of your polearm's damage die when you reach level 17.

On a successful save, a creature takes half damage and isn't pushed or knocked prone.

Once you have used this ability, you cannot do so again until you finish a short or long rest. When you reach level 18 in this class, you can use this ability twice and regain both uses when you finish a short or long rest.

ADVANCED POLEARM TECHNIQUES

By 15th level, you are a master of the polearm. Your polearm techniques are improved in the following ways:

Charge When you lower your polearm for a charge, the first time you move 20 feet in a straight line toward a Large or smaller creature before hitting it with an attack with your polearm before the end of your turn, that creature must make a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone.

Cover When you cover for allies, melee attacks against any ally within reach of your polearm have disadvantage on the attack roll until the start of your next turn or you are no longer holding your polearm.

Plant When you plant your polearm and make an attack roll as a reaction when a creature enters your reach, the target's movement speed is reduced to 0 until the start of its next turn on a hit, and the creature takes an additional 1d4 damage for every 5 feet it moved before entering your reach, instead of 10.

Press When you ready your polearm to shove opponents, you have advantage on Strength (Athletics) checks made to shove creatures with it until the end of your turn.

Reach When you change your grip to improve your reach, you have advantage on the first attack roll you make against a creature at your polearm's maximum reach before the end of your turn.

TWIN TECHNIQUE

By 18th level, you are able to shift between your polearm's uses with barely a thought. When you use a bonus action to use one of your Polearm Techniques, you can use a second technique as part of the same bonus action. You can do this a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

THE MARKSMAN

Marksmen are fighters who have chosen to focus on ranged combat above all else. Their mastery of bows and crossbows and keen vision allows them to make targeted shots that others would find all but impossible. The greatest master marksmen can fell targets with a single, perfectly aimed shot to the heart, making them among the most feared archers in the world.

BOW MASTER

At 3rd level, you become an expert with your favored weapons. You gain one of the following abilities of your choice:

Overdraw Each time you take the Attack action, the first attack you make with a shortbow or longbow as part of that action that hits gains a bonus to the damage roll equal to your Strength modifier if it is positive.

Rapid Reload You ignore the loading property on all crossbows.

TARGETED SHOT

Also at 3rd level, you can target the vitals of your enemies with pinpoint accuracy. Once on each of your turns when make an attack with a bow or crossbow, you can attempt to target one of the parts of a creature's body listed below.

Hitting a specific part of the body is more difficult than an ordinary attack; the target gets a bonus to their armor class depending on your target. This bonus is listed along with the target. If a shot forces a creature to make a saving throw, the DC is 8 + your Dexterity modifier + your proficiency bonus.

Target: Arm - +2 to target's AC - You aim for the target's arm or other appendage used for attacking. On a hit, the target takes an additional 2d6 piercing damage and has disadvantage on attack rolls for one minute. An affected creature can make a Strength saving throw at the end of each of its turns, ending the effect on a success.

Target: Grappler - +2 to target's AC - You aim for the arms or limbs of a target that is grappling a creature other than you. On a hit, the target takes an additional 2d6 piercing damage and they immediately release the creature they are grappling.

Target: Leg - +2 to target's AC - You aim for the target's legs. On a hit, the target takes an additional 2d6 piercing damage and its movement speed is reduced to 0 for one minute. An affected creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on a success.

Target: Point Blank - +0 to target's AC - You aim for a creature within 5 feet of you without suffering disadvantage on the attack roll. On a hit, the target takes an additional 2d6 piercing damage and it is pushed 5 feet directly away from you if it is Large or smaller.

You can make two Targeted Shots, and regain all uses when you finish a short or long rest.

EAGLE EYE

At 7th level, your skill as a sharpshooter is in part thanks to your keen vision. You gain proficiency in Perception and don't have disadvantage on attack rolls at a bow or crossbow's long range. If you are already proficient in Perception, you can add double your proficiency bonus to ability checks made in it.

FINE FLETCHING

Also at 7th level, you are able to make sure you always have enough ammunition. You gain proficiency with woodcarver's tools. Over the course of an hour, which can be part of a short or long rest, you can fashion up to 20 arrows or bolts if you have access to woodcarver's tools and materials such as wood, feathers, and metal or bone for arrowheads.

PRECISE SHOT

By 10th level, you can make even more precise shots. You can now make three targeted shots between rests, instead of two, and you gain the following targeted shot options:

Target: Crowd - +0 to target's AC - You aim for the target and any surrounding enemies. Make separate attack rolls and expend ammunition for the target and each creature of your choice within 5 feet of them, dealing your normal weapon damage to each on a hit.

Target: Eyes - +4 to target's AC - You aim for the target's eyes. On a hit, the target takes an additional 2d6 piercing damage and is blinded for one minute. An affected creature can make a Constitution saving throw at the end of each of its turns, ending the effect on a success.

Target: Weapon - +3 to target's AC - You aim for the target's weapon or an item it is holding. On a hit, the target takes an additional 2d6 piercing damage and the item is shot from their hand if it is Small or smaller. The item flies 10 feet away from them in the direction opposite from you.

ELITE ARCHER

By 15th level, you are always ready to pull off the most difficult shots. If you roll initiative and have no uses of your Targeted Shot ability remaining, you regain one use.

PERFECT SHOTS

By 18th level, you make shots with perfect precision. When you hit a creature with any of the targeted shot options you gained at 3rd or 10th level, it takes an additional 2d6 piercing damage. You also gain the following targeted shot options:

Target: Nerve - +5 to target's AC - You aim for one of the target's pressure points. On a hit, the target takes an additional 4d6 piercing damage and is stunned for one minute. An affected creature can make a Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Target: Heart - +5 to target's AC - You aim for the target's heart or other vital area. On a hit, the target takes an additional 4d6 piercing damage and must make a Constitution saving throw. On a failure, it dies instantly if it has 40 or fewer hit points or takes an additional 4d6 piercing damage if it has more than 40 hit points. On a successful saving throw, it takes an additional 2d6 piercing damage, regardless of its current hit points.

THE MONK

Many of a Monk's ki-empowered skills can be explained by superhuman levels of strength, skill, speed, and focus, rather than magic. The Way of the Open Hand in the *Player's Handbook*, the Way of the Drunken Master and the Way of the Kensei in *Xanathar's Guide to Everything*, and the Way of the Long Death in the *Sword Coast Adventurer's Guide* can fit into a low magic game with little or no change.

The Way of Shadow in the *Player's Handbook* has some abilities that are magical, so some variant options are offered below. Most or all of the abilities gained on the Way of the Ascendant Dragon, the Way of the Astral Self, the Way of the Four Elements, and the Way of the Sun Soul are apparently or explicitly magical, so some alternative subclasses are offered below as well.

WAY OF SHADOW

The Way of Shadow offers a Monk resembling shinobi as they are seen in popular culture. This comes with magical abilities in the form of Shadow Arts, teleportation, and invisibility. While these can be reflavored as tools and skills unique to monks following this path, some explicitly non-magical options are offered below for those who prefer not to use any spell-like abilities in low magic games.

Source: *Player's Handbook*

Nonmagical Features: Opportunist

Magical Features: Shadow Arts, Shadow Step, Cloak of Shadows

Variants Offered Shadow Dweller, Smoke Bombs, Step of the Shadow, One With the Shadows

SHADOW DWELLER

3rd level feature, which, along with the Smoke Bombs feature, replaces the Shadow Arts feature

At 3rd level, you grow accustomed to the shadows. You gain darkvision to a range of 30 feet. If you already have darkvision, its range is extended by 10 feet. While in dim light or darkness, you can spend a ki point to add a roll of your Martial Arts die to any Dexterity (Stealth), Dexterity (Sleight of Hand), or Wisdom (Perception) check you make. You can decide to spend the ki point after making the roll, but before the DM declares the result.

SMOKE BOMBS

3rd level feature, which, along with the Shadow Dweller feature, replaces the Shadow Arts feature

Also at 3rd level, you are able to create small explosives that deploy smoke screens. As an action, you can spend a ki point to throw one of these smoke bombs to a location you can see within 60 feet of you. The area within 15 feet of the smoke bomb becomes heavily obscured for one minute. A strong wind disperses the smoke in one round.

STEP OF THE SHADOW

6th level feature, which replaces the Shadow Step feature

By 6th level, you move like a specter through the shadows. While in dim light or darkness, you can use your Step of the Wind ability without spending any ki points. When you use your Step of the Wind while in dim light or darkness, you have advantage on the first melee attack you make against a creature that is in dim light or darkness before the end of your turn. If the attack hits, you can roll your Martial Arts die one additional time and add it to the damage roll.

ONE WITH THE SHADOWS

11th level feature, which replaces Cloak of Shadows

At 11th level, you have advantage on Dexterity (Stealth) checks while in dim light or darkness, and creatures without a special sense, such as blindsight or tremorsense, have disadvantage on Wisdom (Perception) checks to perceive you while you are in dim light or darkness.

In addition, while in dim light or darkness, you can spend 1 ki point to take the Hide action as a bonus action.

WAY OF THE MOUNTAIN

The Way of the Mountain focuses on endurance, patience, and strength. Originally trained in monasteries hidden among the highest peaks of mountain ranges, their style of martial arts spread as many realized how effective it was in battle. Monks who follow its practice temper their bodies with harsh physical training, allowing them to shrug off steel with their bare skin. Practitioners of the Way of the Mountain are reliable and unyielding warriors who rarely change course once they've made a decision.

IRON FISTS

When you choose this tradition at 3rd level, your fists are tempered into iron weapons. The first time on each of your turns that you hit with an unarmed strike, you can add your Constitution modifier to the damage roll if it is positive.

When you make a Flurry of Blows, you can add the same damage to the damage roll of the first unarmed strike you make as part of the Flurry of Blows that hits.

STONE ROOTS

Also at 3rd level, your stance is rooted in the earth. When you would be grappled, knocked prone, or pushed along the ground against your will, you can spend 1 ki point to end the grapple, stay standing, or prevent the movement along the ground. If you do not move on your turn, you can use this ability once before the start of your next turn without spending ki.

You must be standing on the ground to use this ability, and you cannot use it if you are surprised.

PATIENCE OF STONE

At 6th level, you learn the patience of the mountain and gain endurance to match. When you use your Patient Defense feature to take the Dodge action, you gain temporary hit points equal to half your monk level (round up), and you gain the following benefits on your next turn:

- You can add the damage bonus granted by your Iron Fists feature to any unarmed strike you make that hits.
- When you hit a creature with an unarmed strike as part of a Flurry of Blows, you can force it to make a Strength saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus). On a failure, the target can move, take an action, or take a bonus action on its next turn; it gets only one of the three.

MOUNTAIN'S ENDURANCE

By 11th level, you are immovable as the mountain. When you are subjected to an effect that allows you to make a Constitution saving throw to take only half damage, such as a green dragon's poisonous breath or a *cone of cold* spell, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

MOUNTAIN FORTRESS

At 17th level, your martial arts make you an impenetrable fortress to your enemies. When you end your turn, you can spend 3 ki points to gain the benefit of your Patient Defense feature (no action required). If you did not move on the turn, this costs only 1 ki point instead.

WAY OF THE SERPENT

Monks of the Way of the Serpent have incorporated the flexibility of a constrictor and deadliness of a viper into their martial arts. Their ability to slip from an opponent's grasp or through restraints and their mastery of poisons make monks of this tradition infiltration and assassination experts. They coat their fingers in subtle poisons and learn to pierce their enemies with knife-like hands to deliver it to their targets with deadly effects.

CONSTRUCTOR

When you choose this tradition at 3rd level, you can slip through your opponent's grasp with ease and catch them in your own vicious grip.

You gain proficiency in Athletics, and whenever you make a Strength (Athletics) check to initiate or maintain a grapple, escape a grapple, or break free from manacles or other nonmagical restraints, you can use your Wisdom modifier instead of Strength. You can also spend 1 ki point to roll one Martial Arts die and add the result to the check. You must choose to spend the ki point before making the roll.

In addition, when you use your Flurry of Blows and both unarmed strikes target and hit the same creature, you can attempt to grapple the creature. When you initiate a grapple in this way, you can add a Martial Arts die to your Strength (Athletics) check without spending a ki point.

VIPER'S FANG

At 6th level, you coat your hands in a subtle poison secret to monks of your order, and learn to deploy it with piercing strikes. When you make an unarmed strike, you can choose to deal piercing damage, instead of bludgeoning.

Once on each of your turns when you hit a creature with an unarmed strike and deal piercing damage, you can spend a ki point to deal additional poison damage equal to one roll of your Martial Arts die + your Wisdom modifier and force the target to make a Constitution saving throw. On a failure, the target is poisoned for one minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

A creature that successfully saves against this poison is immune to it for one hour.

CRUSHING COILS

Beginning at 11th level, you learn to tighten your grasp on your prey with deadly effect.

At the start of your turn, you can choose one creature that is being grappled by you and tighten your hold on it (no action required). The creature takes bludgeoning damage equal to your Martial Arts die, and you have advantage on the first attack you make against it before the end of your turn.

Until the turn ends or you are no longer grappling the chosen creature, you can spend 1 ki point to deal additional bludgeoning damage equal to a roll of your Martial Arts die whenever you hit it with an unarmed strike.

BITE OF THE BLACK ADDER

At 17th level, you learn to make a deadly poison and deploy it with a lethal strike that exploits a target's weakness. As an action, you can spend 4 ki points to make a special unarmed strike. If the attack hits, it deals piercing damage instead of bludgeoning, and the target must make a Constitution saving throw.

If the target is grappled by you, it makes this saving throw with disadvantage. On a failure, the target takes 10d10 poison damage, or 100 poison damage if it is stunned, and it is poisoned for 1 hour. While poisoned, the target's movement speed is halved. On a successful save, the target takes half as much poison damage and isn't poisoned.

The poison damage dealt by this ability ignores resistance to poison damage, but not immunity.

WAY OF THE ELEMENTS

The Way of the Four Elements presented in the *Player's Handbook* offers a tradition inspired by the elements and focused on controlling them to create various useful effects. This can be difficult to fit in a low magic setting, because many of these effects mimic spells or have other obviously magical results, such as extending fire or water from your fists. The Way of the Elements offers a low magic alternative that is still inspired by the elements of nature.

The Way of the Elements is a monastic tradition that enhances its martial arts with stances and techniques inspired through observation and understanding of the natural world. Monks of the Way of the Elements strive to emulate the forces of nature, rather than control them. Practitioners of the Way of the Elements can be as varied as nature itself: some practice aggressive strikes in stances inspired by fire while others dance through battle with the grace of the wind.

ELEMENTAL ENLIGHTENMENT

At 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, Nature, or Religion. When you make an ability check in the chosen skill, you can use your Wisdom modifier instead of Intelligence.

STANCE OF THE ELEMENTS

When you choose this tradition at 3rd level, you begin to learn stances inspired by the elements of nature you have observed. You learn one of the stances detailed in the Elemental Stances section below. Each stance provides you with different abilities and benefits. If an ability granted by a stance calls for a saving throw, the DC is 8 + your Wisdom modifier + your proficiency bonus.

You learn one additional stance of your choice at 6th, 11th, and 17th level. If a stance has a level prerequisite, it refers to your level in this class. When you gain a level in this class, you can replace a stance you know with another stance you could have learned at that level.

As a bonus action on your turn, you can spend 1 ki point to enter an elemental stance you know. You can remain in that stance for up to 10 minutes. You can end a stance early as a bonus action, and you cannot enter a stance if you are wearing armor or wielding a shield.

All stances allow you to end them early by spending your action to perform a finishing strike, which can be enhanced by spending ki points. You cannot spend more ki points than your proficiency bonus to enhance a finishing strike. If you end a stance with its finishing strike, you cannot enter another stance until you finish a short or long rest.

Your stance also immediately ends if you don armor or a shield, are reduced to 0 hit points, or enter another stance.

ETERNAL STANCE

By 11th level, elements of your favored stance are always present in your martial arts. Choose one bullet point listed under the stance you learned at 3rd or 6th level other than its finishing strike. You always have the benefit you chose, even when you are not in any stance or enter a stance that does not include that benefit.

HYBRID STANCE

At 17th level, you can blend your elemental stances into a more perfect form. As a bonus action, you can spend 4 ki points to enter a stance composed of two elemental stances that you know if you meet the requirements for entering an elemental stance.

You gain the benefits of both stances for the duration and can choose to end the stance with the finishing strike granted by either stance. If you end the hybrid stance with a finishing strike, you cannot enter another elemental or hybrid stance until you finish a short or long rest.

You can maintain this special stance for only one minute, and it ends early under the same conditions that cause your elemental stances to end early. You can also end it early as a bonus action.

Maintaining a hybrid stance is taxing; you gain a level of exhaustion when you leave the stance. You gain this level of exhaustion even if you end the stance early or are forced to leave it due to being reduced to 0 hit points.

ELEMENTAL STANCES

Air Stance. Air represents grace, mobility, and change. While in air stance, you gain the following benefits:

- When you use your Step of the Wind, you gain the benefits of both the Dash and Disengage actions.
- You are unaffected by difficult terrain and can move through the space of hostile creatures.
- If a creature misses you with a melee attack, you can use your reaction to move up to half your speed without provoking opportunity attacks.
- **Sow the Wind, Reap the Whirlwind** - As an action, you can end your air stance to move up to your speed. During this movement, you can move through enemies' spaces, ignore difficult terrain, and attacks of opportunity made against you have disadvantage on the attack roll. If you end this movement within 5 feet of a creature, you can make one unarmed strike against that creature for each opportunity attack the movement provoked, plus an additional unarmed strike for every ki point you spend.

Earth Stance. Earth represents vitality, strength, and endurance. While in earth stance, you gain the following benefits:

- You gain a +2 bonus to your Armor Class, but you lose the benefit of your Unarmored Movement feature.
- You have advantage on Strength saving throws and cannot be knocked prone against your will.
- If an effect moves you against your will along the ground, you can reduce the distance you are moved by 10 feet.
- **The Earth Shakes, the Mountain Endures** - As an action, you can end your earth stance to strike the earth, shaking your enemies and renewing your own strength. All creatures within 10 feet of you must succeed on a Strength saving throw or take 1d6 bludgeoning damage and be knocked prone, and you gain temporary hit points equal to half your monk level + your Wisdom modifier (minimum of 1). You gain an additional 5 temporary hit points and deal an additional 1d6 damage for every ki point you spend.

Fire Stance. Fire represents courage, aggression, and destruction. While in fire stance, you gain the following benefits:

- When you score a critical hit with an unarmed strike, you can roll your Martial Arts die one additional time and add it to the extra damage of the critical hit.
- Your unarmed strikes score critical hits on rolls of 19 or 20.
- You have advantage on saving throws against being frightened.
- **Seven Flames Consume the Oak** - As an action, you can end your fire stance to unleash a series of strikes on an enemy. Make an unarmed strike against a creature within 5 feet of you. On a hit, you can immediately repeat this unarmed strike against the same creature. You can continue to make unarmed strikes against the same target in this way until it has died, you miss an attack, or you have made a number of unarmed strikes equal to your proficiency bonus plus your Wisdom modifier. If you miss an attack, you can spend a ki point to reroll it and must use the new result.

Water Stance. Water represents the constant push and pull of the tides and the fluid nature of the waves. While in water stance, you gain the following benefits:

- The reach of your unarmed strikes is extended by 5 feet.
- Once on each of your turns, you can force a Large or smaller creature to make a Strength saving throw when you hit it with an unarmed strike. On a failure, you can push it 5 feet away from you or pull it 5 feet toward you.
- If you are grappled by another creature, you can use your reaction to immediately break the grapple.
- **The Kraken Dances in the Waves** - As an action, you can end your water stance to unleash a barrage of strikes against creatures around you. Make an unarmed strike against each creature of your choice within 10 feet of you. On a hit, a creature is pushed up to 10 feet away from you. Each strike you make as part of this action deals an additional 1d6 damage for every ki point you spend.

Storm Stance (requires 6th level). Storm represents speed, spirit, and power. Storm stance grants the following benefits:

- Standing up from prone takes only 5 feet of your speed.
- When you hit a creature with a melee attack on your turn, the attack deals additional damage equal to your Wisdom modifier (minimum of 1). A creature can take this additional damage only once each turn.
- When you take lightning, thunder, fire, or cold damage, you can spend a ki point and use your reaction to reduce the damage by 1d10 + your Dexterity modifier + your monk level. The first melee attack you hit with before the end of your next turn deals an additional 1d10 damage of the triggering type.
- **The Tempest Sweeps Through the Valley** - As an action, you can end your storm stance to move up to your speed without provoking opportunity attacks. Each time you move within 5 feet of a creature for the first time during this movement, you can make a melee attack against it. Each attack you make as part of this action deals an additional 1d6 damage for every ki point you spend.

Wood Stance (requires 6th level). Wood represents growth and protection. Wood stance grants the following benefits:

- If an ally within 5 feet of you is hit by a ranged weapon attack, you can use your Deflect Missiles feature to reduce the damage of the attack as if it had targeted you.
- When you or an ally within 5 feet of you suffer a critical hit, you can spend a ki point and use your reaction to turn that attack into a normal hit. Any effects triggered by a critical hit are canceled.
- If you are conscious and have no more than half your hit points, you gain temporary hit points equal to your Wisdom modifier (minimum of 1) at the start of your turn.
- **The Forest Shelters the Wayward** - As an action, you can end your wood stance to protect your allies. An ally of your choice within 30 feet of you that can see or hear you gains temporary hit points equal to your monk level plus your proficiency bonus, and attacks against allies within 5 feet of you have disadvantage on the attack roll until the start of your next turn. For every ki point you spend, you can grant an additional ally the same temporary hit points, and attacks against allies within 5 feet of you are made at disadvantage for one additional round.

Ice Stance (requires 11th level). Ice represents a calm spirit and patient defiance. Ice stance grants the following benefits:

- When you use your Patient Defense feature to take the Dodge action, you gain temporary hit points equal to your Wisdom modifier (minimum of 1).
- Whenever a creature misses you with a melee attack, you can use your reaction to make a melee attack against it.
- You can use your Stillness of Mind feature as a bonus action.
- **Iron Shatters in the Cold** - As an action, you can end your ice stance to touch a creature within 5 feet of you, forcing it to make a Constitution saving throw. On a failure, it takes 6d10 bludgeoning damage and suffers a -2 penalty to its armor class and Constitution saving throws until the start of your next turn. On a success, it takes half as much damage and suffers no additional effects. For every ki point you spend, the damage is increased by 1d10 and the additional effects last for one additional round.

Metal Stance (requires 11th level). Metal represents reliability, indomitability, and precision. While in metal stance, you gain the following benefits:

- Each time you take bludgeoning, piercing, or slashing damage, you can reduce that damage by an amount equal to your Wisdom modifier (minimum of 1). This does not stack with other abilities that similarly reduce these damage types.
- When you roll a 1 or 2 on a damage die for an attack you make with a monk weapon, you can reroll that damage die. You must use the new result.
- When you roll a 1 on an attack roll with a monk weapon, you can reroll the attack and must use the new result.
- **The Steel Sings, Its Master Strikes** - As an action, you can end your metal stance to strike in unison with your allies. Make an attack with a monk weapon at advantage and choose an ally within 60 feet of you that can hear you, who can immediately use their reaction to make a weapon attack at advantage. On a hit, you each deal extra damage equal to your proficiency bonus. You can choose an additional ally that can use their reaction to make an attack with the same benefits for each ki point you spend.

Void Stance (requires 17th level). Void represents overcoming obstacles, sensing the unseen, and emptiness of mind. Void stance grants the following benefits:

- You gain resistance to psychic damage and your mind cannot be read against your will.
- You gain Truesight to a range of 120 feet.
- Your unarmed strikes gain a +1 bonus to attack and damage rolls.
- **The Void Leaves Ruin in its Wake** - As an action, you can end your void stance to move up to your speed in a straight line. You can move through hostile creatures' space during this movement, ignore difficult terrain, and do not provoke opportunity attacks. Each creature of your choice in the line of your movement must make a Dexterity saving throw. On a failure, they take 4d6 bludgeoning damage and are knocked prone. On a success, they take half as much damage and aren't knocked prone. The damage increases by 2d6 for every ki point you spend.

THE ROGUE

The majority of Rogues fit seamlessly into low magic settings. The Assassin and Thief archetypes in the *Player's Handbook* and the Inquisitive, Mastermind, Scout, and Swashbuckler from *Xanathar's Guide to Everything* don't need any changes to be used in a setting where magic is a rarity. The Arcane Trickster, Phantom, and Soulknife may be more difficult to include in low or no magic settings, so some alternative Roguish Archetypes are presented below.

THE BRUTE

Brutes serve criminal rackets as enforcers, bodyguards, or debt collectors. Unlike other rogues, they are often willing to forgo subtlety for brute force in the pursuit of their goals. Where other rogues prefer to rely on precise weaponry, a Brute can deliver equally devastating blows with a club, mace, or sword once they get their hands on an enemy. Any street urchin knows that ending up in a Brute's grip can be as dangerous as running into an assassin in a dark alley.

BRUTE FORCE

Starting at 3rd level, you gain proficiency with medium armor and Athletics. You can add double your proficiency bonus to any ability check you make in Athletics, and when you make a Charisma (Intimidation) check, you can use your Strength modifier instead of Charisma if your Strength is higher.

In addition, you can make Sneak Attacks with any melee weapon with which you are proficient unless it has the heavy or special property.

SHAKEDOWN

Also at 3rd level, you can use your Cunning Action to attempt to grapple a creature, and you gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature you are grappling if you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

BEATDOWN

Beginning at 9th level, when you deal Sneak Attack damage to a creature you are not grappling with a melee attack, you can attempt to knock the target prone. The target must make a Strength saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or be knocked prone. A Huge or larger creature makes the saving throw at advantage. On a failure, it is knocked prone.

You can do this a number of times equal to your proficiency bonus, and regain all uses when you finish a long rest.

FORCED COVER

Also at 9th level, you know how to keep a body between yourself and a threat. While you are grappling a Medium or Small creature, you have half cover against attacks from other creatures. If an attack misses you due to the +2 bonus to your armor class offered by half cover, you can use your reaction to force the attack to hit the creature you are grappling.

I'LL HOLD 'EM FOR YOU

By 13th level, you are used to working with others to beat down the opposition. A creature you are grappling has disadvantage on attack rolls against creatures other than you, and when an ally makes a melee attack against a creature you are grappling, you can use your reaction to grant that ally advantage on the attack roll.

BRUTALIZE

At 17th level, your attacks are most fearsome against vulnerable opponents. Your Sneak Attacks deal an additional 3d6 damage against creatures that are grappled or prone.

THE DAGGER MASTER

Some Rogues are never without a knife on their belt, up their sleeve, or in their boot. These Dagger Masters make an art of the use of their small blades, wielding them in a blur of deadly steel. A Dagger Master with daggers in hand is more than a match for any knight.

DAGGER EXPERT

Starting at 3rd level, you are an expert with small blades. The damage die for daggers increases to 1d6 for you. When you reach level 11 in this class, it increases to 1d8.

TWIN BLADE

Also at 3rd level, when you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack. If you are wielding two weapons with the finesse and light properties, you gain one of the following benefits of your choice when you engage in two-weapon fighting:

- You gain a +1 bonus to your armor class until your next turn begins or you are no longer holding the weapons. When you reach level 11 in this class, the bonus to your armor class increases to +2.
- You can immediately make one additional attack with your offhand weapon as part of the same bonus action. You cannot add your ability modifier to the damage of this attack unless you are at least level 11 in this class.

HIDDEN BLADES

By 9th level, you always have an extra dagger on your person, and can reveal it with a flourish to surprise enemies. You can hide a number of daggers about your person equal to your proficiency bonus. A creature is not aware you're armed unless it makes a successful Intelligence (Investigation) check with a DC equal to 8 + your Sleight of Hand modifier.

If you do not appear to be armed at the start of your turn in combat, you can make a Dexterity (Sleight of Hand) check with a DC equal to the passive perception of a creature within 20 feet of you that can see you (no action required). On a success, you draw one of your hidden daggers with a surprising flourish and have advantage on the first attack roll you make against that creature with it.

Once you have used this ability, you cannot use it again until the next time you roll initiative.

SWORDBREAKER

Also at 9th level, your light blades can disarm your opponents with a quick flourish. When you use your Uncanny Dodge to half the damage of a melee weapon attack, you can force the attacker to make a Dexterity saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus) as part of the same reaction. On a failure, you force the attacker to drop the weapon they attacked you with if the weapon is Medium or smaller. The weapon lands 10 feet away in a direction of your choice.

You can do this a number of times equal to your proficiency bonus and regain all uses when you finish a long rest.

TWIN FEINT

By 13th level, you are an expert at using one weapon to distract an enemy while you attack with another. When you take the Attack action on your turn and miss a creature with an attack as part of that action, you have advantage on the first attack you make against that creature as part of the bonus action of two-weapon fighting.

You can only use this ability if you are wielding two weapons with the light and finesse properties.

DEADLY BLADES

At 17th level, your every strike with a dagger is deadly. When you make a Sneak Attack with a weapon with the finesse and light properties, your Sneak Attack dice increase to d8s.

THE OUTRIDER

Outriders are mounted scouts, as skilled in riding as they are in detecting threats and laying ambushes. Attacks from their scimitars or horsebows can catch enemies unaware or leave them off balance for allies to follow up with heavier strikes. Most armies and caravans will attempt to hire Outriders to ensure their way is clear if they can afford the price. Criminal organizations use them to make covert deliveries and keep lookout when necessary.

LIGHT CAVALRY

Starting at 3rd level, you gain proficiency with scimitars and Animal Handling, and you can add double your proficiency bonus to any ability check you make in Animal Handling. If you are not wearing medium or heavy armor and are mounted on a creature that is not wearing medium or heavy barding, your mount can use your Stealth modifier for any Dexterity (Stealth) check it makes, and when you use your Cunning Action to Disengage, your mount gains the benefit of the Disengage action as well.

HARRYING STRIKE

Also at 3rd level, you are skilled at striking multiple enemies quickly. When you deal Sneak Attack damage to a creature on your turn, you can immediately move up to half your speed without provoking opportunity attacks and make a weapon attack against another creature. If you are mounted, your mount can move half its speed instead, and neither you nor your mount provoke opportunity attacks.

On a hit, the creature takes the weapon's damage and half the number of Sneak Attack dice for your level (round up). You can use this ability a number of times equal to your proficiency bonus and regain all uses when you finish a long rest. When you reach 9th level in this class, if you roll initiative and have no uses of this ability remaining, you regain one use.

FORERUNNER

By 9th level, you are as light on your feet as you are in the saddle. Your movement speed increases by 10 feet. If you are mounted, your mount's movement speed increases by 10 feet if you are not wearing medium or heavy armor and the mount is not wearing medium or heavy barding.

STUNT RIDING

Also at 9th level, any mount you are riding gains the benefit of your Evasion feature, and if your mount is hit by an attack, you can use your reaction to half the damage it takes.

BELEAGUER

By 13th level, you can create openings in enemies for your allies to exploit. When you use your Harrying Strike, the creature you dealt your Sneak Attack damage to is left open to attack. The next time a creature other than you makes an attack against it before the start of your next turn, they have advantage on the attack roll. If the additional attack you made as part of the Harrying Strike hit, the target suffers the same vulnerability.

OVERRUN

At 17th level, you are a master of keeping your enemies off balance. When you use your Harrying Strike, the creature you dealt your Sneak Attack damage to takes an additional 3d6 damage and must make a Strength saving throw (DC = 8 + your Dexterity modifier + your proficiency bonus) if it is Large or smaller. On a failure, it is knocked prone. If you are mounted and dealt the Sneak Attack with a melee attack, they have disadvantage on the saving throw.