

ENHANCED CHARACTER CUSTOMIZATION FOR 5TH EDITION D&D

ADVANCED OPTIONS



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INTRODUCTION TO ADVANCED OPTIONS

Advanced Options are supplemental rules for 5th edition D&D which provide many exciting new ways to customize your character. This does **not** replace the rules you use to play at the table, such as initiative, attack rolls, ability checks, etc. Advanced class options gives players more choices for building characters with changes to level progression, class features, and feats as presented in the Player's Handbook.

WHY?

Dungeons & Dragons 5th edition is a great game system and there is elegance in its simplicity. However, many players desire to fine tune characters more, and/or would like to see a greater variety between characters.

The goal of Advanced Options is to add depth without complexity, to retain the enjoyable ease of gameplay by keeping D&D 5e's core mechanics while allowing more freedom to customize your character the way you want it.

Being able to select features from more than one subclass opens up character progression options that fit narrative arcs which were not previously accommodated. A few examples are: a wizard who is adept in manipulating evocation's destructive energies, but after a tragic accident decides to pursue studies in abjuration's protective magics; a cleric whose god has purview over more than one domain and is granted power in each of them; or a solitary ranger that bonds with a panther and learns to hunt with it, as a Hunter and a Beastmaster.

In addition to allowing multiple subclasses, other options have also expanded for multiclassing so you can, for example, create a fighter that discovers or awakens a latent gift of inner magical power, becoming an eldritch knight that casts spells innately like a sorcerer.

WHAT ARE THE CHANGES?

The changes are summarized here, in the categories of classes, feats, proficiencies, and spellcasting.

CLASS ADVANCEMENT

Class tables herein show the first fundamental change in Advanced Options: at every level increase, you gain at least one feature or an ability score increase. Further, instead of gaining an assigned feature specific to your level, you get to choose which feature you want.

When you gain a level and "Feature" appears in your class table, you can select any feature available to your class(es) and subclass(es), subject to prerequisites. With DM approval, you can select features from multiple subclasses as you gain levels, but you must acquire the first feature available to a subclass (to "unlock" it) before you can select other features from it at future levels.

When you gain a level and "Ability Score +1" appears in your class table, increase one of your character's ability scores by one. These smaller increases are gained more frequently. If your DM is allowing feats, you can instead choose an Advanced Feat*.

NOTE: Most features and feats have been modified to balance them or modify them as necessary to work within the framework for Advanced Options. Any feature previously granting "Proficiency" in a weapon or skill has been reworded to include a number of proficiency points for those who wish to use Advanced Proficiencies (see below). New subclasses or features have also been added for most classes.

ADVANCED FEATURE REQUIREMENTS

Each class description contains a section listing all features available. In those lists, symbols appear next to the names of features that have requirements, as explained here.

○ A bullet symbol indicates the first feature of a subclass. Acquiring this feature effectively "unlocks" the subclass and is required before other features can be selected from that subclass.

[] A number in brackets next to a feature indicates the character level required to select this feature.

‡ A cross symbol will appear along with a number next to the final feature of a subclass - a "capstone" which is the most powerful feature of the subclass. This indicates the number of features from that same subclass you must have before this feature can be selected.

ADVANCED FEATS

Advanced characters gain smaller ability score increases more frequently: +1 every other level or more, instead of +2 every four levels. Therefore, feats have been modified to be equivalent to a +1 bonus to an ability score. All feats are detailed after the class descriptions.

Characters will not lose options this way, as any function or utility removed from a feat to balance it with a +1 bonus has been added to a new feat, with a reference to the new feat name in the original feat. Fourteen of the original 42 feats in the Player's Handbook were broken down into multiple feats, while ability score increases were simply removed from the other feats.

Dozens of feats, some specific to multiclassing, have also been added. This gives players a selection of 88 unique feats from which to choose.

SPELL POINTS

Some prefer to use spell points instead of spell slots. For that reason, Spell Points are shown in each applicable class table, instead of the spell slot "tree." Refer to your class table in the Player's Handbook if you prefer using spell slots instead.

One spell point simply equates to one spell level. So a 1st level spell costs 1 spell point to cast, a 2nd level spell costs 2 spell points, etc. Whenever a rule refers to using a "spell slot", an equivalent number of spell points is used. (e.g. an ability that would restore a 5th level spell slot would instead restore 5 spell points.)

Details appear in the *Spellcasting* feature for each class.

ADVANCED PROFICIENCIES

This option further increases character customization but is separate from, and not required to use, other Advanced Options.

With this variant, characters do not have one “proficiency bonus” value. Instead, each skill, weapon, and saving throw has its own bonus. Whenever you earn a level, your class grants a certain number of proficiency points in each category, as seen in each class section. You spend these points to increase your proficiency bonus for specific saving throws, skills, and weapons as desired.

A character can spend no more points in a proficiency than the maximum for his level. The proficiency column in each class table is therefore re-named “proficiency maximum.”

PROFICIENCY OPTIONS

The options detailed below allow yet another layer of additional character customization, but are not required to use other options provided in the rest of this book.

PROFICIENCY OPTION: WEAPON GROUPS

You may spend two proficiency points to gain +1 proficiency in a weapon group, instead of a specific weapon.

Weapons can be grouped by both damage type (e.g. piercing, slashing) and a property (heavy, finesse, etc.). For example, a fighter who wants to be proficient with bladed weapons could choose the group “heavy slashing” weapons. He would then apply his weapon group proficiency bonus to any weapon he uses that both deals slashing damage and has the heavy property.

PROFICIENCY OPTION: SPECIALIZATION

Prerequisite: 4th Level

You can specialize in one weapon or skill by spending two proficiency points of the appropriate type. (You may not specialize in a saving throw.)

Note that you may choose to not spend proficiency points when you level, so that you will have saved points with which to specialize later.

Weapon Specialization Add half of your proficiency bonus, rounded down, to your damage rolls with the selected weapon. You can specialize in a weapon only once, but you can specialize in multiple weapons.

Skill Specialization You may re-roll any check using the specialized skill, once, if the result on the die is lower than your proficiency bonus.

Mastery. *Prerequisites:* 11th Level, specialization in the proficiency for which you choose mastery.

To attain mastery, spend two proficiency points on a weapon or skill in which you already have the maximum proficiency bonus for your level. You gain a +1 bonus with that proficiency that does not count towards your maximum proficiency for your level, and does not affect increasing your proficiency in later levels. You may not attain mastery in a proficiency more than once. If your character has Expertise in a skill, this mastery bonus is not doubled.

SKILL VS. ABILITY SCORES

This is another option available if your group is using advanced proficiencies.

CHARACTER OPTION: SKILL VS. ABILITY

Should every good fighter have to be a hulking brute or an elf of legendary finesse? Does every powerful sorcerer need be the world’s most charming creature?

This option requires use of advanced proficiencies. It allows you to play a character that doesn’t require high ability scores to be as capable as any other character. Your character will express power through skill, right from the start, rather than being limited by the six ability scores.

After determining your ability scores, you may choose to increase a skill, weapon (or weapon group), and/or saving throws proficiency, so long as your total bonus does not exceed the maximum determined by your DM. Generally, this maximum should be no more than proficiency bonus (based on party level) + the party’s highest ability modifier.

The result is that the total bonus achievable by adding proficiency and ability modifiers will be equal between party members whether they use this option or not.

For example: Arthur’s DM allows characters to have a starting ability score of up to 18. At level one the normal (maximum) Proficiency bonus is +2, therefore the maximum bonus Arthur’s DM allows is +6 (4 ability + 2 proficiency). Arthur’s fighter has 16 strength, so he chooses to increase his longsword proficiency to +3. He spends 3 proficiency points for longsword, so his total attack bonus will be +6 (+3 Strength, +3 Proficiency), which is equal to his orc barbarian friend who has an 18 Strength and a +2 Proficiency bonus.

At 5th level, when the normal maximum proficiency is +3, his proficiencies can increase to +4, provided his ability score hasn’t increased to make his total bonus exceed +7.

REGARDING POWER

While improvements have been made to many of the features in Advanced Options, each change was made in the interest of fixing issues where some classes were behind, and/or to remove unnecessary restrictions and make them feel more fun. None of the individual features have been unbalanced. However, given the flexibility of character design, it is possible that a savvy player will find a powerful combination. It is ultimately up to each DM to decide if a certain build/feature combination is too effective or powerful for a game.

BARBARIAN



BARBARIAN CLASS FEATURES

As a barbarian, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 7 + Constitution modifier

PROFICIENCIES

Armor: Light armor, medium armor, shields

After 1st level: shields or light armor

Weapons: 8 weapon proficiency points at 1st level

After 1st level: 1 weapon proficiency point per level.

Choose from any simple or martial weapons.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

Saving Throws: 2 saving throw proficiency at 1st level.

After 1st level: 1 saving throw proficiency per level.

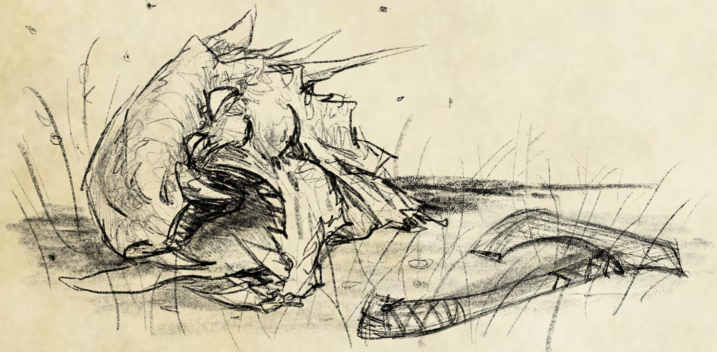
Choose from Strength and Constitution.

Tools: None

STARTING 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
- 10 lint fluffs



**(All Barbarian features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

THE BARBARIAN

Level	Proficiency Max	Features	Rage Damage
1st	+2	Rage, Unarmored Defense	+2
2nd	+2	Ability Score +1, Primal Path	+2
3rd	+2	Feature	+2
4th	+2	Ability Score +1	+2
5th	+3	Feature, Extra Attack	+2
6th	+3	Ability Score +1	+3
7th	+3	Feature	+3
8th	+3	Ability Score +1	+3
9th	+4	Feature	+3
10th	+4	Ability Score +1	+3
11th	+4	Feature	+4
12th	+4	Ability Score +1	+4
13th	+5	Feature	+4
14th	+5	Ability Score +1	+4
15th	+5	Feature	+4
16th	+5	Ability Score +1	+5
17th	+6	Feature	+5
18th	+6	Ability Score +1	+5
19th	+6	Feature	+5
20th	+6	Ability Score +1	+5

BARBARIAN FEATURES LIST

A list of the features available to the barbarian, including path features, is listed below for convenience.

Barbarian Class Features

Rage	Feral Instincts
Unarmored Defense	Extra Attack [5]
Reckless Attack	Indomitable Might [7]
Danger Sense	Persistent Rage [7]
Fast Movement	Relentless Rage [9]
Brutal Critical	Primal Champion [17]

Berserker Features

Frenzy ◦	Totem Spirit ◦
Mindless Rage	Spirit Seeker
Intimidating Presence	Aspect of the Beast
Retaliation	Totemic Attunement
Deathless Frenzy †4	Guardian Totem †4

Totem Warrior Features

BARBARIAN FEATURES

RAGE

In battle, you can fight with unmatched ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits:

- You have advantage on Strength checks and Strength saves.
- You gain a +2 bonus to melee damage rolls. If you are wielding a single weapon in both hands, double this damage bonus. This bonus increases as you gain barbarian levels, per the Barbarian level chart.
- You have resistance to bludgeoning, piercing, and slashing damage.

Your rage lasts for 1 minute. It ends early if either you are knocked unconscious, or if your turn ends and you haven't attacked a creature or taken damage since your last turn.

If you are able to cast spells, you can't cast them or concentrate to maintain them while raging.

You must finish a short or long rest after you rage, or suffer a level of exhaustion at the end of a rage used after the first.

UNARMORED DEFENSE

Add your Constitution modifier to Armor Class when you are not wearing armor.

RECKLESS ATTACK

You can grant yourself advantage on melee attack rolls during your turn. If you do, attack rolls against you have advantage until your next turn.

DANGER SENSE

You have advantage on Dexterity saving throws against traps and spells, as long as you are not blinded, deafened, or incapacitated.

FAST MOVEMENT

Your speed is increased by +10 feet while you are not wearing heavy armor.

FERAL INSTINCT

You have advantage on initiative rolls.

Also, if you are surprised and not incapacitated, you can act normally on your first turn if you use rage.

EXTRA ATTACK

You can attack twice when you take the Attack action.

BRUTAL CRITICAL

When you score a critical hit with a melee attack, roll an additional weapon damage die when determining the critical hit's extra damage. Gain an additional bonus damage die at 11th and 17th level.

PERSISTENT RAGE

Your rage ends only if you fall unconscious or if you choose to end it.

INDOMITABLE MIGHT

Whenever you make a Strength check, you can use your Strength score in place of your result if your Strength score is higher.

RELENTLESS RAGE

When you are reduced to 0 hit points while in a rage, you can make a DC 10 Constitution save to stay at 1 hit point. This DC increases +5 with each use until you finish any rest.

PRIMAL CHAMPION

Increase your Strength and Constitution scores by 4 each, to a maximum of 24.

PRIMAL PATHS

PATH OF THE BERSERKER

You follow the berserker's way, and thrill in the chaos of battle, your wrath uncontrollable. Concern for your own safety is lost in a frenzy so intense that it becomes a state without fear.

FRENZY

You can choose to Frenzy when you activate your Rage. If you do, you can make an additional melee attack as a bonus action each turn. If you do, suffer one level of exhaustion when rage ends.

MINDLESS RAGE

While in a rage, you are immune to the charmed and frightened conditions. Additionally, end these effects on you when you rage.

INTIMIDATING PRESENCE

As an action you can choose one creature you can see and that can see you, within 30 feet. It makes a Wisdom save (DC 8 + Intimidate Proficiency + Str mod) or becomes frightened of you for 1 round. You can use a bonus action each turn thereafter to extend this duration 1 round. This effect ends if the creature ends its turn out of line of sight and more than 60 feet away from you. If a creature succeeds on its save, you can't use this feature on it for 24 hours.

RETALIATION

When you take damage from a creature within your reach, you can use your reaction to make a melee attack against that creature.

DEATHLESS FRENZY

While raging, you do not fall unconscious due to dropping to 0 hit points, but you still have to make death saving throws while at 0 hit points. If your rage ends while you have 0 hit points, you fall unconscious.

PATH OF THE TOTEM WARRIOR

The barbarian on this path undertakes a spiritual journey, gaining the aid of spirit animals. In battle, your totem spirit grants you might and adds magical fuel to your rage.

TOTEM SPIRIT

When you rage, choose one totem spirit below to gain its benefits:

- **Bear.** While raging, you have resistance to all damage except psychic damage.
- **Eagle.** While raging, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn.
- **Wolf.** While raging, others have advantage on attack rolls against any hostile creature within your reach.

ASPECT OF THE BEAST

When you finish a short or long rest, choose an aspect from one animal to benefit from until you rest again and choose a different one:

- **Bear.** Your carrying capacity doubles, and you have advantage on Strength checks to push, pull, lift, or break.
- **Eagle.** You gain the sight of an eagle. You can see up to 1 mile away with no difficulty, and you're able to discern even fine details as though looking at something no more than 100 feet away. Dim light doesn't impose disadvantage on your Perception checks.
- **Wolf.** You can track other creatures while traveling at a fast pace, and you can move stealthily while traveling at a normal pace (see chapter 8 of the Player's Handbook for travel rules).

SPIRIT SEEKER

You gain the ability to cast the *beast sense* and *speak with animals* spells, and at 10th level, *commune with nature* - each only as rituals (see the Player's Handbook, chapter 10). When you commune, a spirit version of your totem animal appears to convey the information you seek.

TOTEMIC ATTUNEMENT

When you rage, you can choose a benefit from one of the animal spirits below:

- **Bear.** While raging, any creature within 5 feet of you has disadvantage on attack rolls against targets other than you or another character with this feature. An enemy is immune to this if it can't see or hear you or if it can't be frightened.
- **Eagle.** While raging, you have a flying speed equal to your walking speed. This works in short bursts; you fall if you end your turn in the air and nothing else is holding you aloft.
- **Wolf.** While raging, you can use a bonus action on your turn to knock a Large or smaller creature prone when you hit it with a melee weapon attack.



GUARDIAN TOTEM

**(feature not in the Player's Handbook)*

You gain advantage on all Wisdom checks and saving throws.

Further, hidden creatures, traps, and other threats you are unaware of do not gain advantage on their attack rolls against you.

You can also invoke your totem spirit to cause one attack that just hit you to miss you instead, or to succeed on a saving throw you just failed. If you do so, you lose all benefits of this feature, including this invocation, until you finish a short rest.

BARD



THE BARD

Level Proficiency Maximum Features			Cantrips Known - Spells Known - Max Spell Level - Spell Points			
1st	+2	Spellcasting, Bardic Inspiration	2	4	1st	4
2nd	+2	Ability Score +1, Expertise	2	5	1st	6
3rd	+2	Bardic College	3	6	2nd	10
4th	+2	Ability Score +1	3	7	2nd	14
5th	+3	Feature	4	8	3rd	18
6th	+3	Ability Score +1	4	9	3rd	22
7th	+3	Feature	4	10	4th	26
8th	+3	Ability Score +1	4	11	4th	30
9th	+4	Feature	4	12	5th	34
10th	+4	Ability Score +1	4	12	5th	38
11th	+4	Feature	4	13	6th	44
12th	+4	Ability Score +1	4	13	6th	48
13th	+5	Feature	4	14	7th	52
14th	+5	Ability Score +1	4	14	7th	56
15th	+5	Feature	4	15	8th	60
16th	+5	Ability Score +1	4	15	8th	64
17th	+6	Feature	4	16	9th	68
18th	+6	Ability Score +1	4	16	9th	72
19th	+6	Feature	4	17	9th	76
20th	+6	Ability Score +1	4	17	9th	80

BARD CLASS FEATURES

As a bard, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

STARTING 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 musical instrument
- Leather armor and a dagger

**(All Bard features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: Light armor

After 1st level: none

Weapons: 6 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple weapon, hand crossbow, longsword, rapier, and shortsword.

Skills: 6 skill proficiency points at first level.

After 1st level: 2 skill proficiency points per level.

Choose from any skill.

Saving Throws: 2 saving throw proficiencies at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Dexterity and Charisma.

Tools: 6 tool proficiency points at 1st level.

After 1st level: 1 tool proficiency point per level.

Choose from any instrument available.

BARD FEATURES LIST

A list of the features available to the bard, including bardic college features, is listed below for convenience.

Bard Class Features

Spellcasting	Magical Secrets [7]
Bardic Inspiration	New Trick [7]
Expertise	Superior Inspiration [11]
Song of Rest	Font of Inspiration [5]
Jack of All Trades	Counter Charm [11]

College of Lore Features

Cutting Words ◦	Combat Inspiration ◦
Bonus Proficiencies	Valor Proficiencies
Bardic Lore	Extra Attack
Additional Magical Secrets	Battle Magic
Peerless Skill †4	Call to Battle †4

College of Valor Features

Cutting Words ◦	Combat Inspiration ◦
Bonus Proficiencies	Valor Proficiencies
Bardic Lore	Extra Attack
Additional Magical Secrets	Battle Magic
Peerless Skill †4	Call to Battle †4

SPELLCASTING

As a gatherer of esoteric knowledge, you learn a few tricks from your research and travels. Bards dabble in a variety of different kinds of magic.

Spells Known. At 1st level you know two cantrips and four 1st-level spells, chosen from the Bard spell list. You learn more spells as you gain levels, as detailed on the table. The spells you learn must be of a level that you can cast.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available in your pool, as noted in the bard table. You must complete a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you have the 1st-level spell cure wounds prepared, you can cast it as a 2nd-level spell by spending 2 spell points.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a spell of the same level since taking a short or long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Charisma is your magic ability for your bard spells. It determines your spell save DC and attack modifier.

Spell Save DC = 8 + your (Arcana) proficiency bonus + your Charisma modifier

Spell Attack modifier = your (Arcana) proficiency bonus + your Charisma modifier

Ritual Casting. You can cast any bard spell you know as a ritual if that spell has a ritual tag.

Spellcasting Focus. You can use a musical instrument as a spellcasting focus for your bard spells.

BARDIC INSPIRATION

As a bonus action you choose a creature within 60 feet to gain a Bardic Inspiration die, which is a d6.

That creature can add that die roll to a check, attack, or save by spending the die within 10 minutes. It can do this after the initial roll is made.

You can use this a number of times equal to your Cha mod. You regain expended uses when you finish a short or long rest.

Your Inspiration die increases to a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

JACK OF ALL TRADES

You add a +1 bonus to any ability check you make that doesn't already include a proficiency bonus.

This bonus increases as you gain levels, to +2 at 9th level, and to +3 at 17th level.

SONG OF REST

You can help revitalize your allies during a short rest. You and allies that spend hit dice during the rest regain extra hit points equal to 1d6 + your bard level.

FONT OF INSPIRATION

If you have no uses of Bardic Inspiration left at the beginning of your turn, you regain one use at the end of your turn.

COUNTERCHARM

As an action, you can start a performance that disrupts mind-influencing effects. Until the end of your next turn to that time, you and any friendly creatures within 30 feet have advantage on saving throws against being frightened or charmed.

EXPERTISE

Choose two skill proficiencies. Double your proficiency bonus for those ability checks.

Choose two more proficiencies to gain this bonus at 10th level.

MAGICAL SECRETS

You learn a new spell from any class spell list for every spell level you can cast.

Whenever you gain an even Bard level, you can choose an additional new spell from any class. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

NEW TRICK

**(feature not in the Player's Handbook)*

You can select a feature from another class. You must meet all normal prerequisites for that feature, other than being a member of that class. (i.e. you would not qualify for features that require you to have a number of levels in another class, or that have a requisite number of features from a subclass.)

SUPERIOR INSPIRATION

When a creature uses a Bardic Inspiration die granted by you, it can also choose to re-roll the ability check, attack roll, or saving throw, or re-roll the Inspiration die once. It can do this after knowing if the roll is successful or not.

BARD COLLEGES

COLLEGE OF LORE

Bards of the College of Lore collect knowledge from sources as diverse as scholarly tomes to peasant tales, in order to learn all they can. The loyalty of these bards lies in the pursuit of lore and truth, not to any authority or deity.

CUTTING WORDS

You can use your wit to distract, confuse, or deride. When a creature within 60 feet makes an attack, ability check, or damage roll, you can use your reaction and expend one of your uses of Bardic Inspiration. If you do, roll your Bardic Inspiration die and subtract the result from the creature's roll.

BONUS PROFICIENCIES

You gain a number of skill proficiency points equal to your bard level. Whenever you gain a bard level, you gain an additional skill proficiency point.

MYSTIC LORE

**(feature not in the Player's Handbook)*

You are known as a master of lore because of your uncanny ability to conjure information whenever it's needed. You can call to your mind visions of places you've been and books or other writing you have seen, and gain information you might not have realized before.

When you make an ability check to recall any piece of information and don't succeed, you can re-roll that check by expanding a spell slot. You gain a bonus on the re-roll equal to 1d6 times the level of the spell.

ADDITIONAL MAGICAL SECRETS

You learn two new spells of your choice from any class spell lists. Each spell you choose must be of a level you can cast, or a cantrip. The chosen spells count as bard spells for you but do not count against the number of spells you know.

Whenever you finish a long rest, you can trade one of these spells for a new spell of any level you can cast.

PEERLESS SKILL

When you make an ability check, you can expend and roll one of your Bardic Inspiration dice and add the number rolled to your ability check.



COLLEGE OF VALOR

Bards of the College of Valor travel the worlds to witness events firsthand and gather in mead halls to tell the deeds of the mighty. They are daring skalds whose tales keep alive the memory of the great heroes of the past, and inspire new heroes.

COMBAT INSPIRATION

Your Bardic Inspiration dice can be used to add the rolled number to a weapon damage roll, or to AC as a reaction when an attack roll is made against the creature.

VALOR PROFICIENCIES

You gain Proficiency with all armor and shields. You also gain 6 weapon proficiency points. Whenever you gain a bard level, you also gain an additional weapon proficiency point.

EXTRA ATTACK

You can attack twice when you take the Attack action.

BATTLE MAGIC

Spellcasting and weapon use, for you, are harmonious acts. When you use your action to cast a spell, you can make one weapon attack as a bonus action.

After 11th level, when you take the Attack action, you can use your bonus action that turn to cast a cantrip.

CALL TO BATTLE

**(feature not in the Player's Handbook)*

As an action, you can expend one use of your Bardic Inspiration to bolster yourself and all friendly creatures within 60 feet. Each creature affected can roll your Inspiration die and add the result as extra damage to its next damage roll once before the end of your next turn.

CLERIC



THE CLERIC

Level	Proficiency Maximum	Features	Cantrips Known	- Max Spell Level -	Spell Points
1st	+2	Spellcasting, Divine Domain	2	1st	4
2nd	+2	Ability Score +1, Channel Divinity	2	1st	6
3rd	+2	Feature	3	2nd	10
4th	+2	Ability Score +1	3	2nd	14
5th	+3	Feature	4	3rd	18
6th	+3	Ability Score +1	4	3rd	22
7th	+3	Feature	4	4th	26
8th	+3	Ability Score +1	4	4th	30
9th	+4	Feature	4	5th	34
10th	+4	Ability Score +1	4	5th	38
11th	+4	Feature	4	6th	44
12th	+4	Ability Score +1	4	6th	48
13th	+5	Feature	4	7th	52
14th	+5	Ability Score +1	4	7th	56
15th	+5	Feature	4	8th	60
16th	+5	Ability Score +1	4	8th	64
17th	+6	Feature	4	9th	68
18th	+6	Ability Score +1	4	9th	72
19th	+6	Feature	4	9th	76
20th	+6	Ability Score +1	4	9th	80

CLERIC CLASS FEATURES

As a cleric, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a mace or (b) a warhammer
- (a) scale mail or (b) chain mail
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

**(All Clerics features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: Light armor, medium armor, shields

After 1st level: shields or light armor

Weapons: 6 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple weapons.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from History, Insight, Medicine, Persuasion, and Religion.

Saving Throws: 2 saving throw proficiencies at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Wisdom and Charisma.

Tools: None

CLERIC FEATURES LIST

A list of the features available to the cleric.

<i>Cleric Class Features</i>	<i>Knowledge Domain Features</i>
Spellcasting	Blessing of Knowledge ◦
Channel Divinity: Turn Undead	Channel Divinity Option
Faith's Protection	Read Thoughts
Divine Intervention [7]	Potent Spellcasting
Greater Channeling [7]	Visions of the Past †4
<i>Life Domain Features</i>	<i>Light Domain Features</i>
Disciple of Life ◦	Warding Flare ◦
Channel Divinity Option	Channel Divinity Option
Blessed Healer	Improved Flare
Divine Strike	Potent Spellcasting
Supreme Healing †4	Corona of Light †4
<i>Nature Domain Features</i>	<i>Tempest Domain Features</i>
Acolyte of Nature ◦	Wrath of the Storm ◦
Channel Divinity Option	Channel Divinity Option
Dampen Elements	Thunderbolt Strike
Divine Strike	Divine Strike
Master of Nature †4	Stormborn †4
<i>Trickery Domain Features</i>	<i>War Domain Features</i>
Trickster's Blessing ◦	War Priest ◦
Channel Divinity Option	Channel Divinity Option
Cloak of Shadows	War God's Blessing
Divine Strike	Divine Strike
Improved Duplicity †4	Avatar of Battle †4

SPELLCASTING

As a conduit of divine power, you can channel your god's will into spells.

You gain three cantrips from the cleric spell list, to cast at will. You learn more as you gain levels, per the Cleric table.

Preparing Spells. Spells of 1st level and higher must be chosen and prepared each day from the Cleric's spell list. You can prepare a number of spells each day equal to your Wisdom modifier + your cleric level.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available in your pool, as noted in the cleric table. You must complete a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you have the 1st-level spell cure wounds prepared, you can cast it as a 2nd-level spell by spending 2 spell points.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a spell of the same level since taking a short or long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Wisdom is your magic ability for your cleric spells. It determines your spell save DC and attack modifier.

Spell Save DC = 8 + your (Religion) proficiency bonus + your Wisdom modifier

Spell Attack modifier = your (Religion) proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast any cleric spell you have prepared as a ritual if that spell has a ritual tag.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

CHANNEL DIVINITY

You can channel energy directly from your deity. When you use this ability, you can Turn Undead or use another option granted by a cleric domain.

Once you use Channel Divinity, you must finish a short or long rest to use it again. After 6th level, you can use it twice, and at 15th level you can use it three times between rests.

CHANNEL DIVINITY: TURN UNDEAD

As an action, you present your holy symbol, pray, and each undead creature within 30 feet must make a Wisdom save or be turned for 1 minute or until it takes damage.

A turned creature must spend its turns moving away from you, and it can't move closer than within 30 feet or take reactions. It can only use its actions to Dash or try to escape from an effect that prevents it from moving.

If a creature with CR equal to or lower than your cleric level divided by 5 fails its save, it is destroyed instead. After you reach 13th level, if the creature's CR is lower than your cleric level divided by 4 and fails its save, it is destroyed.

DIVINE INTERVENTION

You can use your action to call upon your deity to intervene on your behalf when your need is great. When you take this action, either choose a cleric spell with a level no greater than your highest level spell slot, or describe the assistance you want your deity to provide if it is beyond the power of such a spell. A request for a spell effect is always granted. For any other request, roll 1d20 and add your cleric level. The DM determines the DC based on the nature of the intervention. (As a general guideline use DC 15 + 1 per spell level of a comparable effect.) After you take this action, you cannot do so again until you complete a long rest.

GREATER CHANNELING

**(feature not in the Player's Handbook)*

You can use your Channel Divinity feature one additional time between rests.

FAITH'S PROTECTION

**(feature not in the Player's Handbook)*

Whenever you or a creature within 20 feet is damaged by an attack or a spell, you can use your reaction and expend a spell slot to protect that creature. Reduce that damage by 1d8 + your Wisdom modifier, plus 1d8 per spell level above 1st.

DIVINE DOMAINS

Each deity has metaphysical aspects of existence, known as domains, that they control. You are granted powers from your god related to one of that deity's domains. Choose:

Knowledge, Life, Light, Nature, Trickery, Tempest, or War.

Domain Spells. Each domain grants you a list of spells. You gain knowledge of a spell from your domain automatically when you gain a spell slot of that level.

Once you gain a domain spell, you always have it prepared, and it does not count against the number of spells you can prepare each day. Spells on a domain list are cleric spells.

Your dedicated service to your deity is what makes you a cleric, and influences your capabilities. Your deity is the source of the power you need to cast spells. A cleric is the same alignment as his or her deity, or one step away from it.

Alternatively, you can choose a pantheon of gods to serve. Your meditations are then focused on it, and it is the source of your magic.

KNOWLEDGE DOMAIN

The gods of knowledge value learning and understanding above all. Some of these gods promote the practical knowledge of craft and invention, including smith deities, others hoard knowledge and keep its secrets, or promote knowledge gathered and shared in libraries. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can.

KNOWLEDGE DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day: 1st - *command*, *identify*, 2nd - *augury*, *suggestion*, 3rd - *nondetection*, *speak with dead*, 4th - *arcane eye*, *confusion*, 5th - *legend lore*, *scrying**.

BLESSING OF KNOWLEDGE

You learn two languages and become proficient in (or gain 2 proficiency points in each of) your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

CHANNEL DIVINITY

When you use your channel divinity, you can choose from the following options:

KNOWLEDGE OF AGES

As an action, tap into the divine wisdom to gain proficiency with any one skill or tool for 10 minutes.

READ THOUGHTS

After 6th level, you can use this option. As an action, choose a creature within 60 feet, and it must make a Wisdom save. If the creature fails its save you can read its surface thoughts for up to 1 minute (its emotions and what it is actively thinking about).

You can use your action to end this effect and cast the suggestion spell on the creature without expending a spell slot. The target automatically fails the save.

POTENT SPELLCASTING

You add your Wisdom modifier to the damage you deal with any cleric spells.

VISIONS OF THE PAST

You can meditate to call up visions of the past that relate to an object you hold or your immediate surroundings.

Object Reading. You can see visions of the object's previous owner. After 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by multiple creatures in the past month, you can spend 1 minute to learn the same about each owner.

Area Reading. You see visions of recent events in your immediate vicinity (a room, street, tunnel, or up to a 50-foot radius), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births, and funerals. They may also include more mundane events that are nevertheless important in your current situation.

You can mediate this way for a total number of minutes equal to your Wisdom score. You regain all of this time when you finish a short or long rest.

LIFE DOMAIN

The Life domain focuses on positive energy, a fundamental force that sustains life. The gods of life promote healing, caring for those in need, and opposing the forces of death.

LIFE DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *bless*, *cure wounds*, 2nd - *lesser restoration*, *spiritual weapon*, 3rd - *beacon of hope*, *revivify*, 4th - *death ward*, *guardian of faith*, 5th - *mass cure wounds*, *raise dead*.

BONUS PROFICIENCIES

When you select the Life Domain, you gain proficiency with heavy armor in the Medicine skill (or 2 points); or in any other cleric skill if you are already proficient with Medicine.

DISCIPLE OF LIFE

When you restore hit points to a creature with a spell, the creature regains additional hit points equal to 2 times the spell's level.

CHANNEL DIVINITY

When you use your channel divinity, you can choose from the following option:

PRESERVE LIFE

As an action, you evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them.

BLESSED HEALER

When you cast a spell that restores hit points to another creature, you also regain hit points equal to 2 times the spell's level.

DIVINE STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, you can cause your weapon attack to deal an extra 1d8 radiant damage. At 11th level, this extra damage increases to 2d8.

SUPREME HEALING

When you would normally roll dice to restore hit points with a spell, you instead use the highest number possible for each die.

LIGHT DOMAIN

The gods of light promote the ideals of renewal, truth, and beauty, often using the symbol of the sun. Some are sentinels whose eyes pierce every shadow and see through deception. Clerics of light are infused with radiance and the power of their god to burn away darkness.

LIGHT DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *burning hands*, *faerie fire*, 2nd - *flaming sphere*, *scorching ray*, 3rd - *daylight*, *fireball*, 4th - *guardian of faith*, *wall of fire*, 5th - *flame strike*, *scrying*

BONUS CANTRIPS

You gain the *light* and *sacred flame* cantrips.

WARDING FLARE

When you are attacked by a creature that you can see, you can use your reaction to interpose a divine light, causing that disadvantage on that attack roll. You can do this after the initial attack roll is made. You can use this feature a number of times equal to your Wisdom modifier. Regain all uses when you finish a long rest.

CHANNEL DIVINITY:

When you use your channel divinity, you can use the following option:

RADIANCE OF THE DAWN

As an action you present your holy symbol and any darkness within 30 feet of you is dispelled, leaving the area in daylight for 10 minutes. Additionally, each hostile creature within 30 feet of you takes radiant damage equal to 2d10 + twice your cleric level. It can make a Constitution saving throw to take half this damage.

IMPROVED FLARE

You can also use your Warding Flare feature when a creature that you can see attacks any creature. That creature suffers disadvantage on all its attacks this turn.

POTENT SPELLCASTING

You add your Wisdom modifier to the damage you deal with any cleric spells.

CORONA OF LIGHT

You can use your action to activate an aura of sunlight that lasts for 10 minutes or until you dismiss it. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage. Friendly creatures gain resistance to necrotic damage and advantage on saves against necromancy spells. Any spells that create areas of darkness have no effect in this area.

NATURE DOMAIN

Gods of nature are as varied as the natural world, from gods of the deep forests, to friendly deities associated with springs and groves. Druids revere nature as a whole, but clerics take a more active role in advancing a god's special interests. These clerics hunt creatures that despoil the world, bless the harvest of the faithful, or wither the crops of heretics.

NATURE DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *animal friendship*, *speaking with animals*, 2nd - *barkskin*, *spike growth*, 3rd - *plant growth*, *wind wall*, 4th - *dominate beast*, *grasping vine*, 5th - *insect plague*, *tree stride*.

BONUS PROFICIENCIES

When you select the Nature Domain, you gain proficiency with heavy armor. You also gain proficiency (or 2 points) in each of the following skills: Animal Handling, Nature, and Survival.

ACOLYTE OF NATURE

You learn one druid cantrip and the Circle Spells of one land from the druid's Circle of the Land.

CHANNEL DIVINITY

When you use your channel divinity, you can choose from the following option:

CHARM ANIMALS AND PLANTS

You can use your Channel Divinity to charm animals & plants. As an action you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet must make a Wisdom saving throw. If it fails the creature is charmed by you for 1 minute or until it takes damage. It is also friendly to other creatures you designate.

DAMPEN ELEMENTS

When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that effect.

DIVINE STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, you can cause your weapon attack to deal an extra 1d8 cold, fire, or lightning damage (your choice). At 11th level, this extra damage increases to 2d8.

MASTER OF NATURE

You gain the ability to command animals and plant creatures. While those creatures are charmed by you, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

TEMPEST DOMAIN

Gods whose portfolios include the Tempest domain govern storms, sea, and sky. They include gods of lightning and thunder, gods of earthquakes, fire, of violence, physical strength, and courage. Tempest gods send clerics to inspire fear in the common folk, either to keep them on the path of righteousness or to encourage sacrifices to ward off wrath.

TEMPEST DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *fog cloud*, *thunderwave*, 2nd - *gust of wind*, *shatter*, 3rd - *call lightning*, *sleet storm*, 4th - *control water*, *ice storm*, 5th - *destructive wave*, *insect plague*.

BONUS PROFICIENCIES

When you select the Tempest Domain, you gain proficiency with heavy armor and martial weapons (or 4 points to distribute between any martial weapons you choose).

WRATH OF THE STORM

When a creature within 5 feet of you hits you with an attack, you can use your reaction to thunderously rebuke the attacker. It takes 2d8 lightning or thunder damage.

You can use this feature a number of times equal to your Wisdom modifier. You regain all uses when you finish a long rest.

CHANNEL DIVINITY

When you use your channel divinity, you can choose from the following option:

DESTRUCTIVE WRATH

You can use your Channel Divinity to wield the power of the storm with unchecked ferocity. When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage instead of rolling.

THUNDERBOLT STRIKE

When you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

DIVINE STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, you can cause your weapon attack to deal an extra 1d8 thunder damage. At 11th level, this extra radiant damage increases to 2d8.

STORMBORN

You have a flying speed equal to your walking speed when you are not underground or indoors.

TRICKERY DOMAIN

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals. They are patrons of thieves and gamblers.

TRICKERY DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *charm person*, *disguise self*, 2nd - *mirror image*, *pass without trace*, 3rd - *blink*, *dispel magic*, 4th - *dimension door*, *polymorph*, 5th - *dominate person*, *modify memory*.

BONUS PROFICIENCIES

When you select the Trickery Domain, you gain proficiency with heavy armor and martial weapons (or 4 points to distribute between any martial weapons you choose).

TRICKSTER'S BLESSING

During a short or long rest, you can place a blessing on one weapon. This blessing lasts for 24 hours or until you place this blessing on another weapon. When you wield the blessed weapon, it counts as a magic weapon, and when you reduce a creature to 0 hit points with an attack using the weapon, your next attack with it made before the end of your next turn deals 1d8 extra damage.

CHANNEL DIVINITY

When you use your channel divinity, you can choose from the following options:

INVOKE DUPLICITY

As an action, you can use your Channel Divinity to create an illusory duplicate of yourself. It is a perfect illusion that lasts for 1 minute, or until you lose concentration. The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own sense. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, due to the distraction.

CLOAK OF SHADOWS

You can use your Channel Divinity to vanish. As an action, you can use your Channel Divinity to become invisible for 1 minute. You become visible if you attack or cast a spell.

DIVINE STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, you can cause your weapon attack to deal an extra 1d8 radiant damage. At 11th level, this extra damage increases to 2d8.

IMPROVED DUPLICITY

You can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

WAR DOMAIN

War has many manifestations. It can be glorious, making heroes of ordinary people. It can be desperate and horrific, mortals' worst traits writ large on the battlefield, with acts of cruelty, malice, and cowardice eclipsing those instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds.

WAR DOMAIN SPELLS

The following spells are cleric spells for you and you always have them prepared, in addition to the number of spells you can prepare each day:

1st - *divine favor*, *shield of faith*, 2nd - *magic weapon*, *spiritual weapon*, 3rd - *crusader's mantle*, *spirit guardian*, 4th - *freedom of movement*, *stoneskin*, 5th - *flame strike*, *hold monster*

BONUS PROFICIENCIES

When you select the War Domain, you gain proficiency with heavy armor and martial weapons (or 6 points to distribute between any martial weapons you choose).

WAR PRIEST

Your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier. Regain all uses when you finish a short or long rest.

CHANNEL DIVINITY

(*summary; see the Player's Handbook pg. 63 for full text)

When you use your channel divinity, you can choose from the following options:

GUIDED STRIKE

You can use your Channel Divinity to strike with supernatural accuracy and power. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the attack roll and the damage roll if you hit.

WAR GOD'S BLESSING

When a creature within 30 feet of you makes an attack roll, as a reaction you can use your Channel Divinity to grant that creature a +10 bonus to the attack roll and damage roll if it hits.

DIVINE STRIKE

You gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns, you can cause your weapon attack to deal an extra 1d8 radiant damage. At 11th level, this extra damage increases to 2d8.

AVATAR OF BATTLE

You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

DRUID



THE DRUID

Level	Proficiency	Maximum Features	Cantrips Known	Max Spell Level	Spell Points
1st	+2	Spellcasting, Druidic	2	1st	4
2nd	+2	Ability Score +1, Wild Shape, Druid Circle	2	1st	6
3rd	+2	Feature	3	2nd	10
4th	+2	Ability Score +1	3	2nd	14
5th	+3	Feature	4	3rd	18
6th	+3	Ability Score +1	4	3rd	22
7th	+3	Feature	4	4th	26
8th	+3	Ability Score +1	4	4th	30
9th	+4	Feature	4	5th	34
10th	+4	Ability Score +1	4	5th	38
11th	+4	Feature	4	6th	44
12th	+4	Ability Score +1	4	6th	48
13th	+5	Feature	4	7th	52
14th	+5	Ability Score +1	4	7th	56
15th	+5	Feature	4	8th	60
16th	+5	Ability Score +1	4	8th	64
17th	+6	Feature	4	9th	68
18th	+6	Ability Score +1	4	9th	72
19th	+6	Feature	4	9th	76
20th	+6	Ability Score +1	4	9th	80

DRUID CLASS FEATURES

As a druid, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- (a) leather armor or (b) padded armor
- An explorer's pack and a druidic focus

**(All Druid features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: Light armor, medium armor, shields

After 1st level: light armor

Weapons: 6 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from club, dagger, dart, javelin, mace, quarterstaff, scimitar, sickle, sling, and spear.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.

Saving Throws: 2 saving throw proficiencies at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Intelligence and Wisdom.

Tools: 2 points at 1st level in Herbalism kit.

FEATURE LIST

A list of the features available to the druid, including circle features, is listed below for convenience.

Druid Class Features

Spellcasting	Thousand Forms [7]
Druidic	Timeless Body [11]
Wild Shape	Beast Spells [11]
Altered Shapes [7]	Archdruid [17]

Circle of the Moon

Circle Spells ◦	Combat Wild Shape ◦
Natural Recovery	Circle Forms
Land's Stride	Primal Strikes
Nature's Ward	Instinctive Wild Shape
Nature's Sanctuary †4	Elemental Wild Shape †4

Circle of the Land

SPELLCASTING

**(updated; see the Player's Handbook for original)*

You can cast spells drawing on the essence of nature itself.

You gain three cantrips from the druid spell list, to cast at will. You learn more as you gain levels, per the druid table.

Preparing Spells. Spells of 1st level and higher must be chosen and prepared each day from the druid spell list. You can prepare a number of spells each day equal to your Wisdom modifier + your druid level.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available in your pool, as noted in the druid table. You must complete a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you have the 1st-level spell cure wounds prepared, you can cast it as a 2nd-level spell by spending 2 spell points.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a spell of the same level since taking a short or long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Wisdom is your magic ability for your druid spells. It determines your spell save DC and attack modifier.

Spell Save DC = 8 + your (Nature) proficiency bonus + your Wisdom modifier

Spell Attack modifier = your (Nature) proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast any druid spell you have prepared as a ritual if that spell has a ritual tag.

Spellcasting Focus. You can use a druidic focus as a spellcasting focus for your druid spells.

DRUIDIC

You can speak and understand the secret language of druids. You can use it to leave hidden messages for others who know this language, and to speak with plants and animals.

WILD SHAPE

You can use your action to magically assume the shape of a beast you have seen. Once you do so, you cannot use this ability again until you complete a short or long rest.

At 8th level you can do this twice between rests, and at 14th levels you can do this three times between rests.

Your druid level determines the beasts you can transform into. You can assume a form of power relative to your level.

BEAST SHAPES

Druid Level	Max CR	Limitations	Example
2nd	1/4	No flying or swimming	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	none	Giant Eagle
12th	2	none	Rhinoceros
18th	3	none	Ankylosaurus

You can stay in a beast form for a number of hours equal to half your druid level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier as an action, and you automatically revert to your normal form if you drop to 0 hit points, die, or fall unconscious.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, Intelligence, Wisdom, and Charisma. You also retain all of your skills and saving throw proficiencies, in addition to gaining those of the creature. If both you and the creature have the same proficiency, use the higher bonus. If it has legendary or lair actions, you can't use them.
- When you transform, you assume the creature's hit points and hit dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, however, any excess damage carries over to your normal form and you fall prone and are incapacitated until your next turn. Example: if you take 10 damage in animal form and have only 1 hit point left, you revert to your normal form and take 9 damage.
- You cannot speak, cast spells, or take any other action that requires hands or speech. Transforming doesn't break concentration on a spell you have already cast, however.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form. Equipment that merges with a form has no effect until you leave the form.

ALTERED SHAPES

When you wild shape into a form you can alter the size of that form by one step. If you choose to be larger, the form gains a +2 bonus to Strength- and Constitution-based ability checks, saves, attacks, and damage. If you choose to be smaller, the form gains +2 bonus to Dexterity-based ability checks, saves, attacks, and damage.

THOUSAND FORMS

You have learned to use magic to alter your physical form in more subtle ways. You can cast the *alter self* spell at will, without using a spell slot.

TIMELESS BODY

The primal magic that you wield causes you to age slowly. For every 10 years that pass, your body ages only 1 year.

BEAST SPELLS

You can cast spells in any shape you assume using Wild Shape. If you were carrying a magic focus when you transformed, you can cast spells as though you were still wielding that focus.

ARCHDRUID

You can use Wild Shape an unlimited number of times.

DRUID CIRCLES

Though their organization is unknown to most outsiders, druids are actually part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society and recognize each other as brothers and sisters, though some individuals are so isolated that they have seen few members or participated in no gatherings. Like true creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF THE LAND

The Circle of the Land is made up of sages who safeguard ancient knowledge and rites. They meet within sacred circles of trees or stone to whisper primal secrets in Druidic, and the circle's wisest members serve as the chief priests of groups that follow the old ways. Your magic is influenced by the land where you were initiated into the circle's mysteries.

CIRCLE SPELLS

Your mystical connection to the land infuses in you the ability to cast certain spells. You learn one new druid cantrip of your choice, and when you gain access to 2nd, 3rd, 4th and 5th level spell slots, you gain access to spells connected to the land where you became a druid. Chose that land – arctic, coast, desert, forest, grassland, mountain, or swamp – and consult the list of associated spells.

Once you gain access to a circle spell, you always have it prepared and it doesn't count against your number of prepared spells. If your land grants a spell that isn't on the druid list, the spell is nonetheless a druid spell for you.

ARCTIC

Level Spells

- 2nd *hold person, spike growth*
- 3rd *sleet storm, slow*
- 4th *freedom of movement, ice storm*
- 5th *commune with nature, cone of cold*

COASTAL

Level Spells

- 2nd *mirror image, misty step*
- 3rd *water breathing, water walk*
- 4th *control water, freedom of movement*
- 5th *conjure elemental, scrying*

DESERT

Level Spells

- 2nd *blur, silence*
- 3rd *create food & water, protection from energy*
- 4th *blight, hallucinatory terrain*
- 5th *insect plague, wall of stone*

FOREST

Level Spells

- 2nd *barkskin, spider climb*
- 3rd *call lightning, plant growth*
- 4th *divination, freedom of movement*
- 5th *commune with nature, tree stride*

GRASSLAND

Level Spells

- 2nd *invisibility, pass without trace*
- 3rd *daylight, haste*
- 4th *divination, freedom of movement*
- 5th *dream, insect plague*

MOUNTAIN

Level Spells

- 2nd *spider climb, spike growth*
- 3rd *lightning bolt, meld into stone*
- 4th *stone shape, stoneskin*
- 5th *passwall, wall of stone*

SWAMP

Level Spells

- 2nd *darkness, Melf's acid arrow*
- 3rd *water walk, stinking cloud*
- 4th *freedom of movement, locate creature*
- 5th *cloudkill, insect plague*

NATURAL RECOVERY

You can regain some of your magical energy by meditating and communing with nature. During a short rest, regain a number of spell points equal to half your level.

LAND'S STRIDE

Moving through difficult terrain costs you no extra movement. You can also pass through plant overgrowth at your normal rate of movement, taking no damage from thorns and natural hazards plants possess.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement.

NATURE'S WARD

You cannot be charmed or frightened by elemental or fey creatures, and you are immune to poison and disease.

NATURE'S SANCTUARY

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 against your druid spell save DC. 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 attacking.

CIRCLE OF THE MOON

Druids of this circle are fierce guardians of the wilds. Their order gathers under the face of the full moon to share news and warnings. They haunt the deepest wilderness, where they go for weeks without crossing paths with another person. Changing as the moon, these druids might prowl as a great cat, soar over the treetops as an eagle, and crash through the forest as a bear.

COMBAT WILD SHAPE

You can use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the slot expended.

CIRCLE FORMS

The rites of your circle grant you the ability to transform into more dangerous beasts. You can use your Wild Shape to transform into a beast with a challenge rating as high as 1/3rd your druid level. Ignore the Wild Shape chart and use this one instead:

BEAST SHAPES

Druid Level	Max CR	Limitations	Example
3rd	1	No flying	Crocodile
6th	2	none	Giant Eagle
9th	3	none	Killer whale
12th	4	none	Elephant
15th	5	none	Triceratops
18th	6	none	Wyvern

PRIMAL STRIKES

Your attacks in beast form count as magical for the purpose of overcoming damage resistance and immunity.

INSTINCTIVE WILD SHAPE

You can use Wild Shape as a reaction when you are attacked.



ELEMENTAL WILD SHAPE

You can expend two uses of Wild Shape at the same time to transform into an air, earth, fire, or water elemental.



FIGHTER



DAVID BEEB

THE FIGHTER

Level	Proficiency Max.	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Ability Score +1, Martial Archetype
3rd	+2	Feature, Ability Score +1
4th	+2	Feature, Ability Score +1
5th	+3	Extra Attack
6th	+3	Feature, Ability Score +1
7th	+3	Feature
8th	+3	Ability Score +1
9th	+4	Feature, Ability Score +1
10th	+4	Ability Score +1
11th	+4	Extra Attack (2)
12th	+4	Feature, Ability Score +1
13th	+5	Feature
14th	+5	Feature, Ability Score +1
15th	+5	Feature
16th	+5	Ability Score +1
17th	+6	Feature, Ability Score +1
18th	+6	Ability Score +1
19th	+6	Feature
20th	+6	Extra Attack (3), Ability Score +1

Note: The Champion doesn't appear within Advanced Options, for various reasons. Its features were changed into Advanced Feats, so that any fighter can gain the abilities it granted.

A new fighter subclass, the Knight-Errant, was added as an iconic option in place of Champion.

*(All Fighter features detailed later have been updated or summarized; see the Player's Handbook for original text.)

FIGHTER CLASS FEATURES

As a fighter, you gain the following class features.

STARTING 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 weapons
- (a) a longbow or (b) two hand-axes
- (a) chainmail or (b) leather armor and 20 arrows
- (a) a dungeoneer's pack or (b) an explorer's pack

HIT POINTS

Hit Dice: 1d10 per class level

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

Hit Points at Higher Levels: 6 + Constitution modifier

PROFICIENCIES

Armor: all armor, shields

After 1st level: shields and light or medium armor

Weapons: 12 weapon proficiency points at 1st level

After 1st level: 2 weapon proficiency points per level.

Choose from any simple or martial weapons.

Skills: 4 skill proficiency points at first level

After 1st level: 1 skill proficiency point per level.

Choose from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Saving Throws: 2 saving throw proficiency points at 1st level.

After 1st level: 1 saving throw proficiency point per level.

Choose from Strength and Constitution.

FIGHTER FEATURES LIST

A list of the features available to the fighter, including subclass features, is listed below for convenience.

Fighter Class Features

Fighting Style

Second Wind

Action Surge

Extra Attack

Indomitable [7]

Fighter's Prowess [1 1]

Survivor [1 1]

Battle Master Features

Combat Superiority ◦

Advanced Maneuvers

Know Your Enemy

Improved Superiority [7]

Combat Mastery †3

Relentless †4

Eldritch Knight Features

Spellcasting ◦

War Magic

Eldritch Strike

Arcane Charge

Disruptive Spell †3

Channel Spell †4

Knight-Errant Features

Leadership ◦

Knight's Challenge

Inspire Loyalty

Superior Presence

Renowned Commander †3

Abiding Resolve †4

FIGHTING STYLE

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

Defense. You gain +1 to AC while you are conscious.

Dueling. When you are wielding a melee weapon in one hand and no other weapon, you gain a +1 bonus to attack and damage rolls with that weapon.

Great Weapon. When wielding a melee weapon with both hands, re-roll any damage dice with a result of 1 or 2.

Protection. When you are wielding a shield and a creature attacks a target other than you that is within 5 feet, you can use your reaction to impose disadvantage on that creature's attack roll.

Two-Weapon Fighting. When you fight with two weapons, add your ability modifier to the damage of both weapons. At 11th level you deal an additional die of weapon damage when you hit with an offhand attack using your bonus action.

SECOND WIND

You can push through more than others can withstand. You can use a bonus action to regain hit points equal to 1d10 + your Constitution modifier + your level. If you do so, you must complete a short or long rest before you can use this feature again.

ACTION SURGE

You can push yourself beyond your normal physical limits for a moment. On your turn, you can take an additional action in addition to your regular action and possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

You can select the feature a 2nd time after you reach fighter level 16. If you do, you can use Action Surge twice before needing a rest, but you cannot use it twice on the same turn.

EXTRA ATTACK

You can attack twice when you take the Attack action on your turn. If you have any movement left for the round, you can move between these attacks.

Extra Attack 2. At fighter level 11th, you can attack three times when you take the Attack action on your turn.

Extra Attack 3. At fighter level 20th, you can attack four times when you take the Attack action on your turn.

INDOMITABLE

You can re-roll a failed saving throw. If you do so, you can't use this feature again until you finish a short or long rest.

FIGHTER'S PROWESS

Once per turn, when you roll a 1 on a weapon attack roll, you can re-roll the attack.

SURVIVOR

You can rally yourself back into the fight despite grievous injuries. When you are reduced to 0 hit points, make a DC 15 Constitution save. If you succeed, you are reduced to 1 hit point instead. Once you use this ability you must complete a short or long rest before you can use it again.

MARTIAL ARCHETYPES

BATTLE MASTER

You are the master of executing maneuvers in battle, with a skill in weapons unmatched by other professions.

COMBAT SUPERIORITY

You learn maneuvers that are fueled by special dice called superiority dice (or "combat dice").

Maneuvers. You learn three maneuvers of your choice, which are detailed below. You can use only one maneuver per attack.

Superiority Dice. You have four combat superiority dice, which are d8s. A superiority die is expended when you use it to initiate a maneuver.

Recovery. You regain all expended combat dice when you finish a short or long rest.

If you have no combat dice at the beginning of your turn, you can use your action to make a single melee attack or take the Dodge action to refocus. If you do, you regain one expended superiority die.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist an effect.

Maneuver save DC = 8 + your (wielded weapon) proficiency + your Strength or Dexterity modifier (your choice).

ADVANCED MANEUVERS

You learn two new combat maneuvers or one expert or master level maneuver, and increase your number of combat dice by one. You can take this feature more than once.

IMPROVED COMBAT SUPERIORITY

Your combat superiority dice are d10s rather than d8s. After you reach 15th level your combat dice are d12s.

COMBAT MASTERY

When you roll a combat superiority die or weapon damage die, re-roll the die any time the result is a 1.

RELENTLESS

When you start your turn with no superiority dice available, you regain one of them at the end of that turn.

MANEUVERS

Commander's Strike. When you take the Attack action on your turn, you can forgo one of your attacks or use a bonus action to direct one of your companions to strike. When you do so, expend one superiority die. Your chosen ally can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage.

Disarming Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target. Add the superiority die to the attack's damage roll and the target must make a Strength saving throw. On a failed save it drops the object you choose.

Distracting Strike. When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. Add the superiority die to the attack's damage roll. The next attack roll against the target by another attacker has advantage.

Evasive Footwork. When you move, you can expend a superiority die, roll and add it to your AC until your next turn.

Feinting Attack. You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet as your target. You have advantage on your next melee attack against the target. If the attack hits, add the superiority die to the attack's damage.

Guarding Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad a target into attacking you. Add the superiority die to the attack's damage roll, and the target must make a Wisdom save. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Lunging Attack. When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, add the superiority die to the attack's damage roll, and you can immediately move up to 10 feet without provoking OAs.

Maneuvering Attack. When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your allies into an advantageous position. Add the superiority die to the attack's damage, and you choose an ally who can use its reaction to move up to its speed without provoking opportunity attacks.

Parry. When a creature hits you with a melee attack, you can use your reaction and roll one superiority die increase your AC against that attack by an amount equal to the result of that roll.

Precision Attack. When you make a melee weapon attack roll, you can expend one superiority die to add it to the roll. You can use this before or after making the attack roll, but before any effects of the attack are applied. If you hit, add this roll to the attack damage as well.

Pushing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. Add the superiority die to the attack's damage, and if the target is Large or smaller, it must make a Strength save. On a failed save you push it up to 15 feet away from you.

Riposte. When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, add the superiority die to the attack's damage.

Sweeping Attack. When you hit a creature with a weapon attack, you can expend a superiority die to damage other creatures with the same attack. Choose another adjacent creatures within your reach. If the original attack roll would hit that creature, it takes damage equal to the result of your superiority die + your Strength or Dexterity modifier.

Trip Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. Add the superiority die to the attack's damage, and if the target is Large or smaller, it must make a Strength save. If it fails, you knock the target prone.

NEW BASIC MANEUVERS

Acrobatic Charge. As a bonus action, spend a superiority die to initiate a charge. Until the end of your turn, your speed increases by 10 feet, you can move through enemy spaces, and your movement does not provoke opportunity attacks. Add a superiority die your next attack's damage roll this turn.

Artful Redirect. When a creature misses you with a melee attack, you can use your reaction and spend a superiority die to force the attacker to re-roll the attack against another creature of your choice within five feet of you.

Blade Prison. When a creature you hit with a melee weapon attack on your last turn attempts to move, even when using the Disengage Action, you can use your reaction and expend a superiority die to make a melee weapon attack against that creature. If you hit, add the combat die to the attack's damage roll and that creature's speed becomes 0 until the end of its turn.

Fluid Evasion. You can initiate movements that make it difficult for creatures hit you from afar. When you hit with a creature with a melee attack, you can expend a superiority die and add it to the attack's damage roll. Until your next turn, while you are within 5 feet of at least one creature or object that is your size or larger, ranged attacks made against you have disadvantage.

Iron Heart Surge. As a bonus action, you can expend a superiority die to end one spell effect and any of the following conditions on you: charmed, frightened, or poisoned.

Nimble Recovery. When you are knocked prone or pushed, you can use your reaction and expend a superiority die to avoid falling prone and being pushed. Add the superiority die your next attack's damage roll if you hit a creature before the end of your next turn.

Punishing Pursuit. When a creature within your reach moves, you can use your reaction and expend a superiority die to move your speed toward the target without provoking Opportunity Attacks. Add the superiority die your next damage roll if you hit before the end of your next turn.

Readying Flourish. When you take the Attack action, you can give up one of your attacks to regain a superiority die. Then choose a creature you can see within your reach and a maneuver you know. You are considered to have hit that creature with the chosen maneuver on your next turn for the purposes of using an Expert Chaining maneuver. You can use this maneuver only once per turn.

Unbalance. When you hit with a weapon attack, you can expend a superiority die to force your target off-balance. Add the combat die the attack's damage roll. That creature cannot gain advantage on attacks against you and subtracts the higher of its Strength or Dexterity bonus from its attack rolls against you until your next turn.

EXPERT CHAINING MANEUVERS

You can select Expert or Master maneuvers only by taking the Advanced Maneuvers feature. You can use an Expert Chaining Maneuver only once per turn.

Advantageous Chain Strike. You can use this maneuver by making an attack against a creature you already hit this turn. If this attack hits, you can spend one superiority die and add its roll to the attack's damage and the next attack made against the target before your next turn has advantage. If you used a Disarm, Trip Attack, or Parry maneuver since the end of your last turn, also add an additional superiority die to the attack's damage.

If this attack misses, regain one spent superiority die.

Dual Fury Chain. You can use this maneuver by making an attack against a creature you already hit this turn. You can expend a superiority die to make two attacks with your off-hand weapon as a bonus action this turn.

If you already used a maneuver while wielding an off-hand weapon this turn, add a superiority die to the damage of your next off-hand attack that hits this turn.

Deep Plunging Blade Chain. You can use this maneuver by making an attack against a creature you already hit with an attack this turn. You have advantage on this attack. If you hit you can spend one superiority die to add two superiority dice to the attack's damage. If you used a Precision Attack or Feinting Attack maneuver this turn, also add an additional superiority die to the attack's damage.

If the attack misses, regain one spent superiority die.

Fading Specter Chain Evasion. You can use this maneuver by making an attack against a creature you already hit with an attack this turn. If you hit, you can expend a superiority die to use your bonus action to take the Dodge action this turn. If you used an Unbalance, Artful Redirect, Fluid Evasion, or Nimble Recovery maneuver this turn, also add an additional superiority die to the attack's damage.

If the attack misses, regain one spent superiority die.

Inertial Chaining Maneuver. You can use this maneuver by making an attack against a creature you hit with an attack this turn. If this attack hits you can spend one superiority die to add it to the attack's damage, you can move up to 10 extra feet and your movement doesn't provoke OAs this turn. If you used a Lunging Attack, Pushing Attack, or Sweep Attack maneuver this turn, also add an additional superiority die to the attack's damage.

If this attack misses, regain one spent superiority die.

Tactically Superior Chaining. You can use this maneuver by making an attack against a creature you already hit with an attack this turn. If you hit, you can spend one superiority die to add it to the attack's damage, and the next attack the target makes before your next turn has disadvantage. If you used a Distracting Strike, Goading Attack, or Maneuvering Attack maneuver this turn, also add an additional superiority die to the attack's damage.

If this attack misses, regain one spent superiority die.

Unified Assailing Chain. You can use this maneuver by making an attack against a creature you already hit with an attack this turn. If this hits, the first time each creature attacks the target until your next turn, it has advantage on the attack.

If you use a Goading Attack, Guarding Attack, Commander's Strike, or Rally maneuver this turn, also add a superiority die to the the damage of attacks granted advantage this way.

If this attack misses, regain one spent superiority die.

MASTER FINISHING MANEUVERS

Combination Final Devastation. You can use this maneuver by expending one combat die and making a weapon attack against a creature you hit with an Expert Chaining maneuver this turn. If you hit, add two combat dice to the attack's damage, and the target must make a Constitution saving throw. If it fails, you knock the target prone and/or push it up to 15 feet, it drops anything it is holding, and it cannot take a bonus action or reaction until the end of your next turn.

Defense Shattering Crescendo. You can use this maneuver by expending one combat die and making a weapon attack against a creature you hit with an Expert Chaining maneuver this turn. If you hit, add one combat die to the attack's damage, and the target's AC by the result of the combat die, to a minimum of 10. The target also has disadvantage on its next saving throw until your next turn.

Final Vanguard Assault. You can use this maneuver by expending one combat die and making a weapon attack against a creature you hit with an Expert Chaining maneuver this turn. If you hit, you can spend your bonus action to allow up to 5 creatures you choose within 20 feet of you to use their reactions to move up to 20 feet and make a weapon attack at your target.

Finishing Death Strike. You can use this maneuver by expending one combat die and making a weapon attack against a creature you hit with an Expert Chaining maneuver this turn. You gain advantage on this attack, and it scores a critical hit on a roll of 15-20. If you hit, add three combat dice to the attacks damage. (Double all damage dice on a critical hit as normal, including combat dice.)



ELDRITCH KNIGHT

The Eldritch Knight combines martial mastery with the power of magic.

SPELLCASTING

You gain the ability to cast spells.

Spells Known. You learn cantrips and spells from the Wizard's spell list. You learn more spells as you gain levels, and spells you learn must be of a level that you can cast as shown in the Eldritch Knight table.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the class table. You must finish a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level.

Multiclass. If you have the spellcasting feature from another class, you may choose to ignore The Eldritch Knight Spellcasting table and instead advance that class' spellcasting at every even Fighter Level. In other words, add half of your fighter levels to your levels in that class to determine number of spells known, spell level, spell points, etc. from its spellcasting table

Magic Ability. If you have the spellcasting feature from another class, you can use that class' ability score for your eldritch knight spell save DC's and spell attacks. Otherwise, Intelligence is your magic ability modifier.

THE ELDRITCH KNIGHT SPELLCASTING

Level	Cantrips Known	Spells Known	Spell level	Spell Points
1st	-	-	-	-
2nd	2	3	1st	3
3rd	2	3	1st	5
4th	2	4	1st	7
5th	3	5	2nd	10
6th	3	5	2nd	12
7th	3	6	2nd	14
8th	3	7	2nd	16
9th	3	8	3rd	18
10th	3	8	3rd	20
11th	4	9	3rd	22
12th	4	10	3rd	24
13th	4	11	4th	26
14th	4	11	4th	28
15th	4	12	4th	30
16th	4	13	4th	32
17th	5	14	5th	34
18th	5	14	5th	36
19th	5	15	5th	38
20th	5	16	5th	40

WEAPON BOND

When you gain the spellcasting ability, you learn to perform a 1 hour ritual that creates a magical link between yourself and up to two weapons that must be held for the ritual's duration.

Once you have bonded a weapon, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

When you cast spell targeting your bonded weapon that normally requires concentration, that spell does not require concentration. Once you target your bonded weapon this way, you cannot do so again until you finish a short rest.

WAR MAGIC

When you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

After 11th level, when you use your action to cast a spell of any level, you can make one weapon attack as a bonus action. Alternatively, when you make the Attack action, you can cast a cantrip as a bonus action.

ELDRITCH STRIKE

You learn how to channel arcane energy into a weapon to make destructive attacks.

When you hit with a weapon attack, you can expend a spell slot to deal additional cold, fire, lightning, or force damage, in addition to the weapon's damage. The extra damage is 2d6 for a 1st level slot, plus 1d6 for each spell level higher than 1st, to a maximum of 5d6.

ARCANE CHARGE

You gain the ability to use spell energy to travel short distances through other dimensions. If you take the Attack action on your turn, you can spend a spell slot as a bonus action to teleport up to 20 feet per spell level, to an unoccupied space you can see. You can teleport before or after you make an attack. If you have additional attacks and did not use all of your teleportation distance, you can teleport up to the remaining distance before or after each attack.

DISRUPTIVE STRIKE

You can undercut a creature's defenses. Once per turn, when you hit a creature and use your Eldritch Strike, you can cause one of the following effects:

- That creature has disadvantage on the next saving throw it makes before the end of your next turn.
- The next attack against that creature before the end of your next turn has advantage

CHANNEL SPELL

You can deliver offensive spells with your weapon attacks. As a bonus action, channel a spell into your bonded weapon. Only one spell that can target a creature can be channeled this way at a time.

The next time you hit with this weapon, the spell is discharged and the creature struck is subject to the effects of that spell, receiving a saving throw as normal. If the spell could affect more than one target, it instead targets only the creature you hit.

While a spell is stored in the weapon it does not require concentration to maintain. Once it is discharged, you follow concentration rules as normal.

KNIGHT-ERRANT

Knights are highly skilled warriors, trained in the ways of combat and leadership and known for their valor and honor. A knight-errant seeks glorious adventure and deeds of great valor rather than being restricted to service at a castle. Some do this to prove themselves, either for inner fulfillment or to be recognized by an order. Others adventure out of duty to an order or a lord, undertaking quests that send them far from home. In any case, knights hold themselves to strict standards of a certain code (see the sidebar).

LEADERSHIP

A knight's commanding presence bolsters morale, and where an ally falters, he can utter commands or warnings to guide them. Whenever a friendly creature within 30 feet makes an attack roll or a saving throw, that creature can add a d4 to its roll, provided it can hear and understand the knight. This d4 can be added after the initial roll. Once a creature gains the benefit of a Leadership die, it cannot gain this benefit again until the start of its next turn.

KNIGHT'S CHALLENGE

As a bonus action, you can issue a challenge, calling a creature you can see to face you in honorable combat. While you are the only creature engaged with the target, you gain advantage on weapon attack rolls against it until you challenge a different target. If that creature can see and understand you, it must also make a Wisdom saving throw with a DC equal to 8 + your Charisma (+Intimidate or Persuasion). If it fails, it suffers disadvantage on attack rolls against creatures other than you for 1 minute, or until you challenge a different creature or fall unconscious.

You can use this ability a number of times equal to your Charisma modifier. All of your uses are restored when you finish a long rest.

DAUNTING CHALLENGE

When you issue a Knight's Challenge you may attempt to force other foes to flee from your presence. All enemies within 30 feet of you that can see you, other than your target, make a Wisdom saving throw with a DC equal to 8 + your Charisma (+Intimidate). Any creature that fails becomes frightened of you for 1 minute. You must complete a short or long rest before you can use this ability again.

INSPIRE LOYALTY

Whenever you or an ally within 30 feet who can see you attempts a saving throw against an effect that would cause a creature to become charmed or frightened, the saving throw is made with advantage.

SUPERIOR PRESENCE

Increase the bonus die provided by Leadership to a d6 and increase the distance at which creatures can be affected by your Leadership, Daunting Challenge, and Inspire Loyalty abilities to 60 feet.

Additionally, you can use your Reaction when an ally uses the Attack action to grant that ally an extra attack.

RENOWNED COMMANDER

You gain the service of a loyal squire who will follow you on adventures. This companion's history and personality should be detailed by you and your DM, but it uses the stats of the 'Guard' NPC (see the Appendix of the Monster Manual or the DM Basic Rules), except as follows: Add your Charisma modifier, up to your maximum proficiency, as a bonus to its attack and damage rolls, as well as any saving throws or ability checks it makes. Its hit point maximum also increases to half of your hit point maximum.

In combat, the squire takes its turn on your initiative count, but will wait by your side for a command. You can use a bonus action to direct your squire to attack a specific target or take a particular action. As an intelligent creature, the squire will thereafter carry out that task to the best of its ability, until or unless you issue a new command.

ABIDING RESOLVE

Your unfailing determination manifests as nearly inhuman resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half your maximum hit points. You don't gain this benefit if you are at 0 hp.

A Knight's Code

Knighthood is not just a title, but a standard of character.

The specific code may vary by order or by knight, but the most common codes follow the virtues of chivalry below.

Courage. Never refuse a challenge from an equal or turn your back on a foe. Your safety comes second to that of others, and to glorious victory.

Devotion. Serve your lord and adhere to just laws. Never abandon your duties or your allies.

Honor. Be true to your word and do not take advantage of others. Avoid acts that would sow disorder or betrayal.

Humility. Be respectful and considerate of others before yourself. Abstain from boasting or insulting.

Mercy. Give succor to the impoverished. Do not kill when less force is required.

Prudence. Measure your decisions carefully toward thought of the best future. Do not be rash or impulsive, even in anger.

Resolve. Never give in to despair. Hold fast to faith and hope, with purpose ever driving you forward.

Temperance. Use restraint and moderation in all things. Do not over indulge in physical pleasures.

MONK



Hand-drawn signature

THE MONK

Level	Proficiency Maximum	Features	Martial Arts	Ki Points	Speed Bonus
1st	+2	Martial Arts, Unarmored Defense	1d4	-	-
2nd	+2	Ki, Unarmored Speed, Ability Score +1	1d4	2	+10 ft.
3rd	+2	Monastic Tradition, Feature	1d6	3	+10 ft.
4th	+2	Feature, Ability Score +1	1d6	4	+10 ft.
5th	+3	Feature, Extra Attack	1d6	5	+15 ft.
6th	+3	Feature, Ability Score +1	1d6	6	+15 ft.
7th	+3	Feature	1d8	7	+15 ft.
8th	+3	Feature, Ability Score +1	1d8	8	+15 ft.
9th	+4	Feature, Ability Score +1	1d8	9	+20 ft.
10th	+4	Feature, Ability Score +1	1d8	10	+20 ft.
11th	+4	Feature	1d10	11	+20 ft.
12th	+4	Feature, Ability Score +1	1d10	12	+20 ft.
13th	+5	Feature	1d10	13	+25 ft.
14th	+5	Feature, Ability Score +1	1d10	14	+25 ft.
15th	+5	Feature, Ability Score +1	1d10	15	+25 ft.
16th	+5	Feature, Ability Score +1	1d10	16	+25 ft.
17th	+6	Feature	1d12	17	+30 ft.
18th	+6	Feature, Ability Score +1	1d12	18	+30 ft.
19th	+6	Feature	1d12	19	+30 ft.
20th	+6	Feature, Ability Score +1	1d12	20	+30 ft.

MONK CLASS FEATURES

As a Monk, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

**(All Monk features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: none

Weapons: 6 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple weapons or shortsword.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Acrobatics, Athletics, History, Insight, Religion, and Stealth.

Saving Throws: 2 saving throw proficiency points at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Dexterity and Wisdom.

Tools: 2 tool proficiency points at 1st level.

After 1st level: 1 tool proficiency when you gain an odd level.

Choose from any type of artisan's tools or musical instrument.

MONK FEATURES LIST

A list of the features available to the monk, including tradition features, is listed below for convenience.

Monk Class Features

Martial Arts	Evasion [7]
Unarmored Defense	Tongue of the Sun
Unarmored Speed	Stillness of Mind
Slow Fall	Purity of Body [7]
Deflect Missiles	Diamond Soul [11]
Extra Attack	Timeless Body [11]
Wholeness of Body [7]	Empty Body [11]
Ki-Empowered Strikes [7]	Perfect Self [17]

Way of the Open Hand

Open Hand Technique ◦	Shadow Arts ◦
Stunning Strike	Shadow Step
Tranquility	Blindsense
Uncanny Dodge	Cloak of Shadows
Quivering Palm †4	Opportunist †4

Way of the Elements

Disciple of Elements ◦
Elemental Power †1
Elemental Command †2
Fist of the Elements †3
Elemental Mastery †4

MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property.

You gain the following benefits while you are unarmed or wielding only a monk weapon and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for attack and damage rolls of your unarmed strikes and monk weapons
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Monk table
- When you use the Attack action, you can make one unarmed strike as a bonus action.

UNARMORED DEFENSE

While you are not wearing armor or using a shield, your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

KI

Your training allows you to harness the mystical energy of ki. Your access to this magical energy is represented by a number of ki points. Your monk level determines the number of ki points you have as shown in the Monk table.

You can spend these points to fuel a number of monk abilities. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind.

When you spend a ki point, it is unavailable until you spend 30 minutes meditating. At the end of your meditation, you draw all of your expended ki back into yourself. This can be done during a short or long rest.

When one of your ki abilities forces a creature to make a saving throw, the DC is calculated as follows:

Ki Save DC = 8 + your unarmed proficiency bonus + your Wisdom modifier

FLURRY OF BLOWS

After you take the Attack action, you can spend 1 ki point to make two unarmed attacks as a bonus action.

PATIENT DEFENSE

You can spend 1 ki point to take the Dodge action as a bonus action.

STEP OF THE WIND

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

UNARMORED SPEED

Your speed increases by 10 feet while you are not wearing armor. This bonus increases when you reach higher levels, as shown in the Monk table.

At 7th level you gain the ability to move along vertical surfaces and across liquids on your turn without falling. If you do not end your turn on a surface that can support you or that you can hang on to, you fall normally.

DEFLECT MISSILES

When you are hit by a ranged weapon you can use a reaction to deflect the missile. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your Monk level

If you reduce the damage to 0, you can catch the missile if it is small enough to hold in one hand. If you do so, you can immediately spend 1 ki point to make a ranged attack with that weapon or ammunition you just caught, as part of the same reaction. You make the attack with your (unarmed) proficiency bonus, and the missile counts as a monk weapon.

SLOW FALL

You can use your reaction when you fall to reduce falling damage you take by an amount equal to five times your monk level.

EXTRA ATTACK

You can attack twice when you take the Attack action on your turn. You can move between and after each attack.

WHOLENESS OF BODY

As an action, you can spend 1 ki point to regain hit points equal to thrice your monk level.

KI-EMPOWERED STRIKE

Your unarmed strikes are considered magical for the purpose of overcoming resistances and immunities.

EVASION

When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the save, and only half damage if you fail.

STILLNESS OF MIND

You can spend your action to end an effect on yourself that is causing you to be charmed or frightened.

PURITY OF BODY

You can control your metabolism so well that you become immune to poison and diseases.

TONGUE OF THE SUN AND MOON

You learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand speech can understand what you say.

DIAMOND SOUL

Your mastery of ki grants you proficiency (max for your level) on all saving throws.

Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to re-roll the save once.

TIMELESS BODY

Your ki sustains you so that you suffer none of the drawbacks of old age and you cannot be aged magically. In addition, you no longer need food or water.

EMPTY BODY

You can use your action to spend 4 ki points to become invisible for 1 minute. During that time you also have resistance to all damage but force damage. Additionally you can spend 8 ki points to cast the astral projection spell.

PERFECT SELF

When you roll for initiative and have no ki points remaining, you regain 4 ki points.

MONASTIC TRADITIONS

WAY OF THE OPEN HAND

Monks of the Way of the Open Hand are the ultimate masters of unarmed combat. They can strike with a flurry of attacks, turn aside arrows and bolts with their palms, and strike down even the most defensive foes with nothing but bare hands.

OPEN HAND TECHNIQUE

When you hit a creature with an attack from flurry of blows, you can choose one secondary effect to trigger when you hit from the following options:

- Knock the creature prone if it fails a Dexterity save.
- The target can't take Reactions until your next turn.
- Push the creature up to 15 feet away from you if it fails a Strength save.

STUNNING STRIKE

When you hit a creature with a melee attack, you can spend 1 ki point to make a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

UNCANNY DODGE

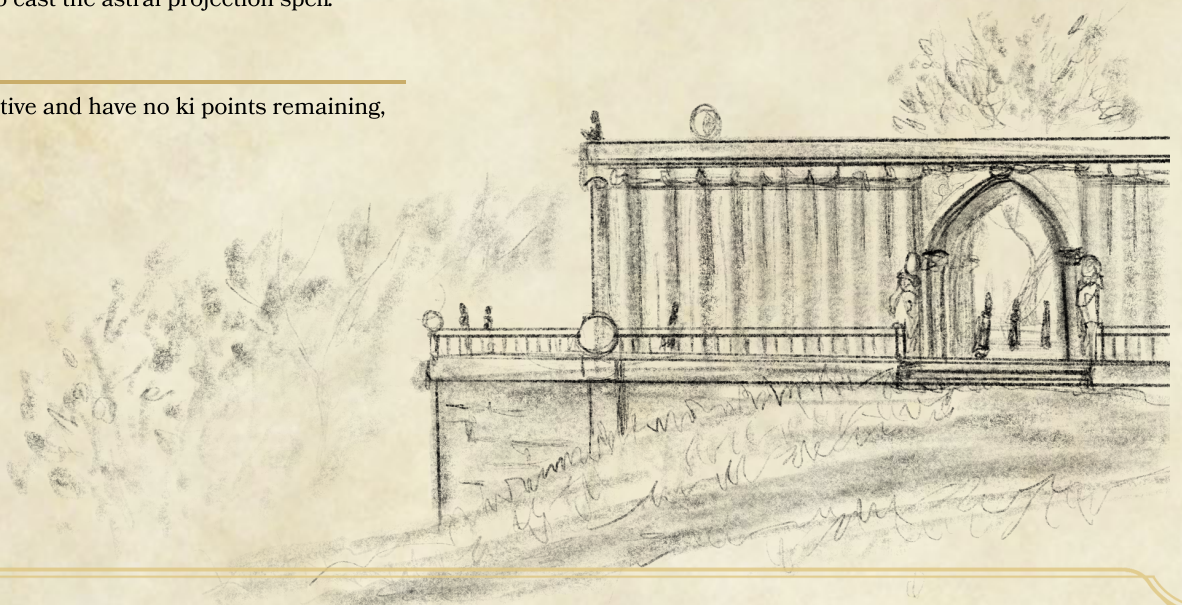
You can no longer be surprised. Attackers that you cannot see or are not aware of do not gain advantage on attacks at you.

TRANQUILITY

You can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC = your monk Ki save DC.

QUIVERING PALM

When you hit a creature with an unarmed attack, you can spend 3 ki points to create deadly vibrations in the creature's body. The creature must make a Constitution saving throw. On each of your subsequent turns, when you take an action you can also force the creature to repeat the saving throw. If the creature fails three saving throws against this effect, the creature dies. If you do not force the creature to make a saving throw on your turn, or if it succeeds, this effect ends.



WAY OF SHADOW

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadowdancers, and they serve as spies and assassins. Sometimes the members of a ninja monastery are family members, forming a clan sworn to secrecy about their arts and missions. Other monasteries are more like thieves' guilds, hiring out their services to nobles, rich merchants, or anyone else who can pay their fees. Regardless of their methods, the heads of these monasteries expect the unquestioning obedience of their students.

SHADOW ARTS

You can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast darkness, darkvision, pass without trace, or silence, without needing components. You gain the minor illusion cantrip.

SHADOW STEP

You gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the next melee attack you make that round.

BLINDSENSE

You are aware of the location of any hidden or invisible creature within 10 feet of you.

CLOAK OF SHADOWS

You have become one with shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain so until you make an attack, cast a spell, or are in an area of bright light.

OPPORTUNIST

You learn how best to exploit a creature's momentary distraction when it is attacked. Whenever a creature within 5 feet of you is hit by an attack made by another creature, you can use your reaction to make a melee attack against that creature.



WAY OF THE ELEMENTS

You follow a monastic tradition that teaches you to harness the elements by focusing your ki.

When you choose this tradition, you learn two magical disciplines of your choice from Disciple of the Elements. A discipline requires you to spend ki points each time it is used.

When you gain a monk level, you can trade a discipline you know for a new one.

Casting Elemental Spells. Some disciplines allow you to cast spells. To cast one of these spells, you use its casting time, but you don't need to provide material components.

You can spend additional ki points to increase the level of an elemental discipline spell, provided the spell has an enhanced effect at higher level. The spell's level increases by 1 for each additional ki point you spend. The maximum ki point you can spend to cast a spell this way (including its base ki point cost) equals half of your monk level.

DISCIPLE OF THE ELEMENTS

You gain two of the following disciplines of your choice:

Elemental Attunement. You can use your action to briefly control elemental forces nearby. This ability works like the spell *prestidigitation*.

Fangs of the Fire Snake. When you use the Attack action, you can spend 1 ki point to cause tendrils of flame to stretch out from your limbs. Your reach with unarmed strikes increases by 10 feet for that action, as well as the rest of the turn. A hit with such an attack deals fire damage instead of bludgeoning damage, and if you spend 1 ki point when the attack hits, it also deals an extra 1d10 fire damage.

Fist of Four Thunders. You can spend 2 ki points to cast *thunderwave*.

Fist of Unbroken Air. You can create a blast of compressed air that strikes like a mighty fist. As an action, you can spend 2 ki points and choose a creature within 30 feet. That creature must make a Strength saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 for each additional ki point you spend, and you can push the creature up to 20 feet away from you and knock it prone. On a successful save, the creature takes half as much damage and you don't push it or knock it prone.

Grasp of Stone. When you hit a creature with a melee attack, you can spend 2 ki points to restrain the creature. Unless the target succeeds on a Strength saving throw, it is restrained. It can repeat the saving throw on each of its turns as an action.

Rush of the Gale Spirits. You can spend 2 ki points to cast *gust of wind*.

Sweeping Cinder Strike. You can spend 2 ki points to cast *burning hands*.

Water Whip. You can spend 2 ki points as a bonus action to create a whip of water that shoves and pulls a creature. A creature that you can see within 30 feet must make a Dexterity saving throw. On a failed save, the creature takes 3d10 bludgeoning damage, plus an extra 1d10 for each additional ki point you spend, and you can either knock it prone, or pull it up to 25 feet closer to you. On a successful save the creature takes half damage and you don't pull it or knock it prone.



ELEMENTAL POWER

You gain two of the following disciplines of your choice:

Clench of the North Wind. You can spend 3 ki points to cast *hold person*.

Crashing Wave. You can use your action and spend 3 ki points to emit a 10 ft. x 30 ft. torrent of water. Each creature in the area must make a Strength saving throw. If it fails it takes 3d8 bludgeoning damage plus 1d8 damage per additional ki point you spend and is knocked prone. On a successful save the creature takes only half damage and is not knocked prone.

Gong of the Summit. You can spend 3 ki points to cast *shatter*.

Iron Root Technique. If you would be shoved or forcefully moved, you can use your Reaction and spend 1 ki point to root yourself in place. If you do, you gain resistance to damage from the attack or effect, and until the end of your next turn, you cannot be shoved or forcefully moved.

Shelter of the Flowing River. When you make a Strength, Dexterity, or Constitution saving throw, you can use your Reaction and spend 2 ki points to gain advantage on that saving throw.

Wind Deflection. When you are targeted by a ranged weapon attack, you can use your Reaction and spend 1 ki point to give all ranged attacks against you disadvantage until the end of your next turn.

ELEMENTAL COMMAND

You gain one of the following disciplines of your choice:

Warrior's Gale. You can spend 4 ki points to cast *fly*, targeting yourself.

Eternal Mountain Defense. You can spend 5 ki points to cast *stoneskin*, targeting yourself.

Mist Stance. You can spend 4 ki points to cast *gaseous form*, targeting yourself.

Flames of the Phoenix You can spend 4 ki points to cast *fireball*.

FIST OF THE ELEMENTS

When you hit with an attack, can spend 1 ki point to channel elemental power. Choose cold, fire, lightning, or thunder damage. That attack deals an additional 2d6 damage of the type you chose.

Additionally, when you use your action and spend any ki for any other monk ability, you can use Flurry of Blows as a bonus action without spending a ki point to do so that turn.

ELEMENTAL MASTERY

You gain one of the following disciplines of your choice:

Breath of Winter. You can spend 6 ki points to cast *cone of cold*.

Devouring Thunder Serpent. You can spend 7 ki points to cast *chain lightning*.

River of Hungry Flame. You can spend 6 ki points to cast *wall of fire*.

Wave of Rolling Earth. You can spend 6 ki points to cast *wall of stone*.



PALADIN



THE PALADIN

Level	Proficiency Maximum	Features	Lay on Hands	Spell Level	Spell Points
1st	+2	Divine Sense, Lay on Hands	5	-	-
2nd	+2	Ability Score +1, Spellcasting, Fighting Style	10	1st	3
3rd	+2	Sacred Oath, Divine Smite	15	1st	5
4th	+2	Ability Score +1	20	1st	7
5th	+3	Extra Attack	25	2nd	10
6th	+3	Feature, Ability Score +1	30	2nd	12
7th	+3	Feature	35	2nd	14
8th	+3	Feature, Ability Score +1	40	2nd	16
9th	+4	Feature	45	3rd	18
10th	+4	Ability Score +1	50	3rd	20
11th	+4	Feature	55	3rd	22
12th	+4	Feature, Ability Score +1	60	3rd	24
13th	+5	Feature	65	4th	26
14th	+5	Ability Score +1	70	4th	28
15th	+5	Feature	75	4th	30
16th	+5	Ability Score +1	80	4th	32
17th	+6	Feature	85	5th	34
18th	+6	Ability Score +1	90	5th	36
19th	+6	Feature	95	5th	38
20th	+6	Feature, Ability Score +1	100	5th	40

PALADIN CLASS FEATURES

As a paladin, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per class level

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

Hit Points at Higher Levels: 6 + Constitution modifier

STARTING EQUIPMENT

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

- (a) any weapon and a shield or (b) any two weapons
- (a) five javelins or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- chainmail and a holy symbol

PROFICIENCIES

Armor: all armor, shields

After 1st level: shields and light or medium armor,

Weapons: 8 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple or martial weapons.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Saving Throws: 2 saving throw proficiency points at 1st level.

After 1st level: 1 saving throw proficiency point per level.

Choose from Wisdom and Charisma.

Tools: None

**(All Paladin features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PALADIN FEATURES LIST

A list of the features available to the paladin, including oath features, is listed below for convenience.

Paladin Class Features

Divine Sense	Extra Attack
Lay on Hands	Aura of Protection
Spellcasting	Aura of Courage [7]
Fighting Style	Cleansing Touch [7]
Divine Smite	Improved Smite [11]
Divine Health	Greater Channeling [11]

<i>Oath of Devotion</i>	<i>Oath of the Ancients</i>
Oath Spells & Channel ○	Oath Spells & Channel ○
Aura of Devotion	Aura of Warding
Purity of Spirit	Undying Sentinel
Mantle of Celestia	Eternal Vigil
Holy Nimbus †4 [17]	Elder Champion †4 [17]

<i>Oath of Vengeance</i>	<i>Oathbreaker</i>
Oath Spells & Channel ○	Oathbreaker Spells & Channel ○
Relentless Avenger	Aura of Hate
Soul of Vengeance	Supernatural Resistance
Unwavering Justice	Undying Grasp
Avenging Angel †4 [17]	Dread Lord †4 [17]

DIVINE SENSE

As an action, you open your awareness to the divine. Until the end of your next turn, you know the exact location of any celestial, fiend, or undead creature within 90 feet of you. You know the type (fiend or undead) and relative power of any being you sense, but not its exact identity.

For example, you might know there is an extremely powerful undead creature is near, but not that the creature is the legendary vampire Strahd Von Zarovich.

Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated.

LAY ON HANDS

You can call on the divine energy within you, channeling it into living creatures to mend wounds. You have a pool of healing power that replenishes when you take a long rest.

With that pool, you can restore a total number of hit points equal to your Paladin level x 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, with a minimum of your paladin level, up to a maximum of the amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple such effects with a single action by expending hit points for each one.

FIGHTING STYLE

You adopt a particular fighting style as your specialty:

Defense. You gain +1 AC while you are able to take actions

Dueling. When you are wielding a melee weapon in one hand and no other weapon, you gain a +1 bonus to attack and damage rolls with that weapon.

Great Weapon. When wielding a melee weapon with both hands, re-roll any damage dice with a result of 1 or 2.

Protection. When you are wielding a shield and a creature attacks an adjacent ally you can use your reaction to impose disadvantage on that creature's attack roll.

DIVINE SMITE

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal extra radiant damage to the target, in addition to the weapon's damage. This extra damage equals 2d8 for a first level slot, and increases by 1d8 for each spell level higher.

If you hit a fiend or undead creature, you deal an extra 1d8 radiant damage with this attack.

DIVINE HEALTH

Divine power flowing through you makes you immune to disease. You also gain proficiency (or 3 points) in Constitution saving throws.

SPELLCASTING

As a conduit of divine magic, you can cast spells a certain number of times per day.

Preparing Spells. You choose which spells you will have available to cast from the paladin spell list. After a long rest, choose a number of spells to prepare equal to your Charisma modifier + half your paladin level. The spells must be of a level that you can cast, per the paladin table.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the Paladin table. You regain all spent spell points when you complete a long rest.

You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you have the 1st-level spell cure wounds prepared, you can cast it as a 2nd-level spell by spending 2 spell points.

Magic Ability. Charisma is your magic ability for your paladin spells. It determines your spell save DC and spell attack modifier:

Spell Save DC = 8 + your (Religion) proficiency bonus + your Charisma modifier

Spell Attack modifier = your (Religion) proficiency bonus + your Charisma modifier

EXTRA ATTACK

You can attack two times, instead of once, when you take the Attack action on your turn. If you have any movement left for the round, you can move between these attacks.

AURA OF PROTECTION

Whenever you or a creature within 10 feet of you must make a saving throw against a spell while you are conscious, that creature gains a bonus to the saving throw equal to your Charisma modifier, but no greater than your (Religion) proficiency bonus.

AURA OF COURAGE

You and friendly creatures within 10 feet of you cannot be frightened while you are conscious.

CLEANSING TOUCH

You can spend 5 points from your Lay on Hands healing pool and use your action to end a magical effect on yourself or a willing creature you touch.

IMPROVED DIVINE SMITE

You are so suffused with divine might that all of your weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, that creature takes an extra 1d8 radiant damage.

If you use also use Divine Smite, add this damage to the radiant damage dealt by Divine Smite.

Also increase the extra damage you deal to a fiend or undead creature when using Divine Smite to 2d8. (For example, if you use a 1st level spell slot Divine Smite a fiend, you will deal a total of +5d8 radiant damage.)

GREATER CHANNELING

You can use Channel Divinity two times before you must finish a short or long rest.

SACRED OATHS

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken at 3rd level, is the culmination of the paladin's training.

Oath Spells. Each oath has a list of associated spells. You gain access to these spells when you gain the spell slot for the spell's level. Once you gain access to an oath spell, you always have it prepared. It does not count against the number of spells you can prepare each day. Such spells not on the paladin spell list are still paladin spells for you.

Channel Divinity. Your oath allows you to channel divine energy to fuel magical effects. Once you use your Channel Divinity, you cannot do so again until you have completed a short rest or a long rest. Each Channel Divinity option explains how to use it.

OATH OF DEVOTION

The oath of Devotion binds a paladin to the loftiest ideas of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins are the idea of the knight in shining armor, acting with honor in pursuit of the greater good. They hold themselves to the highest standards of conduct and often devote themselves to gods of law and good, using their tenets as a measure of devotion.

OATH OF DEVOTION SPELLS

Level Spells

1st *protection from evil, sanctuary*

2nd *lesser restoration, zone of truth*

3rd *beacon of hope, dispel magic*

4th *freedom of movement, guardian of faith*

5th *commune, flame strike*

CHANNEL DIVINITY

You gain two Channel Divinity options:

Sacred Weapon. You can imbue a weapon you are holding with divine energy. For 1 minute you gain a +1 bonus to attack and damage rolls made with that weapon. This bonus increases by +1 each time you gain access to a higher level spell slot (i.e. +2 at 6th level, +3 at 9th level, etc.). The weapon also emits bright light in a 20 ft. radius and dim light 20 ft. beyond that. If the weapon wasn't magical, it is considered magic for the duration of this effect.

Turn the Unholy. As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead creature within 30 feet that can see or hear you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move closer than within 30 feet of you. It cannot take reactions, and it can use its actions to use the Dash action or try to escape from an effect that prevents it from moving.

AURA OF DEVOTION

You and friendly creatures within 10 feet of you cannot be charmed while you are conscious.

At 18th level, the range of your auras increases to 30 feet.

BANISHING SMITE

When you use your smite feature to damage a fiend that is not on its home plane, that creature must succeed on a Charisma save (DC = your paladin spell save DC) or be banished back to its home plane.

PURITY OF SPIRIT

You are always under the effects of protection from evil.

MANTLE OF CELESTIA

Creatures benefiting from your aura(s) are also under the effects of protection from evil.

CHANNEL DIVINITY: HOLY NIMBUS

As an action, you can use your Channel Divinity to emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius & dim light shines 30 feet past that.

Whenever a hostile creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on all saving throws made against spells or effects created by fiends and undead creatures.

OATH OF THE ANCIENTS

The Oath of the Ancients is as old as the race of elves and the rituals of druids. Sometimes called fey knights or green knights, paladins who swear this oath join the side of light in the cosmic struggle against darkness because they love the beauty and life of the world.

OATH OF THE ANCIENTS SPELLS

Level Spells

1st *ensnaring strike, speak with animals*

2nd *moonbeam, misty step*

3rd *plant growth, protection from energy*

4th *ice storm, stoneskin*

5th *commune with nature, tree stride*

CHANNEL DIVINITY

You gain two Channel Divinity options:

Nature's Wrath. You can use your Channel Divinity to invoke primeval forces to ensnare a foe. As an action you cause spectral vines to spring up and reach for creatures within 10 feet of you. Each creature must succeed on a Strength or Dexterity saving throw or be restrained. The creature repeats the saving throw at the end of each of its turns to escape.

Turn the Faithless. You can use your Channel Divinity to utter ancient words that are painful for fey and fiends to hear. As an action you present your holy symbol and each fiend and fey creature within 30 feet that can see or hear you must make a Wisdom saving throw. If it fails it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move closer than within 30 feet of you. It also can't take reactions. For its actions, it can only use the Dash action or try to escape from an effect that prevents it from moving.

If the creature's true form was concealed by an illusion, shapeshifting or other effect, it is revealed while turned.

AURA OF WARDING

Ancient Magic upon you forms an eldritch ward. You and friendly creatures within 10 feet of you have resistance to damage from spells.

ETERNAL VIGIL

If no creature is affected by your Nature's Wrath or Turn the Faithless ability, you do not expend the use of Channel Divinity.

UNDYING SENTINEL

When you are reduced to 0 hit points, you can choose to drop to 1 hit point instead. Once you use this ability, you can't use it again until you finish a long rest.

ELDER CHAMPION

You can assume the form of an ancient force of nature, taking on an appearance you choose. Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you regain 10 hit points
- Whenever you cast a paladin spell that has a casting time of 1 action, you cast the spell using a bonus action instead.
- Enemy creatures within 10 feet of you have disadvantage on saving throws against your spells and Channel Divinity.



OATH OF VENGEANCE

This is a solemn vow to punish those who have committed grievous sins. When evil forces slaughter helpless villagers, when a people turn against the will of the gods; when a dragon rampages through civilization – this is when those sworn to the Oath of Vengeance arise to deal retribution. To these paladins, sometimes called avengers or dark knights, their own purity is not as important as delivering justice.

OATH OF VENGEANCE SPELLS

Level	Spells
1st	<i>bane, hunter's mark</i>
2nd	<i>hold person, misty step</i>
3rd	<i>haste, protection from energy</i>
4th	<i>banishment, dimension door</i>
5th	<i>hold monster, scrying</i>

CHANNEL DIVINITY

You gain two Channel Divinity options:

Abjure Enemies. As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Each creature within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature is frightened and its speed is reduced to 0. It can repeat this save when it takes damage to end this effect.

On a successful save, the creature's speed is halved for 1 minute, or until the creature takes damage.

Vow of Enmity. As a bonus action, you can utter a vow of enmity against a creature you can see, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute.

RELENTLESS AVENGER

Your supernatural focus helps you close off a foe's retreat. When you make an opportunity attack, you can move up to half your speed immediately before or after the attack and as part of the same reaction. This movement does not provoke opportunity attacks.

SOUL OF VENGEANCE

The authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can make an Opportunity Attack against that creature. You can move before the attack using Relentless Avenger, to get within weapon range.

UNWAVERING JUSTICE

When you kill a creature that is affected by your Abjure Enemy or Vow of Enmity Feature, you regain a use of Channel Divinity. Once you use this feature, you cannot use it again until you finish a short or a long rest.

AVENGING ANGEL

You can assume the form of an angelic avenger. Using your action, you undergo a transformation, surrounding yourself with vengeance made manifest. For 1 minute you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.

- You strike at your foes with a mounting righteous fury.

Whenever you take the Attack action, you can make an additional weapon attack, which is in addition to attacks granted from other sources, like Extra Attack. Further, each time you hit with an attack, you gain a +1d8 radiant damage bonus to your weapon damage rolls that lasts until the start of your next turn. This bonus damage is cumulative, stacking for each attack that hits, so your 2nd hit grants a total of +2d8 damage on your following attack, and your 3rd hit grants a total of +3d8 radiant damage, etc.

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



OATHBREAKER

You have broken your sacred oath to pursue some dark ambition or serve an evil power. Whatever light burned in your heart has been extinguished and only darkness remains.

If you already had the Oath Spells and Channel Divinity features from a paladin oath, your DM may allow you to trade those options immediately for the Oathbreaker Spells and Channel Divinity options that appear below.

BREAKING YOUR OATH

Even the most virtuous paladin is fallible. Sometimes the path proves too demanding, or a situation calls for the lesser of two evils, and sometimes the heat of emotion causes one to transgress an Oath.

A paladin who has broken a vow typically seeks absolution from a cleric or another paladin of the same faith or order. He might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, a paladin starts fresh. If a paladin willfully violates his oath and shows no sign of repentance, the consequences can be more serious. At the DM's discretion, an impenitent paladin might be forced to abandon his class and adopt another, like Fighter. Some oath breakers are seduced or adopted by another god or faith, and could take the Oathbreaker paladin option.

OATHBREAKER SPELLS

You lose access to your previous Oath spells (if you haven't already) and gain the following spells when you gain access to the spell level listed:

Level	Spells
1st	<i>hellish rebuke, inflict wounds</i>
2nd	<i>crown of madness, darkness</i>
3rd	<i>animate dead, bestow curse</i>
4th	<i>blight, confusion</i>
5th	<i>contagion, dominate person</i>

CHANNEL DIVINITY

You lose access to your previous Channel Divinity options and gain the following options instead.

Control Undead. As an action you target one undead creature you can see within 30 feet. It must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next 24 hours, or until you use this Channel Divinity option again. An undead whose CR is greater than the paladin's level is immune to this effect.

Dreadful Aspect. As an action, you channel your darkest emotions and focus them into a burst of menacing energy. Each creature of your choice within 30 feet must make a Wisdom saving throw. On a failed save, the target is frightened of you for 1 minute. If a creature frightened by this effect ends its turn more than 30 feet away from you, it can attempt another saving throw to end the effect.

UNDYING GRASP

The floor or ground within 20 feet of you becomes a misty, ethereal gateway to the realm of the dead, as clawed and ethereal hands reach out through the mist to tear life from the living. You may cast *evard's black tentacles*. After doing so, you must finish a short or long rest before you may use this ability again.

AURA OF HATE

You and any creature you choose within 10 feet gain a bonus on weapon damage rolls equal to your Charisma modifier (minimum +1). A creature can benefit from this feature from only one paladin at a time.

At 18th level, the range of this aura increases to 30 feet.

SUPERNATURAL RESISTANCE

You gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

DREAD LORD

As an action, you can surround yourself with an aura of gloom that lasts for 1 minute. The aura reduces any bright light in a 30-foot radius around you to dim light. Whenever an enemy that is frightened by you starts its turn in the aura, it takes 4d10 psychic damage. Additionally, you and any creature you choose in the aura are draped in deep shadows. Creatures that rely on sight have disadvantage on attack rolls against creatures draped in these shadows.

While the aura lasts, you can use a bonus action on your turn to cause the shadows in the aura to attack one creature. You make a melee spell attack against the target. If the attack hits, the target takes necrotic damage equal to 3d10 + your Charisma modifier.

After activating this aura, you can't do so again until you finish a long rest.

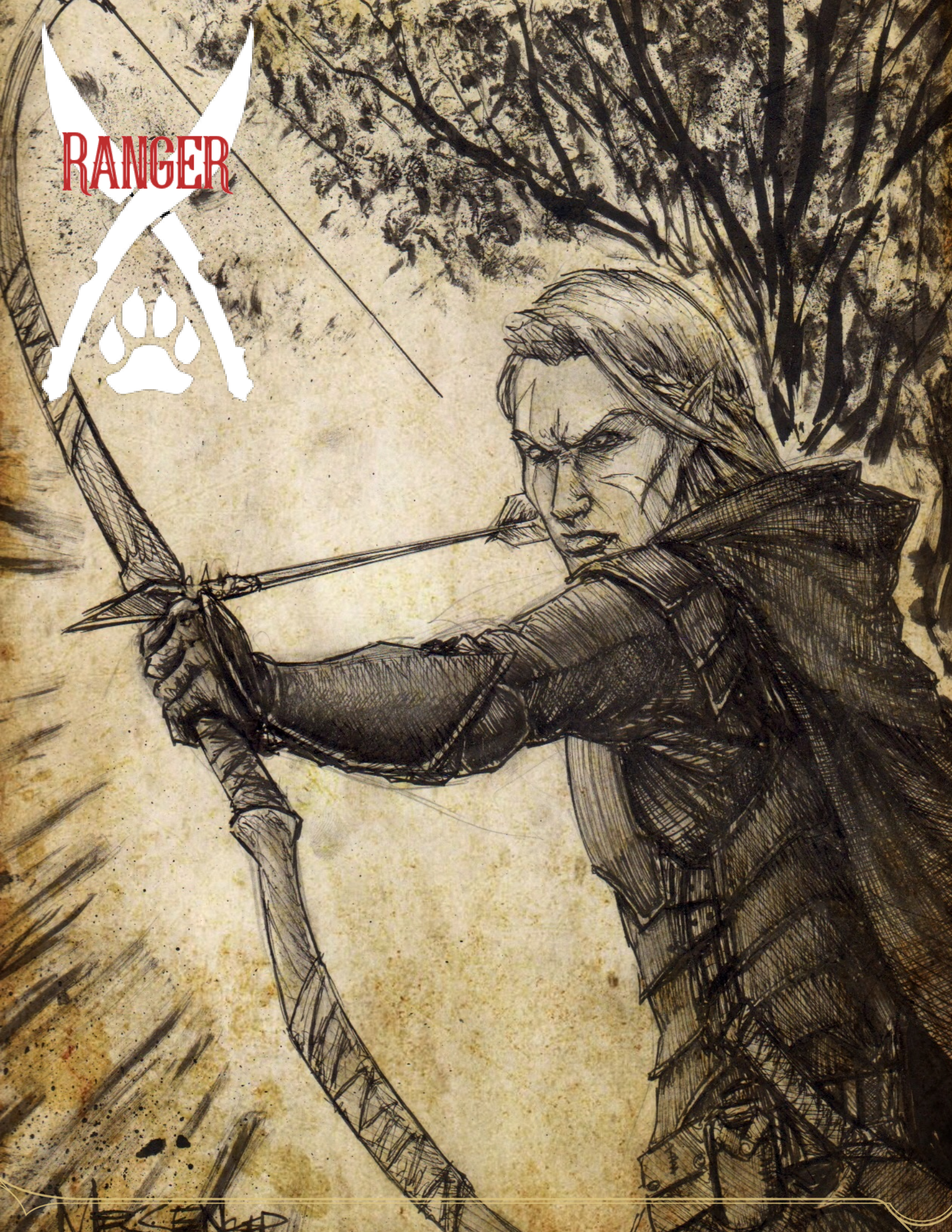
DM NOTE: OATHBREAKER ATONEMENT

If you allow a player to choose the Oathbreaker option, you can later allow the paladin to atone and become a true paladin once more.

The paladin who wishes to atone must first shed his or her evil alignment and demonstrate this alignment change through words and deeds. Having done so, the paladin loses all Oathbreaker features and must choose a deity and a sacred oath. (With your permission, the player can select a different deity and oath than previously). However, the paladin doesn't gain the class features specific to that sacred oath until he or she completes some kind of dangerous quest or trial, as determined by the DM.

A paladin who breaks his or her sacred oath a second time can become an oathbreaker once more, but can never again atone.

RANGER



THE RANGER

Level	Proficiency Maximum	Features	Spells Known	Spell Level	Spell Points
1st	+2	Natural Explorer, Fighting Style	-	-	-
2nd	+2	Ability Score +1, Spellcasting, Ranger Archetype	3	1st	3
3rd	+2	Feature, Ability Score +1	4	1st	5
4th	+2	Feature, Ability Score +1	4	1st	7
5th	+3	Extra Attack	5	2nd	10
6th	+3	Feature, Ability Score +1	5	2nd	12
7th	+3	Feature	6	2nd	14
8th	+3	Ability Score +1	6	2nd	16
9th	+4	Feature	7	3rd	18
10th	+4	Feature, Ability Score +1	7	3rd	20
11th	+4	Feature	8	3rd	22
12th	+4	Ability Score +1	8	3rd	24
13th	+5	Feature	9	4th	26
14th	+5	Ability Score +1	9	4th	28
15th	+5	Feature	10	4th	30
16th	+5	Ability Score +1	10	4th	32
17th	+6	Feature	11	5th	34
18th	+6	Ability Score +1	11	5th	36
19th	+6	Feature	12	5th	38
20th	+6	Feature, Ability Score +1	13	5th	40

RANGER CLASS FEATURES

As a ranger, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per class level

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

Hit Points at Higher Levels: 6 + Constitution modifier

STARTING EQUIPMENT

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

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

**(All Ranger features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: Light armor, medium armor, shields

After 1st level: chose light armor or shields

Weapons: 8 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple or martial weapons.

Skills: 6 skill proficiency points at first level.

After 1st level: 2 skill proficiency points per level.

Choose from Animal Handling, Athletics, Insight, Investigation, Medicine, Nature, Perception, Stealth, and Survival.

Saving Throws: 2 saving throw proficiency at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Dexterity and Wisdom.

Tools: None

RANGER FEATURES LIST

A list of the features available to the ranger, including subclasses, is listed below for convenience.

Ranger Class Features

Natural Explorer	Extra Attack
Scouting Expert	Feral Senses [7]
Skirmisher	Nature's Resilience [7]
Nature's Bond	Primeval Awareness [7]
Fighting Style	Hide in Plain Sight [11]
Spellcasting *	Foe Slayer [17]

Hunter Features

Hunter's Prey ◦	Ranger's Companion ◦
Defensive Tactics	Bestial Fury
Multiattack †2	Beast's Defense
Spr. Hunter's Defense †3	Spirit Companion
Unmatched Hunter †4	Pack Tactics †3

Martial Ranger

Poultices	Mark the Quarry
Martial Focus	Call Nature's Allies

NATURAL EXPLORER

You are a master at navigating and surviving in the natural world. This grants you the following benefits:

- Moving through nonmagical difficult terrain costs you no extra movement.
- You gain double your proficiency bonus when you make an Intelligence or Wisdom check related to any type of natural terrain or wildlife.

Being skilled at navigating the wilderness, you gain these additional benefits when traveling for an hour or more:

- Difficult terrain doesn't increase your group's overland travel time.
- Your group can't become lost except by magical means.
- Even when you are engaged in an activity while traveling (e.g. foraging, hunting) you remain alert to danger.
- You find twice as much food as normal when you forage.
- While tracking other creatures, you also learn the exact number, their sizes, and how long ago they traveled there.

SCOUTING EXPERT

You're an expert at gathering information about enemies and remaining undetected while doing so.

If you move no more than half of your speed on your turn, you have advantage on Survival checks to track creatures, and on Perception checks.

Additionally, you can move stealthily at a normal pace while alone, and you cannot be tracked by non-magical means, unless you choose to leave a trail.

SKIRMISHER

You excel at utilizing superior mobility in combat. Your speed increases by 10 feet when you are not wearing heavy armor.

In addition, you can use the Dash action as a bonus action.

NATURE'S BOND

You have an innate link to the wild and its denizens. You can communicate with any beast through sounds and gestures, and can read its basic mood and intent. You learn its emotional state, if it is affected by magic, its short-term needs (such as food or safety), and actions you can take (if any) to persuade it to not attack.

Additionally, you can pass through plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

You also have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

FIGHTING STYLE

Choose one fighting style below:

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

Dueling. When you are wielding a melee weapon in one hand and no other weapon, you gain a +1 bonus to attack and damage rolls with that weapon.

Great Weapon. When wielding a melee weapon with both hands, re-roll any damage dice with a result of 1 or 2.

Two-Weapon Fighting. When fighting with two weapons add your ability modifier to the damage of both weapons. At 11th level you deal an additional die of weapon damage when you hit with an offhand attack using your bonus action.

SPELLCASTING

You can use the magical essence of nature to cast spells.

NOTE: Instead of gaining the spellcasting feature, you may choose to be a Martial Ranger. See *Martial Ranger* below.

Spells Known. At 2nd level you learn three 1st level spells, chosen from the Ranger's spell list. You learn a new Ranger spell every odd Ranger level, per the Ranger table. Additionally, when you gain a level, you can exchange one known spell for a new one. These spells can be of any level you can cast.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the Ranger table. You regain all spent spell points when you complete a long rest.

You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you have the 1st-level spell *cure wounds* prepared, you can cast it as a 2nd-level spell by spending 2 spell points.

Magic Ability. Wisdom is your magic ability for your ranger spells. It determines your spell save DC and attack modifier.

Spell Save DC = 8 + your (Nature) proficiency bonus + your Wisdom modifier

Spell Attack modifier = your (Nature) proficiency bonus + your Wisdom modifier

EXTRA ATTACK

You can attack twice, instead of just once, when you take the Attack action on your turn. If you have any movement left for the round, you can move between these attacks.

NATURE'S RESILIENCE

Your ability to endure harsh climates is bolstered.

You gain proficiency (or 3 proficiency points) in Constitution saving throws.

You also have advantage on any check or saving throw made against disease or poison and to resist exhaustion.

FERAL SENSES

Being unable to see a target does not impose disadvantage on your attack rolls against it.

You are also aware of the location of any invisible creature within 30 feet of you, provided the creature isn't hidden from you and you aren't deafened.

PRIMEVAL AWARENESS

You have an uncanny awareness of your surroundings.

You have advantage on initiative rolls and on attack rolls against creatures that have not yet acted on your first turn during combat. If you would normally be surprised at the start of an encounter, you are not surprised but you do not gain advantage from this feature on initiative or attack rolls.

Additionally, you can attune your senses to determine if any enemies are nearby. By spending 1 minute concentrating, you can sense any potentially hostile or threatening creatures within 5 miles of you. This feature reveals what types of enemies are present, their numbers, and the creatures' general direction and distance from you.

HIDE IN PLAIN SIGHT

You can use the Hide action as a bonus action on your turn.

You can also spend 1 minute camouflaging yourself, allowing you to hide even without concealment. You must have access to mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage.

While you are camouflaged, you can hide by pressing yourself up against a solid surface that is at least as tall and wide as you are. You are hidden from all creatures as long as you remain there without moving.

FOE SLAYER

You become an unparalleled hunter of your enemies. Add your Wisdom modifier to your attack rolls against any creature that is surprised, that has not yet taken an action in combat, or from whom you are hidden. Your weapon attacks also deal maximum damage to such targets.

RANGER ARCHETYPES

The ideal of the ranger has two classic expressions: the Hunter and the Beast Master.

HUNTER

As a Hunter, you learn special techniques for fighting threats you face, from hordes to dragons.

HUNTER'S PREY

You can select this feature more than once; choose one of the following abilities each time you do:

Colossus Slayer. When you hit a creature that is below its hit point maximum with a weapon attack, the creature takes an extra 1d8 damage.

Giant Killer. When a Large or larger creature hits or misses you with an attack, you can use your reaction to move up to 10 feet without provoking an opportunity attack and attack that creature, immediately after its attack.

Horde Breaker. Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target.

DEFENSIVE TACTICS

You can select this feature more than once; choose one of the following abilities each time you do:

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature until your next turn.

Steel Will. You have advantage on saving throws against charm and fear effects.

MULTIATTACK

You gain one of the following features 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. Make a separate attack roll for each target, and you must have ammunition for each target, as normal.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

SUPERIOR HUNTER'S DEFENSE

You can select this feature more than once; choose one of the following abilities each time you do:

Evasion. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you take no damage if you succeed on the save, and only half damage if you fail the save.

Stand Against the Tide. When a hostile creature misses you with a melee attack you can use your reaction to force that creature to repeat the same attack against another creature (not itself) of your choice that is within its reach.

Uncanny Dodge. When an attacker that you can see hits you with an attack, you can use your reaction to halve the damage you take from that attack.

UNMATCHED HUNTER

Choose one of the following features:

Hunter's Assault. You can focus your attention on making rapid attacks against your foe. When you use the Attack action, you can make one additional attack at a creature you already attacked this turn.

Hunter's Ambush. The first time you attack and hit a surprised creature on the first round of combat, the attack is a critical hit and additionally deals double damage.

BEAST MASTER

You embody a bond between the man and beast. United in focus, beast and ranger work as one.

RANGER'S COMPANION

You gain a beast companion that accompanies you on your adventures and is trained to fight alongside you. Choose a beast that is no larger than Medium and that has a challenge rating of 1/2 or lower.

Add your (Nature) proficiency to the beast's AC, attack rolls, and damage rolls, as well as any ability checks or saving throws it makes. Its hit point maximum equals its normal or half of your maximum, whichever is higher.

Your companion gains proficiency in two skills of your choice. It also becomes proficient with all saving throws.

The beast obeys your commands as best it can and takes its turn on your initiative. On your turn, you can verbally command the beast where to move and to take the Attack, Dash, Disengage, Dodge, or Help action (no action required by you).

If commanded to Attack, your companion can make one attack, but it cannot use multi-attack. It will continue to attack the same creature on subsequent turns if you do not issue it a different command.

You can replace this companion with a new beast that is CR 1 at 5th level, and again at 9th level with a CR 2 beast.

BESTIAL FURY

Your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target.

BEAST'S DEFENSE

Your companion gains advantage on all saving throws while it can see you.

Further, when an attacker your companion can see hits it with an attack, your companion can use its reaction to halve the attack's damage against it.

SPIRIT COMPANION

You form a bond with a nature spirit—a companion forged by your link to the wild, in place of the normal beast companion.

This spirit companion acts as a normal beast companion and gains all the same benefits (your (Nature) proficiency to its rolls, improved hit points, etc.) It also has the following:

Its natural attacks count as magic weapons to overcome resistance.

As a bonus action, you can call your spirit companion to materialize as any large or smaller beast that is CR 1 or lower, or CR 2 after 9th level. You can also dismiss it as a bonus action.

If your materialized companion dies in battle, it simply vanishes temporarily and you regain your ability to materialize your spirit companion when you finish a short or long rest.

PACK TACTICS

When you take the Attack action, your beast companion can use its reaction to make an attack at the same creature.

If your companion attacks a creature on your turn, the next attack you make against that same creature on your turn has advantage.

MARTIAL RANGER

You can select features from this path only if you forgo the spellcasting feature. If you do, you gain the *Poultices* and *Mark the Quarry* features below, and a bonus feature of any ranger subclass at 8th, 12th and 16th level of ranger.

POULTICES

You gain proficiency (or 2 proficiency points) in both Medicine and the tool Herbalism kit.

You can also create special herbal poultices that can heal injuries. You can spend 1 hour gathering herbs to create a number of poultices equal to your Wisdom modifier +1. After 24 hours, poultices you have not used lose their potency.

If you spend 1 action applying a poultice to a creature, thereby expending it, the creature regains 1d6 hit points for every two ranger levels you have (rounded up).

Natural Antivenom. After 5th level, you can use a poultice to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

MARK THE QUARRY

As a bonus action, you choose a creature you can see and mark it as your quarry. For the next hour, or until you choose a new quarry, you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack, and you have advantage on any check you make to find it.

MARTIAL FOCUS

You learn maneuvers similar to a Battle Master.

Maneuvers. You learn two maneuvers of your choice from those available to the Battle Master subclass.

At 5th, 9th, 13th, and 17th levels you learn one additional maneuver of your choice, and you can replace one maneuver you know with a different one.

Superiority Dice. You gain three combat dice, which are d8's. These dice are expended to use maneuvers. You regain expended combat dice when you finish a short or long rest.

Saving Throws. The DC for maneuvers that require a saving throw are calculated as follows:

Maneuver save DC = 8 + your (weapon) proficiency bonus + your Strength or Dexterity modifier

CALL NATURE'S ALLIES

When you are in a natural environment, you can call natural creatures from that terrain to fight for you. This mimics the effects of the *conjure animals* spell, except it is nonmagical, the beasts are not fey and serve you up to 1 hour.

HUNTER'S TRAP

As bonus action, you can lay a trap of your own design on a solid surface. The next hostile creature that moves within 5 feet of the trap triggers it and must make a Dexterity saving throw, taking 1d4 damage per Ranger level on a failed save, or half as much damage on a success. It also suffers an additional effect of your choice if it fails its save:

Snare: The target is restrained until it uses an action and makes a successful DC 15 strength check to escape.

Spikes: The target's speed is halved until finishes a short or long rest, or until it receives magical healing.

You can use this feature a number of times equal to your Wisdom modifier. You regain all uses when you finish a long rest and prepare additional traps.

ROGUE



MESSENER
20

ROGUE CLASS FEATURES

As a rogue, you gain the following class features.

THE ROGUE

Level	Proficiency Max	Features	Sneak Attack
1st	+2	Expertise, Sneak Attack	+1d6
2nd	+2	Ability Score +1, Roguish Archetype	+1d6
3rd	+2	Feature	+2d6
4th	+2	Feature, Ability Score +1	+2d6
5th	+3	Feature	+3d6
6th	+3	Feature, Ability Score +1	+3d6
7th	+3	Feature, Ability Score +1	+4d6
8th	+3	Ability Score +1	+4d6
9th	+4	Feature	+5d6
10th	+4	Ability Score +1	+5d6
11th	+4	Feature, Ability Score +1	+6d6
12th	+4	Feature, Ability Score +1	+6d6
13th	+5	Feature	+7d6
14th	+5	Ability Score +1	+7d6
15th	+5	Feature	+8d6
16th	+5	Ability Score +1	+8d6
17th	+6	Feature	+9d6
18th	+6	Ability Score +1	+9d6
19th	+6	Feature	+10d6
20th	+6	Feature, Ability Score +1	+10d6

ROGUE FEATURES LIST

Sneak Attack	Evasion [7]
Expertise	Slippery Mind [7]
Thieves' Cant	Blindsense [11]
Cunning Action	Elusive [11]
Uncanny Dodge [5]	Stroke of Luck [17]
Reliable Talent [7]	

Thief Features

Fast Hands ◦	Assassinate ◦
Second-Story Work	Poison Master
Supreme Sneak	Infiltration
Use Magic Device	Imposter
Thief's Reflexes †4	Death Strike †4

Arcane Trickster

Spellcasting ◦	Versatile Trickster
Mage Hand Tricks	Spell Thief †4
Magical Ambush	

Assassin Features

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

PROFICIENCIES

Armor: Light armor

After 1st level: Light armor

Weapons: 6 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple or martial weapons.

Skills: 8 skill proficiency points at first level.

After 1st level: 2 skill proficiency points per level.

Choose from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Saving Throws: 2 saving throw proficiency at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Dexterity and Intelligence.

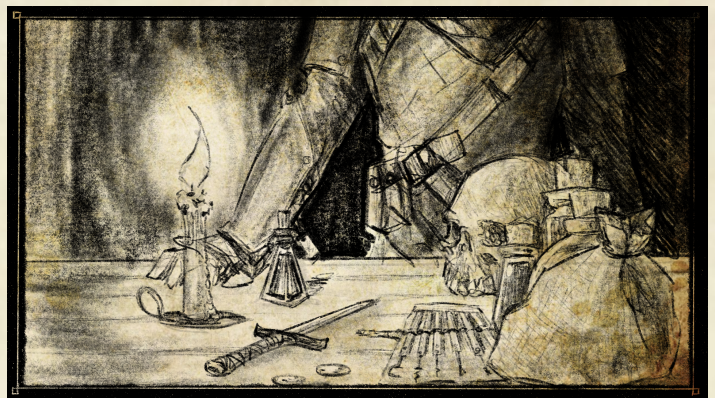
Tools: 2 proficiency points in thieves' tools.

After 1st level: 1 tool proficiency point per level.

STARTING EQUIPMENT

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

- (a) any weapon and a shield or (b) any two weapons
- (a) five javelins or (b) any simple melee weapon
- 10 lint fluffs



*(All Rogue features detailed later have been updated or summarized; see the Player's Handbook for original text.)

EXPERTISE

Choose two of your skill proficiencies. You double your proficiency bonus when making an ability check that involves those proficiencies. This doesn't affect any save DCs.

Choose two new proficiencies with which to gain Expertise when you reach level 6.

SNEAK ATTACK

Your strikes take advantage of a foe's distraction.

When you attack a creature and hit, you can deal extra damage to that target if you have advantage against it or if another enemy of the target is within 5 feet of it and that enemy is able to take actions.

The amount of this extra damage is determined by your rogue level, as noted in the Sneak Attack column in the Rogue table. You can use this feature only once per turn.

THIEVES' CANT

You learn a secret code language that allows you to hide messages in seemingly normal conversation. Only a fellow speaker can understand such messages.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as if an area is dangerous or the territory of a thieves' guild, if good loot is nearby, or if the people in an area are trustworthy.

CUNNING ACTION

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns, which can be used only to Dash, Disengage, or Hide.

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

When you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

When you make an ability check and gain your proficiency bonus, treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

While you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

You have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

You are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

You have an uncanny knack for succeeding when you need to. If your attack misses a target, you can turn the miss into a hit against that target. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you've used this feature, you can't use it again until you complete a short rest or a long rest.

ROGUE ARCHETYPES

You have specialized in a style you might have learned from a guild, a teacher, or life on the streets. Choose Thief, Assassin, or Arcane Trickster; all are detailed below.

ASSASSIN

You have studied the art of murder, for profit or to rid the world of the wicked. You use planning, stealth, and disguises to eliminate your foes with deadly efficiency.

ASSASSINATE

You have advantage on attacks against any creature that has not yet taken a turn in the combat. In addition, any hit you score against a creature that is surprised is a critical hit.

BONUS PROFICIENCIES

You gain proficiency with the disguise kit and the poisoner's kit.

INFILTRATION EXPERTISE

You can create false identities for yourself. You must spend one week and 25 gp to establish the history, profession, and affiliations for an identity. You cannot establish an identity that belongs to an existing person. Thereafter, if you adopt a new identity as a disguise other people believe you to be that person until given a good reason not to do so.

IMPOSTER

You gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend one hour studying each of these components. Your ruse is indiscernible to the casual observer. If a creature suspects something is amiss you have advantage on any Charisma (Deception) check to avoid detection.

DEATH STRIKE

You are a master of instant death. When you hit a creature that is surprised, it must succeed on a Constitution saving throw (DC 10 + your Dexterity modifier + your proficiency bonus with the attack weapon) or take double damage from your attack.

THIEF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, and investigators.

FAST HANDS

You can use the bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or use an object.

SECOND-STORY WORK

Climbing no longer costs you extra movement. When you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

You gain advantage on any Dexterity (Stealth) check if you move no more than half your speed on the same turn.

USE MAGIC DEVICE

You have learned enough about magic that you can improvise the use of these items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

THIEF'S REFLEXES

You are so quick to react to danger that you can take two turns during the first round of any combat. You can take a turn on your normal initiative and another turn on your initiative minus 10 during that round. You can't use this feature when you are surprised.

ARCANE TRICKSTER

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters and a significant number of adventurers.

SPELLCASTING

You gain the ability to cast spells.

Spells Known. You learn cantrips and spells from the Wizard's spell list. You learn more spells as you gain levels, and spells you learn must be of a level that you can cast as shown in the Arcane Trickster table.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the class table. You must finish a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level.

Magic Ability. Intelligence (Arcana) is your magic ability modifier. If you have levels in another spellcasting class, you can use the magical ability score of that class for your arcane trickster spell save DC's and spell attacks instead.

Multiclass. If you have levels in another spellcasting class, you may choose to ignore the arcane trickster table and instead advance that class' spells known, max spell level and spell points at every even rogue level.

MAGE HAND LEGERDEMAIN

When you cast mage hand, you can make it invisible, and you can perform the following additional tasks:

- Stow one object the hand is holding in a container worn or carried by another creature.
- Retrieve an object in a container worn or carried by another creature.
- Use thieves' tools to pick locks and disarm traps at range.

MAGICAL AMBUSH

If you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

THE ARCANE TRICKSTER

Level	Cantrips Known	Spells Known	Spell level	Spell Points
1st	-	-	-	-
2nd	2	3	1st	3
3rd	2	3	1st	5
4th	2	4	1st	7
5th	3	5	2nd	10
6th	3	5	2nd	12
7th	3	6	2nd	14
8th	3	7	2nd	16
9th	3	8	3rd	18
10th	3	8	3rd	20
11th	4	9	3rd	22
12th	4	10	3rd	24
13th	4	11	4th	26
14th	4	11	4th	28
15th	4	12	4th	30
16th	4	13	4th	32
17th	5	14	5th	34
18th	5	14	5th	36
19th	5	15	5th	38
20th	5	16	5th	40

VERSATILE TRICKSTER

You gain the ability to distract targets with your mage hand.

As a bonus action on your turn, you can designate a creature within 5 feet of the hand. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

SPELL THIEF

You gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is a level you can cast. For the next 8 hours, you know the spell and can cast it using your spell points. The creature can't cast that spell until 8 hours have passed.

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

SORCERER



THE SORCERER

Level	Proficiency Maximum	Features	Cantrips Known	Spells Known	Max Spell Level	Spell Points	Sorcery Points
1st	+2	Spellcasting, Bloodline	4	3	1st	4	-
2nd	+2	Ability Score +1, Font of Magic	4	4	1st	6	2
3rd	+2	Metamagic	4	5	2nd	10	3
4th	+2	Ability Score +1	4	6	2nd	14	4
5th	+3	Feature	5	7	3rd	18	5
6th	+3	Ability Score +1	5	8	3rd	22	6
7th	+3	Feature	5	9	4th	26	7
8th	+3	Ability Score +1	5	10	4th	30	8
9th	+4	Feature	5	11	5th	34	9
10th	+4	Ability Score +1	6	12	5th	38	10
11th	+4	Feature	6	13	6th	44	11
12th	+4	Ability Score +1	6	14	6th	48	12
13th	+5	Feature	6	15	7th	52	13
14th	+5	Ability Score +1	6	15	7th	56	14
15th	+5	Feature	6	16	8th	60	15
16th	+5	Ability Score +1	6	16	8th	64	16
17th	+6	Feature	6	17	9th	68	17
18th	+6	Ability Score +1	6	17	9th	72	18
19th	+6	Feature	6	17	9th	76	19
20th	+6	Ability Score +1	6	18	9th	80	20

SORCERER CLASS FEATURES

As a sorcerer, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per class level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 4 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (c) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack

**(All Sorcerer features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

PROFICIENCIES

Armor: none

Weapons: 4 weapon proficiency points at 1st level

After 1st level: 1 weapon proficiency point every odd level

Choose from any daggers, darts, slings, quarterstaves, light crossbows.

Skills: 4 skill proficiency points at first level

After 1st level: 1 skill proficiency point per level

Choose from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion.

Saving Throws: 2 saving throw proficiency at 1st level

After 1st level: 1 saving throw proficiency per level

Choose from Wisdom and Charisma.

Tools: None

SORCERER FEATURES LIST

A list of the features available to the sorcerer, including its bloodlines, is listed below for convenience.

<i>Sorcerer Class Features</i>	<i>Draconic Bloodline</i>
Spellcasting	Draconic Ancestor
Font of Magic	Dragon Resilience
Metamagic	Elemental Affinity
Sorcerous Restoration [7]	Dragon Wings
Improved Metamagic [7]	Draconic Presence †4

<i>Wild Magic Features</i>	<i>Favored Soul Features</i>
Wild Magic Surge ◦	Chosen of the Gods ◦
Tides of Chaos	Greater Destiny
Bend Luck	Extra Attack
Controlled Chaos	Divine Manifestation
Spell Bombardment †4	Power of the Chosen †4

SPELLCASTING

Whatever its origin, you have been infused with a font of innate, arcane power, from which you cast spells.

Spells Known. At 1st level you know four cantrips, which you can cast at-will, and three 1st-level spells, chosen from the sorcerer spell list. You learn more spells as you gain levels, per the Spells Known column of the Sorcerer table. When you gain a new level, you can also exchange a known spell. Spells learned must be of a level that you can cast.

Casting Spells. When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the Sorcerer table. You must complete a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you know the 1st-level spell *magic missile*, you can cast it as a 2nd-level spell by spending 2 spell points.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a spell of the same level since taking a long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Charisma is your magic ability for your sorcerer spells. It determines your spell save DC and attacks.

Spell Save DC = 8 + your (Arcana) proficiency bonus + your Charisma modifier

Spell Attack modifier = your (Arcana) proficiency bonus + your Charisma modifier

FONT OF MAGIC

You can tap into a wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points. You gain more sorcery points as you reach higher levels, as shown in the Sorcerer table. You regain all spent sorcery points when you finish a long rest.

Flexible Casting. You can use a bonus action to convert sorcery points into spell points. You gain 1 spell point for every sorcery point you expend this way.

METAMAGIC

You gain the ability to alter your spells to suit your needs. At 3rd level, choose two of the Metamagic options below. If you select this feature again you can choose two additional Metamagic options.

You can use only one Metamagic option on a spell when you cast it.

CAREFUL SPELL

When you cast a spell that forces other creatures to make a saving throw, you can protect some of them. To do so, you spend 1 sorcery point and choose a number of creatures up to your Charisma modifier. A chosen creature succeeds automatically on its saving throw against the spell.

DISTANT SPELL

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the spell's range. When you cast a spell that has a range of touch, spend 1 sorcery point to make the range of the spell 30 feet.

EMPOWERED SPELL

When you roll damage for a spell, you can spend 1 sorcery point to reroll any number of the damage dice once and add your Charisma modifier to the total damage. You can use empowered spell after damage dice are rolled.

EXTENDED SPELL

When you cast a spell that has a duration of 1 minute or longer, spend 1 sorcery point to double its duration.

HEIGHTENED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 2 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

INTENSIFY SPELL

When you cast a spell that has increased effect when cast using a higher level spell slot, you can spend 1 sorcery point to increase the effect as though you had used a spell slot 1 level higher. This can increase a spell's effect above your highest level spell slot, but only once.

QUICKENED SPELL

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

SUBTLE SPELL

You can spend 1 sorcery point to cast a spell without the use of somatic and verbal components.

TWINNED SPELL

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level (1 point for a cantrip) to target a second creature in range with the same spell.

IMPROVED METAMAGIC

You can apply up to two Metamagic options to a spell when you cast it.

You can also apply the following Metamagic options to a spell more than once: Careful Spell, Distant Spell, Heighten Spell, Intensify Spell and Twinned Spell.

SORCEROUS RESTORATION

When you finish a short rest, you regain a number of sorcery points equal to half your sorcerer level.

SORCEROUS ORIGIN

Choose a sorcerous origin which describes the source of your innate magical power. Draconic Bloodline, Favored Soul, or Wild Magic, detailed below:

DRACONIC BLOODLINE

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors.

DRAGON ANCESTOR

You can speak and read Draconic. Whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Also choose a type of dragon as your ancestor. The damage type associated with each dragon is used by features gained:

DRACONIC ANCESTRY

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Brass	Fire
Blue	Lightning	Bronze	Lightning
Green	Poison	Copper	Acid
Red	Fire	Gold	Fire
White	Cold	Silver	Cold

DRACONIC SPELLS

When you gain access to spell slots of the appropriate level, you gain a spell according to your dragon type. These do not count against your sorcerer spells known.

Spell Level	Acid/Poison (Earth)	Cold (Water)	Fire	Lightning (Air)
1st	<i>ray of sickness</i>	<i>chromatic orb</i>	<i>burning hands</i>	<i>witch bolt</i>
2nd	<i>Melf's acid arrow</i>	-	<i>scorching ray</i>	<i>gust of wind</i>
3rd	<i>stinking cloud</i>	<i>sleet storm</i>	<i>fireball</i>	<i>lightning bolt</i>
4th	-	<i>ice storm</i>	<i>wall of fire</i>	-
5th	<i>cloudkill</i>	<i>cone of cold</i>	-	<i>conjure elemental</i>

DRACONIC RESILIENCE

Physical traits of your dragon ancestors start to emerge. Your hit point maximum is increased by 1 per sorcerer level.

Additionally, your skin is covered by a thin sheen of dragon-like scales, which are visible or not at your choice. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

ELEMENTAL AFFINITY

When you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage.

You can also spend 1 sorcery point as a bonus action or a reaction when you take damage to gain resistance to that damage type for 1 hour.

DRAGON WINGS

You gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to twice your walking speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action.

You can't manifest wings while wearing armor unless it is made to accommodate them, and clothing not made for them might be damaged when you manifest the wings.

DRACONIC PRESENCE

You can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened.

As an action, you can spend 4 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet.

For 1 minute, each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

WILD MAGIC

Your innate magic comes from the wild forces of chaos that underlie the order of creation.

WILD MAGIC SURGE

Your spellcasting can unleash surges of untamed magic.

Whenever you roll a 1 or a 20 on a spell attack roll, and whenever a target of one of your spells rolls a 1 or a 20 on its saving throw, roll on the Wild Magic Surge table to create a random magical effect with the spell you are casting.

You may also spend 1 sorcery point when you cast a spell to roll on the Wild Magic Surge table.

(*Spell effects* listed on the table use your saving throw DC.)

TIDES OF CHAOS

You can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a short or long rest before you can use this feature again.

Any time you roll on the Wild Magic Surge table you regain the use of this feature.

CONTROLLED CHAOS

You gain some control over the surges of your wild magic.

Whenever you roll on the Wild Magic Surge table you can roll twice and use either number.

BEND LUCK

You have the ability to twist fate using your wild magic.

When another creature you can see makes an attack roll, ability check, or saving throw, you can use your reaction and spend 1 sorcery point to roll 1d8 and apply the number rolled as a bonus or penalty (your choice) to the roll. You can do this after the roll, but before effects occur.

SPELL BOMBARDMENT

The harmful energy of your spells intensifies.

When you roll damage for a spell and roll a 1 or the highest number on any of the dice, choose 1's or the highest number. Roll a number of the chosen dice again, up to your Charisma modifier, and add those rolls to the damage.

WILD MAGIC SURGE TABLE

- d% - Effect

- 96 - 00 - Regain a spell slot (or points) equal to the spell's level, and roll again on this table, re-rolling any result below 13.
- 91 - 95 - The spell is Empowered or Heightened, you choose, and you regain 1d8 expended sorcery points.
- 86 - 90 - Increase the effect of the spell as if it were cast (using a spell slot) 1d4+1 levels higher.
- 81 - 85 - Treat any dice you would roll for this spell as having the maximum result and this spell ignores magic resistance.
- 76 - 80 - The spell forks from the original target and also affects another creature or area of your choice within 50 feet.
- 73 - 75 - Increase the area of this spell by 2d10 feet; or change a target spell to affect creatures in a 2d10 ft. radius.
- 69 - 72 - For 1d4 rounds, all of your spells with a casting time of 1 action have a casting time of 1 bonus action.
- 66 - 68 - Your skin appears to turn crystalline and you gain resistance to all damage for 1 minute.
- 63 - 65 - For 1d6 rounds, energy surrounds you granting you the effects of the *shield* and *globe of invulnerability* spells.
- 60 - 62 - A *wall of fire* spell encircles you. The wall's damage changes to match the spell's damage type if applicable.
- 57 - 59 - 1d4+1 mirror images of you appear in your space. These function identical to the *mirror image* spell.
- 55 - 56 - The spell instead takes form as an elemental (most appropriate), per *conjure elemental* next to the spell's target.
- 53 - 54 - A *reverse gravity* spell lasting 1d6 rounds occurs centered on the target or area of the spell.
- 51 - 52 - You're affected by a *levitate* spell for 1 minute. You randomly change altitude 3d6 ft each turn.
- 48 - 50 - A *fog cloud* spell effect occurs centered on you, and roll again on this table.
- 45 - 47 - A *grease* spell occurs, centered on you, and roll again on this table.
- 42 - 44 - Your skin glows and motes of light gather about you, providing dim light for 20 ft., until they fade in 1d6 minutes.
- 39 - 41 - Shimmering colors swirl around you, mimicking the effects of a *glitterdust* spell for 1 minute.
- 36 - 38 - Each other creature within 10 feet of you is affected as if you cast a *confusion* spell.
- 34 - 35 - For 1 hour, your appearance changes every 1d6 rounds to mirror a random creature within 90 feet.
- 32 - 33 - Roll a d8. Your age changes by a number of years equal to the roll. Younger if its odd; older if its even.
- 30 - 31 - Roll a d6. You change size for 1d6 rounds; become large if the result is even or tiny if it is odd.
- 28 - 29 - Roll a d8. Your height changes a number of inches equal to the roll. If odd, you shrink. If even, you grow.
- 26 - 27 - For 1 minute, any flammable object you touch that isn't carried or worn by a creature bursts into flames.
- 23 - 25 - Eldritch flames burst from you dealing 5d6 fire damage to all creatures in 20 ft.
- 21 - 22 - Lightning surges from you, hitting 1d4 random creatures within 60 ft for 5d8 lightning damage.
- 18 - 20 - You and each creature within 30 feet become invisible for 1 minute, or until you attack or cast a spell.
- 16 - 17 - The spell target(s) instead *polymorph* into a random beast (CR 1d8-1).
- 14 - 15 - You teleport up to 1d8 x 10 feet, to an unoccupied space in a random direction (roll 1d8).
- - 13 - - You're stunned for 1 round. For 13 days, you invoke a Wild Surge whenever you roll a 13 on a spell attack.
- 11 - 12 - When you try to speak for the next 1d4 rounds, incoherent sounds emerge instead.
- 09 - 10 - You disappear from existence until the end of your next turn, then reappear where you left.
- 07 - 08 - The spell effect is delayed until the end of your next turn. Your next spell also invokes a Wild Surge.
- 05 - 06 - The spell target changes to a random target or area 1d6 x 10 ft away (1d8 for direction; choose the closest).
- 03 - 04 - The spell affects the target/area normally, but also bounces back and affects you.
- 01 - 02 - The spell backfires. You lose the spell slot, its effect doesn't occur and you take 1d6 damage per spell level.

FAVORED SOUL

Favored Souls are infused with a spark of divinity; often being the chosen of gods or some powerful divine being. Such individuals are bestowed with a fragment of divine power which awakens powerful magical abilities.

CHOSEN OF THE GODS

Choose one of the cleric class's divine domains and add that domain's spells for 1st-level clerics to your known spells. These spells do not count against the number of spells you can know, and they are considered to be sorcerer spells for you. When you reach 3rd, 5th, 7th, and 9th levels in the sorcerer class, you likewise learn your domain's spells that become available at those levels.

You also gain proficiency in light armor, medium armor, shields, and gain proficiency (or 6 points) in any three weapons of your choice.

Further, your sorcery spells do not require somatic components to cast.

DIVINE ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Further, as a bonus action, you can spend 1 sorcery point to wreath your weapons in divine energy. Until the end of your next turn, your weapon attacks deal an additional 1d8 radiant damage. Increase this extra damage to 2d8 radiant damage at 11th level.

GREATER DESTINY

Your purpose is too important to succumb to death easily.

Your Maximum hit points increase by 1 per level.

Further, when you are reduced to 0 hit points, you can spend 1 sorcery point. If you do, you are reduced to 1 hit point instead.

DIVINE MANIFESTATION

As a bonus action you can spend 1 sorcery point to manifest the divine within you. For 1 minute, you take on an otherworldly appearance and gain resistance to acid, cold and lightning damage.

A pair of wings appear from your back (feathered, ethereal, or bat-like, your choice), giving a flying speed of 60 feet. You can dismiss them as a bonus action.

POWER OF THE CHOSEN

When you cast one of the spells you learned from your Chosen of the Gods class feature, you regain hit points equal to your Charisma modifier (minimum +1) + twice the spell's level.



WARLOCK



THE WARLOCK

Level	Proficiency Maximum	Features	Cantrips Known	Spells Known	Spell Level	Spell Slots	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1st	2	-
2nd	+2	Ability Score +1, Eldritch Invocations	2	3	1st	3	2
3rd	+2	Pact Boon	3	4	2nd	3	2
4th	+2	Ability Score +1	3	5	2nd	3	2
5th	+3	Feature	3	6	3rd	3	3
6th	+3	Ability Score +1	3	7	3rd	3	3
7th	+3	Feature	3	8	4th	3	4
8th	+3	Ability Score +1	3	9	4th	3	4
9th	+4	Feature	4	10	5th	4	5
10th	+4	Ability Score +1	4	10	5th	4	5
11th	+4	Feature	4	11	†6th	4	5
12th	+4	Ability Score +1	4	11	†6th	4	6
13th	+5	Feature	4	12	†7th	4	6
14th	+5	Ability Score +1	4	12	†7th	4	6
15th	+5	Feature	5	13	†8th	4	7
16th	+5	Ability Score +1	5	13	†8th	4	7
17th	+6	Feature	5	14	†9th	5	7
18th	+6	Ability Score +1	5	14	†9th	5	8
19th	+6	Feature	5	15	†9th	5	8
20th	+6	Ability Score +1	5	15	†9th	5	8

WARLOCK CLASS FEATURES

As a warlock, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per class level

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

Hit Points at Higher Levels: 5 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a light crossbow and 20 bolts or (c) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon and two daggers

PROFICIENCIES

Armor: light armor

Weapons: 4 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point per level.

Choose from any simple weapons.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion.

Saving Throws: 2 saving throw proficiency at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Wisdom and Charisma.

Tools: None

**(All Warlock features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

WARLOCK FEATURES LIST

A list of the features available to the warlock, including features for pacts, is listed below for convenience.

Warlock Class Features	Archfey Pact
Pact Magic	Expanded Spell List ◦
Otherworldly Patron	Fey Presence
Eldritch Invocations	Misty Escape
Pact Boon	Beguiling Defenses
Eldritch Master [17]	Dark Delirium †4
Fiend Pact	Great Old One Pact
Expanded Spell List ◦	Expanded Spell List ◦
Dark One's Blessing	Awakened Mind
Dark One's Own Luck	Entropic Ward
Fiendish Resilience	Thought Shield
Hurl Through Hell †4	Create Thrall †4

PACT MAGIC

You gain knowledge of spells through your pact with an enigmatic being or a power of mysterious origin. This requires a strong will to master, but grants you great power.

Spells Known. At 1st level you know two cantrips, which you can cast at-will, and two 1st-level spells, chosen from the Warlock's spell list. You learn more spells as you gain levels, as detailed in the Warlock table.

When you gain a new level, you can also forget one previous spell known to learn a new one.

The spells you learn must be of a level that you can cast, but you can never know more than one spell of the same level above 5th level.

Casting Spells. When you cast a spell, you use one of your available spell slots. Your level determines the number of slots you have available, as noted in the Warlock table. You must finish a short or long rest to regain use of your spell slots.

When you cast a spell using these slots, it is cast at the highest spell level available to you, up to 5th level. If the spell is higher than 5th level, it is cast at its own level and uses a spell slot as normal.

For example, if a 17th level Warlock, you cast the 1st-level spell *witch bolt* as a 5th-level spell. If you cast the 7th-level spell *finger of death* it is cast as a 7th-level spell.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a 6th level or higher spell since taking a short or long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Charisma is your magic ability for your warlock spells. It determines your spell save DC and attack modifier.

Spell Save DC = 8 + your (Arcana) proficiency bonus + your Charisma modifier

Spell Attack modifier = your (Arcana) proficiency bonus + your Charisma modifier

OTHERWORLDLY PATRON

You have struck a bargain with an otherworldly being of your choice: the Archfey, the Fiend, or the Great Old One, each of which is detailed at the end of the class description.

ELDRITCH INVOCATIONS

You have unearthed invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability

You gain two invocations of your choice. Your invocation options are detailed at the end of the class description. You also gain additional invocations when you gain levels in this class, as show on the warlock table.

When you gain a warlock level, you can trade one of the invocations you know for a new one of your current level.

PACT BOON

Your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice: Pact of the Chain, Blade, or Tome.

PACT OF THE CHAIN

By forging strange bonds with unnamable beings, warlocks gain the service of a mystical advisor, a familiar to both serve and reveal secrets. You learn the *find familiar* spell and can cast it as a ritual.

When you cast this spell, you can choose one of the normal forms for your familiar, or one of the following special forms: imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to attack. Your familiar can deliver touch spells.

PACT OF THE BLADE

You can use your action to conjure a pact weapon in your empty hand. Choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it and it counts as magical for the purpose of overcoming resistance and immunity.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute, or if you use this ability again, if you dismiss the weapon, or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. The ritual takes 1 hour, which can be done during a short rest. You can dismiss the weapon into extra-dimensional space, and make it reappear as an action.

PACT OF THE TOME

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose two cantrips and two spells up to 5th level from any class's spell list. While the book is on your person, you can cast the cantrips at will and add the other spells to your list of spells known. They don't count against your number of cantrips or spells known.

ELDRITCH MASTER

As an action, you entreat your patron for aid and regain two of your expended spell slots. You can also cast your next 6th level or higher spell as though you had not previously cast such a spell.

You can not use this ability again until you finish a long rest

OTHERWORLDLY PATRONS

The beings that serve as patrons for warlocks are mighty inhabitants of other planes of existence – not gods, but almost godlike in their power. Various patrons give their warlocks access to different powers and invocations.

THE ARCHFEY

Your patron is a lord of the fey, a creature of legend who holds secrets forgotten before the mortal races were born.

ARCHFEY EXPANDED SPELLS

You can choose new warlock spells from this list:

Level	Spells
-------	--------

1st	<i>faerie fire, sleep</i>
-----	---------------------------

2nd	<i>calm emotions, phantasmal force</i>
-----	--

3rd	<i>blink, plant growth</i>
-----	----------------------------

4th	<i>dominate beast, invisibility</i>
-----	-------------------------------------

5th	<i>dominate person, seeming</i>
-----	---------------------------------

FEY PRESENCE

Your patron bestows on you the ability to project the beguiling and fearsome presence of the fey.

As an action you can cause each creature in a 10 foot radius to make a Wisdom save (your spell save DC). Creatures that fail their save are charmed or frightened by you until the end of your next turn.

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

MISTY ESCAPE

You can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to turn invisible and teleport up to 60 feet to an unoccupied space. You remain invisible until you attack or cast a spell.

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

BEGUILING DEFENSES

You can turn mind-affecting magic against its creator.

You are immune to being charmed and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute, or until the creature takes damage.

DARK DELIRIUM

You can plunge a creature into an illusory realm.

As an action, choose a creature that you can see within 90 feet. It must make a Wisdom save against your spell save DC. On a failed save, it is charmed or frightened by you (your choice) for 1 minute or until your concentration is broken. This effect ends early if the creature takes damage.

Until this illusion ends, the creature thinks it is lost in a misty realm, the appearance of which you choose. The creature can see and hear only itself and the illusion.

You must finish a short or long rest before you can use this feature again.

THE FIEND

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims.

FIEND EXPANDED SPELLS

You can choose new warlock spells from this list:

Level	Spells
-------	--------

1st	<i>burning hands, command</i>
-----	-------------------------------

2nd	<i>blindness/deafness, scorching ray</i>
-----	--

3rd	<i>fireball, stinking cloud</i>
-----	---------------------------------

4th	<i>fire shield, wall of fire</i>
-----	----------------------------------

5th	<i>flame strike, hallow</i>
-----	-----------------------------

DARK ONE'S BLESSING

When you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level.

DARK ONE'S OWN LUCK

You can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

FIENDISH RESILIENCE

You can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one from this feature.

Damage from magical weapons or silver weapons ignores this resistance.

HURL THROUGH HELL

When you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.

At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.

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

THE GREAT OLD ONE

Your patron is a mysterious entity whose nature is utterly foreign to the fabric of reality, or it could be one of the elder gods, known only in legends.

GREAT OLD ONE EXPANDED SPELLS

You can choose new warlock spells from this list:

Level Spells

1st *dissonant whispers, Tasha's hideous laughter*

2nd *detect thoughts, phantasmal force*

3rd *clairvoyance, sending*

4th *dominate beast, Evard's black tentacles*

5th *dominate person, telekinesis*

AWAKENED MIND

Your alien knowledge gives you the ability to touch the minds of other creatures. You can communicate telepathically with any creature you can see within 60 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

ENTROPIC WARD

You learn to ward yourself against attack and to turn an enemy's failed strike into good luck for yourself. When a creature makes an attack roll against you, you can use your reaction to impose disadvantage on that roll. If the attack misses, your next attack roll against the creature has advantage if made before the end of your next turn. Once used, you cannot do this again until you complete a short or long rest.

THOUGHT SHIELD

Your thoughts can't be read by telepathy or other means unless you allow it. You also have resistance to psychic damage, and whenever a creature deals psychic damage to you, that creature takes the same amount of damage.

CREATE THRALL

You gain the ability to infect a humanoid's mind with the alien magic of your patron. You can use your action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, or you use this feature again. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence.

ELDRITCH INVOCATIONS

If an invocation has prerequisites, you must meet them to learn it.

AGONIZING BLAST

Prerequisite: eldritch blast cantrip

Add your Charisma modifier to the damage eldritch blast deals on a hit.

ARMOR OF SHADOWS

You can cast *mage armor* at will, without using a spell slot.

ASCENDANT STEP

Prerequisite: 7th level

You can cast *levitate* on yourself at will, without using a slot.

BEAST SPEECH

You can cast *speak with animals* at will, without using a slot.

BEGUILING INFLUENCE

You gain proficiency in the Deception and Persuasion skills.

BEWITCHING WHISPERS

Prerequisite: 7th level

You can cast *compulsion* using a warlock spell slot.

BOOK OF ANCIENT SECRETS

Prerequisite: Pact of the Tome

You can inscribe rituals in your Book of Shadows. Choose two 1st level spells that have the ritual tag from any class spell list. The spells appear in the book and don't count against your number of spells known.

You can add other ritual spells to your Book of Shadows. When you find such a spell (in a scroll or spellbook) that is a level you can cast, you can spend 2 hours and 50 gp for each level of the spell to transcribe it permanently into your book.

CHAINS OF CARCERI

Prerequisite: 13th level; Pact of the Chain

You can cast *hold monster* at will – targeting a celestial, fiend, or elemental – without expending a spell slot.

You can affect a creature only once per day with this effect.

DEVIL'S SIGHT

You can see 120 ft in darkness, both magical and normal.

DREADFUL WORD

You can cast *confusion* using a warlock spell slot.

ELDRITCH SIGHT

You can cast *detect magic* at will, without using a spell slot.

ELDRITCH SPEAR

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, its range is 300 feet.

EYES OF THE RUNE KEEPER

You can read and understand all writing.

FIENDISH VIGOR

You can cast *false life* on yourself at will, as a 1st-level spell, without using a spell slot or material components.

GAZE OF TWO MINDS

You can use your action to touch a willing creature and perceive through its senses as long as you spend your action each turn to maintain this effect.

You benefit from any special senses possessed by you and that creature, and you are blinded and deafened to your own surroundings.

LIFEDRINKER

Prerequisite: 9th level; Pact of the Blade

When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier and you gain an equal number of temporary hit points if it wounds the creature.



MASK OF MANY FACES

You can cast *disguise self* at will, without using a spell slot.

MASTER OF MYRIAD FORMS

Prerequisite: 11th level

You can cast *alter self* at will, without using a spell slot.

MINIONS OF CHAOS

Prerequisite: 9th level

You can cast *conjure elemental* using a warlock spell slot.

MIRE THE MIND

Prerequisite: 5th level

You can cast *slow* using a warlock spell slot.

MISTY VISIONS

You can cast *silent image* at will, without using a spell slot.

ONE WITH SHADOWS

Prerequisite: 5th level

When you are in an area of dim light or darkness, you can use your action to become invisible until you move or attack.

OTHERWORLDLY LEAP

Prerequisite: 5th level

You can cast *jump* on yourself at will, without using a spell slot.

SCULPTOR OF FLESH

Prerequisite: 7th level

You can cast *polymorph* using a warlock spell slot.

SIGN OF ILL OMEN

Prerequisite: 5th level

You can cast *bestow curse* using a warlock spell slot.

THIEF OF FIVE FATES

You can cast *bane* using a warlock spell slot.

THIRSTING BLADE

Prerequisite: 5th level; Pact of the Blade

You can attack twice when you take the Attack action.

WHISPERS OF THE GRAVE

Prerequisite: 5th level

You can cast *speak with dead* at will, without using a spell slot.

WITCH SIGHT

Prerequisite: 11th level

You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while it is within 60 feet of you and in line of sight.

WIZARD



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THE WIZARD

Level	Proficiency Maximum	Features	Cantrips Known	Spell Level	Spell Points
1st	+2	Spellcasting, Arcane Recovery	4	1st	4
2nd	+2	Ability Score +1, Arcane Tradition	4	1st	6
3rd	+2	Feature	4	2nd	10
4th	+2	Ability Score +1	4	2nd	14
5th	+3	Feature	5	3rd	18
6th	+3	Ability Score +1	5	3rd	22
7th	+3	Feature	5	4th	26
8th	+3	Ability Score +1	5	4th	30
9th	+4	Feature	5	5th	34
10th	+4	Ability Score +1	6	5th	38
11th	+4	Feature	6	6th	44
12th	+4	Ability Score +1	6	6th	48
13th	+5	Feature	6	7th	52
14th	+5	Ability Score +1	6	7th	56
15th	+5	Feature	6	8th	60
16th	+5	Ability Score +1	6	8th	64
17th	+6	Feature	6	9th	68
18th	+6	Ability Score +1	6	9th	72
19th	+6	Feature	6	9th	76
20th	+6	Feature, Ability Score +1	6	9th	80

WIZARD CLASS FEATURES

As a wizard, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per class level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 4 + Constitution modifier

STARTING EQUIPMENT

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

- (a) a quarterstaff or (c) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

PROFICIENCIES

Armor: none

Weapons: 4 weapon proficiency points at 1st level.

After 1st level: 1 weapon proficiency point every odd level.

Choose from daggers, darts, slings, quarterstaves, light crossbows.

Skills: 4 skill proficiency points at first level.

After 1st level: 1 skill proficiency point per level.

Choose from Arcana, History, Insight, Investigation, Medicine, Nature and Religion.

Saving Throws: 2 saving throw proficiency at 1st level.

After 1st level: 1 saving throw proficiency per level.

Choose from Intelligence and Wisdom.

Tools: None

**(All Wizard features detailed later have been updated or summarized; see the Player's Handbook for original text.)*

WIZARD FEATURES LIST

A list of the features available to the wizard, including tradition school features, is listed below for convenience.

Wizard Class Features

Spellcasting	Gifted Researcher
Arcane Recovery	Esoteric Knowledge
Arcane Tradition	Spell Mastery [9]
Savant	Signature Spells [13]

School of Abjuration

Arcane Ward ○	Minor Conjunction ○
Projected Ward	Benign Transposition
Improved Abjuration	Focused Conjunction
Spell Resistance †3	Durable Summon †3

School of Conjunction

Minor Conjunction ○
Benign Transposition
Focused Conjunction
Durable Summon †3

School of Divination

Portent ○	Hypnotic Gaze ○
Expert Divination	Instinctive Charm
The Third Eye	Split Enchantment
Greater Portent †3	Alter Memories †3

School of Enchantment

Hypnotic Gaze ○
Instinctive Charm
Split Enchantment
Alter Memories †3

School of Evocation

Empowered Evocation ○	Improved Illusions ○
Potent Cantrips	Malleable Illusions
Sculpt Spells	Illusory Self
Overchannel †3	Illusory Reality †3

School of Illusion

Improved Illusions ○
Malleable Illusions
Illusory Self
Illusory Reality †3

School of Necromancy

Grim Harvest ○	Minor Alchemy ○
Undead Thralls	Transmuter's Stone
Inured to Undeath	Shapechanger
Command Undead †3	Master Transmuter †3

School of Transmutation

Minor Alchemy ○
Transmuter's Stone
Shapechanger
Master Transmuter †3

SPELLCASTING

As a student of knowledge and arcane magic you have a spellbook which you use to record and prepare your spells.

Cantrips. At 1st level you know four cantrips of your choice from the wizard spell list, which you can cast at-will. You learn more as you level, per the wizard table.

Spellbook. You have a spellbook that contains the spells you know. It starts with six 1st-level spells of your choice from the wizard spell list. Each time you gain a wizard level, add two new spells to your spellbook. They must be of a level that you can cast, as noted on the wizard table.

On your adventures, you might find other spells that you can add to your spellbook (see “Your Spellbook” sidebar).

Preparing and Casting Spells. You prepare a list of spells that are available for you to cast from your spellbook. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + your wizard level. The spells must be of a level you can cast, per the wizard table.

You can change your list of prepared spells when you finish a long rest.

When you cast a spell, you spend a number of spell points equal to the spell's level. Your level determines the number of spell points you have available, as noted in the wizard table. You must complete a long rest to regain spent spell points. You may choose to cast a spell at a higher level and spend points appropriate to the increased level. For example, if you know the 1st-level spell magic missile, you can cast it as a 2nd-level spell by spending 2 spell points.

6th level and higher. By repeatedly channeling the powerful energy of high level spells you will tire your mortal body. When you cast a 6th level or higher spell, if you have already cast a spell of the same level since taking a long rest, you must make a Constitution check with a DC equal to 10 + the spell's level. If you fail, you suffer one level of exhaustion.

Magic Ability. Intelligence is your magic ability for your wizard spells. It determines your spell save DC and attacks.

Spell Save DC = 8 + your (Arcana) proficiency bonus + your Intelligence modifier

Spell Attack modifier = your (Arcana) proficiency bonus + your Intelligence modifier

YOUR SPELLBOOK

The spells you add to your spellbook as you gain levels reflect your arcane research. You might find other spells during your adventures. You could discover a spell recorded on a scroll in a chest, for example, or in a tome in an ancient library.

Copying a Spell into your book. When you find a spell of 1st level or higher, you can add it to your spellbook if it is of a level you can cast, if you can spare the time to decipher and copy it.

Copying a spell involves reproducing the form and deciphering the system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents the components to experiment and the fine inks needed to record it.

Replacing the Book. You can copy a spell from your own spellbook into another book, if you want to make a backup copy. This is like copying a new spell, but faster and easier since you already know the spell and your notes. You spend only 1 hour and 10 gp for each level of the copied spell.

If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells, as normal.

The Book's Appearance. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain leather volume, a finely bound tome with night-blue bindings and silver runes that you found in ancient ruins, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

ARCANE TRADITION

Choose a school of magic as the focus of your current magical studies, as detailed below. When you gain a new feature it can be selected from any school.

ARCANE RECOVERY

If you spend 1 hour studying your spellbook during a short rest, you regain spell points equal to 1/2 your level.

SAVANT

You can prepare a number of additional spells equal to your Intelligence modifier after you finish a long rest.

Additionally, when you finish a short rest, you can prepare a number of new spells equal to your Intelligence modifier, by trading out an equal number of spells previously prepared.

GIFTED RESEARCHER

The gold and time you must spend to copy a spell into your spellbook is halved.

Additionally, whenever you gain a new wizard level, you learn three new spells instead of two.

ESOTERIC KNOWLEDGE

Choose two spells from any class spell list that are of a level that you can cast and add them to your spellbook. Those spells are wizard spells for you.

SPELL MASTERY

Pick two spells in your spellbook up to 2nd level. You can cast the lowest-level version of those spells without using a spell slot. By spending 8 hours in study, you can change one or both of the spells.

SIGNATURE SPELLS

Choose two spells in your spellbook up to 4th level. You always have these spells prepared and they don't count against the number of spells you can prepare.

You can cast each of these spells once without expending a spell slot. You can do so again after you finish a short or long rest.

ARCANE TRADITIONS

Through the ages, wizards have cataloged numerous spells, grouping them into categories called schools. In some places, the schools of magic are literally schools. Even wizards who train apprentices in the solitude of their towers use the division of schools as a learning device.

SCHOOL OF ABJURATION

Abjuration emphasizes magic that blocks, banishes, or protects. You understand that ending harmful effects, protecting the weak, and banishing evil influences is a proud vocation.

ARCANE WARD

You can weave magic around yourself for protection. When you cast an abjuration spell, you can simultaneously use some of the spell's magic to create a ward that lasts until you finish a long rest. The ward has hit points equal to twice your wizard level + twice your Intelligence modifier. Whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

Whenever you cast an abjuration spell of 1st level or higher, the ward regains hit points equal to twice the spell's level + your Intelligence modifier.

PROJECTED WARD

When a creature within 30 feet of you takes damage, you can use your reaction to cause your Arcane Ward to absorb that damage. If the damage reduces the ward to 0 hit points, the warded creature takes any remaining damage.

IMPROVED ABJURATION

When you cast an abjuration spell that requires you to make an ability check as part of casting that spell (as in counterspell and dispel magic), add your (Arcana) proficiency bonus to the check.

SPELL RESISTANCE

You have advantage on saving throws against spells. Further, you have resistance against the damage of spells.

SCHOOL OF CONJURATION

A conjurer favors spells that produce objects and creatures out of thin air. You can conjure clouds of killing fog or summon creatures from beyond to fight on your behalf. As your mastery grows you learn spells of transportation and teleportation.

MINOR CONJURATION

You can use your action to conjure an inanimate object into your hand or onto the ground within 10 feet. This object is not magical and can be up to 3 feet on a side and weigh up to 10 pounds. Its form must be that of an object that you have seen and if it has a value higher than 50 gp, it lasts for one hour before disappearing.

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

BENIGN TRANSPOSITION

You can use your action to teleport up to 60 feet, to an unoccupied space that you can see.

Alternatively you can choose a space that is occupied by a small or medium creature; if the creature is willing, you both teleport, swapping places.

Once you use this feature, you can't use it again until you finish a short or long rest, or you cast a conjuration spell of 1st level or higher.

FOCUSED CONJURATION

While you are concentrating on a conjuration spell, your concentration can't be broken as a result of taking damage.

DURABLE SUMMONS

Any creature you summon or create with a conjuration spell has 30 temporary hit points and receives a bonus on its damage rolls equal to your Intelligence modifier.

SCHOOL OF DIVINATION

The counsel of a diviner is sought by royalty and commoners alike, for all seek a clearer understanding of the past, present, and especially, the future. As a diviner you strive to part the veils of spacetime and consciousness to see clearly.

PORTENT

Glimpses of the future begin to press in on your awareness.

When you finish a long rest, roll two d20's and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by yourself or a creature than you can see with one of these foretelling rolls. You must choose to do so before the result, and you can do this only once per turn.

EXPERT DIVINATION

Casting divination spells comes so easy to you that it expends only a fraction of your efforts. When you cast a divination spell, you regain spell points equal to the level of the spell -1.

THE THIRD EYE

You can use an action to increase your powers of perception. When you do so, choose one of the following benefits, which last until you are incapacitated, or you take a rest:

- Darkvision. Gain darkvision out to a range of 60 feet.
- Ethereal Sight. You can see 60 feet into the Ethereal plane.
- Greater Comprehension. You can read any language.
- See Invisibility. You can see invisible creatures and objects.

GREATER PORTENT

The visions in your dreams intensify and paint a more accurate picture in your mind of what is to come.

You roll three d20's for the Portent feature and you can use them after you know the result of any roll.

SCHOOL OF ENCHANTMENT

You hone your ability to entrance and beguile other people and creatures. Some enchanters are peacemakers who bewitch the violent to lay down their arms and charm the cruel to show mercy. Others are tyrants who bind the unwilling into service.

HYPNOTIC GAZE

Your soft words and enchanting gaze can magically enthrall another creature. As an action, choose one creature within 5 feet of you. If the target can see or hear you, it must succeed on a Wisdom saving throw against your wizard spell save DC or be charmed by you for 1 round. The creature is incapacitated and visibly dazed.

On subsequent turns, you can use your action to maintain this effect, extending its duration until the end of your next turn. The effect ends if you move more than 5 feet away from the creature, or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its saving throw, you can't use this feature on it for one day.

INSTINCTIVE CHARM

When a creature within 30 feet makes an attack roll against you, you can use your reaction to divert the attack, provided that another creature is within the attack's range. The attacker must make a Wisdom saving throw against your spell save DC. On a failed save, the creature must target the creature that is closest to it, not including itself or you. If multiple creatures are closest, the attacker chooses which to target. On a successful save, you can't use this feature on the attacker again for one day.

SPLIT ENCHANTMENT

When you cast an enchantment spell that targets only one creature, you can have it target a second creature.

ALTER MEMORIES

When a creature is charmed by a spell you cast, you can alter the creature's perceptions so that it is unaware of the fact that you cast the spell on it and therefore perceives its charmed behavior as non-magical. Once before the spell expires, you can use your action to try to make the creature forget some of the time during which it was charmed. If you do so, the creature must succeed on a Wisdom saving throw against your spell save DC or forget a number of hours up to 1 + your Intelligence modifier.

SCHOOL OF EVOCATION

You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, cracking lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar.

EMPOWERED EVOCATION

When you roll damage for an evocation spell you cast, add your Intelligence modifier to the damage.

POTENT CANTRIPS

When casting a cantrip, treat your level as 5 higher for the purposes of determining increased damage or effect.

SCULPT SPELLS

When you cast an evocation spell that affects other creatures, you can choose any number of creatures. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage.

OVERCHANNEL

When you cast a spell of 5th level or lower that deals damage, you can deal maximum damage with that spell.

The first time you do so, you suffer no adverse effects. If you use this feature again before you finish a short or long rest, you take 1d8 damage, plus 1d8 damage for each level of the spell. Each additional use of this feature before a rest increases the damage by 1d8. This damage ignores resistance and immunity.

SCHOOL OF ILLUSION

You study magic that dazzles the senses and befuddles the mind. A subtle magic that makes the impossible seem real.

IMPROVED MINOR ILLUSION

You learn the minor illusion cantrip and when you cast it you can make both a sound and image with one casting.

MALLEABLE ILLUSIONS

When you cast an illusion spell that has a duration, you can use your action to change the nature of that illusion.

ILLUSORY SELF

You can create an illusory duplicate of yourself when in danger. When a creature makes an attack roll against you, you can use your reaction to make an illusory duplicate between you and your attacker. The attack automatically misses you and destroys the illusion.

Once you use this ability, you cannot use it again until you finish a short or long rest, or cast an illusion spell of 1st level or higher.

ILLUSORY REALITY

You have learned the secret of weaving shadow magic into your illusions to make them semi-real. When you cast an illusion spell of 1st level or higher, you can choose one inanimate, non-magical object that is part of the illusion and make that object real. You can do this on your turn as a bonus action, at any time within the spell's duration. The object remains real for 1 minute and can be of any size within the spell's area of effect. For example, you can create an illusion of a bridge over a chasm and then make it real long enough for your allies to cross.

SCHOOL OF NECROMANCY

Necromancy explores the cosmic forces of life, death, and undeath. As you focus your studies, you learn to manipulate the energy that animates all living things, then to sap the life force from creatures as you destroy their bodies.

GRIM HARVEST

You can reap life energy from creatures you kill. Once per turn when you kill one or more creatures with a spell, you regain hit points equal to twice the spell's level, or three times the spell level if it was a Necromancy spell.

You don't gain this benefit for killing undead or constructs.

UNDEAD THRALLS

Add the *animate dead* spell to your spellbook. When you cast *animate dead*, you can target one additional corpse or pile of bones, creating another zombie or skeleton. Undead you create gain the following:

- Their hit point maximum is increased by an amount equal to your level
- Add your Intelligence bonus to its weapon damage rolls.

INURED TO UNDEATH

You have resistance to necrotic damage, and your hit point maximum can't be reduced. You spend so much time dealing with negative energy that you have become inured to the worst effects.

COMMAND UNDEAD

You can use magic to bring undead under your control, even those created by other wizards.

As an action, choose one undead that you can see within 60 feet. That creature must make a Charisma saving throw against your spell save DC. If it succeeds, you can't use this feature again on it. If it fails, it becomes friendly to you and obeys your commands until you use this feature again.

Intelligent undead are harder to control in this way. If the target has an Intelligence of 8 or higher, it has advantage on the saving throw. If it fails and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour.

SCHOOL OF TRANSMUTATION

You master spells that modify matter. To you, the world is not a fixed thing, but eminently mutable.

MINOR ALCHEMY

You can temporarily alter the physical properties of one non-magical object, changing it from one substance into another. You perform a special alchemical procedure on one object comprised of wood, stone (not gemstone), iron, copper, or silver, transforming it into a different one of those materials. For each 10 minutes you spend performing the procedure, you transform up to 1 cubic foot of material. After 1 hour the material reverts to its original substance.

TRANSMUTER'S STONE

You can spend 8 hours to create a transmuter's stone that stores magic. You can benefit from the stone or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession:

- darkvision to a range of 60 feet
- increase speed by 10 feet
- proficiency in Constitution saving throws
- resistance to acid, cold, fire, lightning, or thunder damage

Each time you cast a transmutation spell of 1st level or higher, you can change the effect of your stone if it is on your person. If you create a new stone, the previous one is destroyed.

SHAPECHANGER

Add the *polymorph* spell to your spellbook. You can cast *polymorph* without spending a spell slot if you target only yourself and transform into a beast whose challenge rating is 1 or lower.

Once you *polymorph* this way, you can't do so again until you finish a short or long rest (you can still cast it normally).

MASTER TRANSMUTER

You can use your action to consume the magic stored within your transmuter's stone in a single burst. When you do so, the stone is destroyed and you choose one of the following:

- Major Transformation. You transmute one object, up to a 5-ft cube, into another object of similar size and value.
- Panacea. Remove all curses, diseases, and poisons affecting a creature that you touch, and it regains all its HP.
- Restore Life. You cast the *raise dead* spell on a creature you touch with the stone, without using a spell slot.
- Restore Youth. Touch the stone to a willing creature and its apparent age is reduced by 3d10 years, a minimum of 16.

FEATS



ADVANCED FEATS

Following is a description of feats for Advanced D&D 5e. Because characters gain +1 every other level instead of every four levels, these feats have been re-worked to be equivalent to a +1 bonus to an ability score. Some new feats appear here to contain the utility found in feats that were broken up.

FEAT LIST

Feat Name	Summary	Feat Name	Summary
Actor	Advantage on performance, deception; mimic speech	Heavily Armored	gain proficiency with heavy armor
Alert	Can't be surprised, others can't get advantage for being hidden	Heavy Armor Master	gain damage reduction in heavy armor
Athlete	Get up from prone easier, climb full speed, jump using less movement	Improved Critical	increase chance to critical hit
Blade Focus	+1 attack with swords	Improved Initiative	+5 bonus to initiative
Blade Master	parry stance gives +2 AC, OA's have advantage & bonus damage	Inspiring Leader	grant temp hp to allies outside combat
Charger	Dash action lets you attack as a bonus action with bonus damage	Keen Mind	recall anything you seen, never lost
Crossbow Expert	Ignore loading, shoot with a bonus action	Lightly Armored	proficiency with light armor
Defensive Duelist	Reaction with finesse weapon to boost AC	Light Armor Mastery	don quickly, increase AC
Dual Wielder	two weapons don't need to be light and +1 AC	Linguist	learn 2 languages, create ciphers
Dungeon Delver	Advantage on perception, investigation, saves vs traps	Lucky	gain 2 luck points, regain one each day
Durable	Reroll HD to gain hit points if lower than Con mod	Mage Hunter	disadvantage to targets check to maintain spells, advantage on saves
Elemental Adept	Reroll 1's for spells dealing damage of one type	Mage Slayer	reaction to attack a creature casting a spell
Elemental Mastery	Spells ignore resistance for one damage type	Magic Initiate	learn 2 cantrips from any class
Fell Hand Focus	+1 attack with axes & hammers	Magic Adept	learn one 1st -level spell
Fell Hand Mastery	knock prone with advantage, damage on a miss, knock away shields	Martial Adept	learn a maneuver and gain a combat die
Flail Focus	+1 attack with flails, bypass shields	Martial Lore	learn two maneuvers and increase combat die
Flail Mastery	increase flail damage, OA's can knock prone	Moderately Armored	gain proficiency in medium armor
Grappler	Advantage against grappled; can try to pin	Medium Armor Master	increase Dex mod max to AC
Grappling Master	Grapple larger creatures, initiate as a bonus action	Mobile	speed +5, ignore difficult terrain with dash
Great Weapon Focus	+1 on attacks; take penalty to increase damage	Mounted Combat	attack advantage when mounted, redirect attacks from mount
Great Weapon Master	increase damage; attack as bonus action after critical or kill	Mounted Mastery	increase damage mounted, mount can negate area effect damage
Healer	proficiency in medicine, restore hp when stabilizing	Observant	read lips, gain +5 to passive perception
Healing Meister	bonus to medicine checks, use healer kit to restore hp	Polearm Focus	+1 attack with polearms, make offhand attack as a bonus action
		Polearm Mastery	creatures provoke OA's when entering your reach
		Ranged Weapon Focus	no disadvantage close combat, bonus action to aim
		Resilient	gain proficiency with saves in one ability
		Ritual Caster	learn to cast spells as rituals
		Savage Attacker	roll twice for damage and taker higher total each turn
		Sentinel	creatures can't disengage, make OA's when an ally is hit
		Sentinel Adherent	reduce OA's target speed to 0, impose disadvantage with OA's

Feat Name	Summary
Sharpshooter	no disadvantage for long range, ignore cover and concealment
Shield Expertise	shove with bonus action, add shield bonus to Dex saves
Shield Master	reaction to take no damage on saves, shoved creatures take damage
Skilled	gain proficiency in two skills and/or tools
Spear Focus	+1 to attacks with spears, set against a charge
Spear Mastery	increase reach and damage with spears
Spring Attack	you don't provoke OA's after attacking
Skulker	you can hide when lightly obscured, missed attacks don't reveal you
Stalker in the Night	no disadvantage and see farther in dim light
Spell Sniper	double attack spell range, ignore concealment and up to 3/4 cover
Tavern Brawler	gain proficiency with improved weapons, increase unarmed damage
Tough	increase hit points more each level
War Caster	advantage on concentration checks, can cast while both hands are full
War Casting Mastery	use a spell for OA's
Weapon Training	gain proficiency with additional weapons

MULTICLASS FEATS

Feat Name	Summary
Anger Problems	Barbarian Rage
Exploitive Striker	Rogue's Sneak Attack
Healing Touch	Paladin's Lay on Hands
Natural Empathy	Ranger's Animal Empathy
Natural Motivator	Bardic Inspiration
Pact Offering	Warlock Pact
Strong Soul	Monk Ki, Patient Defense and Step of the Wind
Sorcerous Prodigy	Sorcery Points and 1 metamagic
Supernatural Sense	Paladin's Divine Sense
True Believer	Channel Divinity: Turn Undead
Wild Heritage	Druid Wild Shape

MULTICLASSING EFFICACY

Feat Name	Summary
Bane of Undeath	Multiclass Turn Undead improvement
Dedicated Hospitaler	Multiclass Lay on Hands improvement
Emblodened	Multiclass Bardic Inspiration improvement
Enduring Spirit	Multiclass Ki improvement
Pernicious Sneak	Multiclass Sneak Attack improvement
Practiced Spellcaster	All multi-class spellcasters
Primal Abundance	Multiclass Wildshape improvement
Unfettered Rage	Multiclass Rage improvement
Well of Power	Multiclass Sorcery Points improvement

ACTOR

You have advantage on Deception and Performance checks when trying to pass yourself off as a different person.

You can also mimic the speech of another person or the sounds made by other creatures. You must have heard the person speaking, or the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check allows a listener to determine that the effect is faked.

ALERT

- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.
- (See also: *Improved Initiative*)

ATHLETE

- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet, rather than 10.

BLADE FOCUS

You gain a +1 bonus to attack rolls you make with blades (shortsword, longsword, scimitar, rapier, greatsword)

BLADE MASTERY

Prerequisite: Blade Focus

- You can use your reaction to assume a parrying stance, gaining a +2 bonus to your AC until your next turn.
- When you make an opportunity attack with a bladed weapon, you have advantage on the attack. If you hit with such an attack, you deal the maximum damage for that weapon's damage dice on that attack.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack, or to shove a creature. If you move at least 10 feet in a straight line immediately before taking this attack, you either gain a +5 bonus on the damage roll, or push the target up to 10 feet.

CROSSBOW EXPERT

- You ignore the 'Loading' property of crossbows.
- When you use the Attack action, you can use a bonus action to attack with a loaded hand crossbow you are holding.

(See also: *Ranged Weapon Focus*)

DEFENSIVE DUELIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon and another creature hits you with a melee attack, you can use your reaction to add your (wielded weapon) proficiency bonus to your AC for that attack, potentially causing the attack to miss instead.

DUAL WIELDER

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed weapons you are wielding aren't light.

DUNGEON DELVER

You're alert to the hidden dangers found in many dungeons.

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.
- You have advantage on saving throws made to avoid or resist the effects of traps.
- You can search for traps while traveling at a normal pace, instead of only at a slow pace.

DURABLE

When you roll a Hit Die to regain hit points, re-roll the die if the result is less than your Constitution modifier.

ELEMENTAL ADEPT

When you gain this feat, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you roll damage for a spell that deals damage of the type chosen, you can reroll any result of 1 on the damage dice.

ELEMENTAL MASTERY

Prerequisite: Elemental Adept

Spells you cast ignore resistance to damage of type you chose with Elemental Adept.

FELL HANDED FOCUS

- Gain a +1 bonus to attack rolls you make with axes and hammers (battleaxe, greataxe, warhammer, maul).

FELL HANDED MASTERY

Prerequisite: Fell Handed Focus

- Whenever you have advantage on a melee attack roll, you can knock the target prone if the lower of the two d20 rolls would also hit the target.
- Whenever you have disadvantage on a melee attack roll, the target takes bludgeoning damage equal to your Strength modifier + 1 if the attack misses.
- If you use the Help action to aid an ally's attack, you can knock a target's shield aside momentarily. The ally gains a +3 bonus to the attack roll if the target is using a shield.

FLAIL FOCUS

- You gain a +1 bonus to attack rolls you make with a flail.
- You can extend your flail to sweep over targets' shields. Your attack and damage rolls with a flail gain a +2 bonus against any target using a shield.

FLAIL MASTERY

Prerequisite: Flail Focus

- When you use a flail, its damage die increases to a d10.
- When you hit with an opportunity attack using a flail, the target must succeed on a Strength saving throw (DC 8 + proficiency + Strength modifier) or be knocked prone.

GRAPPLER

Prerequisite: Strength 13 or higher

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

GRAPPLING MASTER

Prerequisite: Grappler

- Creatures that are one size larger than you don't automatically succeed on checks to escape you.
- When you hit a creature with an unarmed strike or improvised weapon on your turn, you can use a bonus action to attempt to grapple the target.

GREAT WEAPON FOCUS

- You gain a +1 bonus to attack rolls you make with heavy weapons.
- Before you make a melee attack with a heavy weapon, you can choose to take a -2 penalty to the attack roll. If you hit, add +5 to the attack's damage.

GREAT WEAPON MASTER

Prerequisite: Great Weapon Focus

- When you use Great Weapon Focus to take a -2 penalty to an attack roll, if your attack roll exceeds the target's AC by 5 or more, add your Strength modifier again to the damage you deal with that attack.
- On your turn, when you score a critical hit or reduce a creature to 0 hit points with a melee weapon, you can make one melee weapon attack as a bonus action.

HEALER

- You gain proficiency (or 2 points) in Medicine.
- When you use a healer's kit to stabilize a dying creature, that creature is also restored to 1 hit point.

HEALING MEISTER

Prerequisite: Healer

- Add double your proficiency bonus to Wisdom (Medicine) checks you make.
- As an action, you can spend one use of a healer's kit to tend to a creature and restore 1d8+5 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a long rest.

HEAVILY ARMORED

Prerequisite: Proficiency with medium armor
You gain proficiency with heavy armor.

HEAVY ARMOR MASTER

Prerequisite: Proficiency with heavy armor

While you are wearing heavy armor, bludgeoning, piercing, and slashing damage that you take is reduced by 3.

IMPROVED CRITICAL

Your attack rolls score a critical hit on a roll of 19 or 20 when using a weapon with which you are proficient.

IMPROVED INITIATIVE

You gain a +5 bonus on Initiative Checks.

INSPIRING LEADER

You can spend 10 minutes inspiring your companions, which can be done during a short rest. Choose up to six friendly creatures (including yourself) who can hear and understand you. Each creature gains temporary hit points equal to your level + your Charisma modifier.

A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

KEEN MIND

Prerequisite: Intelligence 13 or higher

- You always know which way is north
- You always know the number of hours left before the next sunrise or sunset
- You can accurately recall anything you have seen or heard within the past month.

LIGHTLY ARMORED

You gain proficiency with light armor.

LIGHT ARMOR MASTERY

Prerequisite: Proficiency with light armor

- It takes you only one action to don light armor.
- Your base AC while wearing light armor of any type is 13 + your Dexterity modifier.

LINGUIST

- You learn two languages of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them or they succeed on an Intelligence check (DC = your Intelligence score).
- You can take this feat multiple times. Each time you do, gain two languages and your cipher DC increases by +2

LUCKY

You have 2 luck points. Whenever you make an attack roll, ability check, or a saving throw, you can spend one luck point to roll an additional d20. You can do this after you roll the die. You choose which of the d20s is used of the result.

You regain one expended luck point when you finish a long rest, to a maximum of 2 points.

MAGE HUNTER

- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

MAGE SLAYER

Prerequisite: Mage Hunter

When a creature within 5 feet of you casts a spell, you can use your reaction to make a melee attack against that creature.

MAGIC INITIATE

Choose a spellcasting class. You learn two cantrips of your choice from that class spell list. Your spellcasting ability for these spells depends on the class you chose.

MAGIC ADEPT

Prerequisite: Magic Initiate

- You can choose one 1st-level spell from the same class list that you chose with Magic Initiate. You learn that spell and can cast it at its lowest level. Once you cast it, you must finish a long rest before you can cast it again.
- Alternatively, if you have spell-slots, you can learn one new spell from your class spell-list. The spell must be at least one level lower than your highest level spell known.

MARTIAL ADEPT

You learn one maneuver of your choice from among those available to the Battle Master Archetype in the fighter class.

If you already have superiority dice, you gain one more; otherwise you gain one superiority die, which is a d6. This die is expended to use your maneuvers. You regain expended superiority dice when you finish a short or long rest.

MARTIAL LORE

Prerequisite: Martial Adept or Combat Superiority

You learn two maneuvers from the Battle Master subclass in the fighter class. If you are 10th level or higher when you have or select this feat, if your superiority die is a d6, it becomes a d8.

MODERATELY ARMORED

Prerequisite: Proficiency with light armor
You gain proficiency with medium armor.

MEDIUM ARMOR MASTER

Prerequisite: Proficiency with medium armor

- Wearing medium armor doesn't impose disadvantage on your Dexterity (Stealth) checks.
- When you wear medium armor, you can add 3, rather than 2, to your AC if you have a Dexterity of 16+.

MOBILE

- Your speed increases by 5 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
(See also: *Spring Attack*)

MOUNTED COMBATANT

- You have advantage on melee attack rolls against any unmounted creature that isn't larger than your mount.
- You can force an attack targeted at your mount to target you instead.

MOUNTED MASTERY

Prerequisite: Mounted Combatant

- If you move at least 20 feet in a straight line toward a creature immediately before making an attack while mounted, that attack deals an additional die of your weapon damage if you hit.
- If your mount 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.

OBSERVANT

- If you can see a creature's mouth while it is speaking a language you understand, you can interpret what it's saying by reading its lips.
- You have a +5 bonus to your passive Wisdom (Perception) and Intelligence (Investigation) scores.

POLEARM FOCUS

- You gain a +1 bonus to attack rolls you make with polearm weapons (glaive, halberd, pike, quarterstaff).
- When you take the Attack action and attack with a polearm, you can use a bonus action to make a melee attack with the opposite end of the weapon. The damage die is a d6 and deals bludgeoning damage.

POLEARM MASTERY

Prerequisite: Polearm Focus

While you are wielding a polearm, other creatures provoke an opportunity attack from you when they enter your reach.

RANGED WEAPON FOCUS

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- Before you make an attack with a ranged weapon, you can use your bonus action to carefully aim for a vital spot. If you do, add +5 damage to your next ranged attack's damage roll if it hits, and re-roll any 1's on that attack's damage dice.

RESILIENT

Choose one ability score. You gain proficiency (or 3 points) in saving throws using the chosen ability.

RITUAL CASTER

You have learned how to cast spells as rituals. This spells are written in a ritual book. When you choose this feat, choose a spellcasting class. You acquire a ritual book holding two 1st-level spells of your choice, from your chosen class spell list. The spells must have the ritual tag. The class you choose determines your spellcasting ability for these spells. If you come across a spell in written form, such as a spell scroll or a wizard's spellbook, you can add it to your ritual book if the spell is on the list of the class you chose, if the spell's level is no higher than half your level (rounded up), and if it has the ritual tag. Copying a spell into your ritual book takes 2 hours per level of the spell and costs 50 gp per level.

SAVAGE ATTACKER

Once per turn when you roll damage for a melee weapon attack, you can re-roll the weapon's damage dice and use either total.

SENTINEL

- Creatures within 5 feet of you provoke opportunity attacks from you when they move away, even if they take the disengage action.
- When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make an opportunity attack against the attacking creature.

SENTINEL ADHERENT

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- When you hit a creature with an opportunity attack, it has disadvantage on its next attack roll.

SHARPSHOOTER

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- (See Ranged Weapon Focus)

SHIELD EXPERTISE

- If you take the Attack action on your turn, you can use a bonus action to try to shove a creature within 5 feet of you with your shield.
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect.

SHIELD MASTER

Prerequisite: Shield Expertise

- If you are subject to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction to take no damage if you succeed on the saving throw.
- When you successfully shove a creature with a shield, it also takes bludgeoning damage equal to 1d6 + your Strength modifier.

SKILLED

You gain proficiency (or 2 points each) in any combination of two skills or tools of your choice. You further gain 1 additional skill proficiency point for every odd character level you have or gain.

SPEAR FOCUS

- You gain a +1 bonus to attack rolls you make with a spear.
- You can set your spear to receive a charge. On your turn, spend your reaction to set the spear. You can make a melee attack against next creature you can see that moves at least 10 feet before moving within your spear's reach. If the attack hits, the target takes an extra 1d8 piercing damage, or 1d10 if you wield with two hands. You can't use this ability to attack a creature that used the Disengage action before moving.

SPEAR MASTERY

Prerequisite: Spear Focus

- When you use a spear, its damage die changes from a d6 to a d8, and from a d8 to a d10 when wielded with two hands.
- As a bonus action on your turn, you can increase your reach with a spear by 5 feet until the beginning of your next turn.

SPRING ATTACK

Prerequisite: Mobile

When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

SKULKER

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, that attack doesn't reveal your position.

STALKER IN THE NIGHT

Prerequisite: Skulker

- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.
- You can see twice as far in dim light.

SPELL SNIPER

- When you cast a spell that requires you to make an attack roll, the spell's range is doubled.
- Your ranged spell attacks ignore concealment, half cover and three-quarters cover

TAVERN BRAWLER

Accustomed to rough-and-tumble fighting using whatever is at hand, you gain the following:

- You are proficient with improvised weapons and unarmed strikes.
- Your unarmed strikes uses a d4 for damage. (See Grappling Master)

TOUGH

Your hit point maximum increases by an amount equal to your level +2 when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional +1.

WAR CASTER

Prerequisite: The ability to cast at least one spell

- You have advantage on Constitution saving throws to maintain spell concentration when you take damage.
- You can perform the somatic components of spells even when you have weapons or a shield in both hands.

WAR CASTING MASTERY

Prerequisite: War Caster

When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell at that creature, rather than making an opportunity attack. The spell must have a casting time of 1 action and must target only that creature.

WEAPON TRAINING

You gain proficiency (or 2 points each) with four weapons of your choice.

NEW MULTICLASS FEATS

GRANTING CLASS FEATURES

Like the pre-existing feats, Ritual Caster and Martial Adept, the following feats allow you to gain a partial feature from another class without having to multi-class.

ANGER PROBLEMS

You can Rage, as the barbarian feature. Once you use this ability you must finish a long rest before using it again.

HEALING TOUCH

You can use Lay on Hands, as the paladin feature. You have 10 points to use in your pool, which are restored when you finish a long rest.

EXPLOITIVE STRIKER

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll.

NATURAL EMPATHY

You can communicate with beasts and travel through plants unhindered, per the Ranger feature, Nature's Bond. You do not gain the advantage on saves that feature would grant.

NATURAL MOTIVATOR

You can grant one creature a Bardic Inspiration die, a d6, as the bard feature. Once you do so, you must finish a short or long rest before you can do this again.

STRONG SOUL

You gain 2 Ki points, as the monk feature, and can use them for Patient Defense or Step of the Wind.

Spent Ki points are restored when you finish a short or long rest.

SUPERNATURAL SENSE

You can use Divine Sense, as the paladin feature. Once you use this ability you must finish a long rest before using it again.

TRUE BELIEVER

You can use Channel Divinity: Turn Undead, as the cleric feature. Once you use this ability you must finish a long rest before using it again.

WILD HERITAGE

You can Wild Shape as the druid feature. Once you use this ability you must finish a long rest before using it again.

SORCEROUS PRODIGY

Prerequisite: the ability to cast at least one spell

You gain 2 Sorcery Points and one Metamagic option from the sorcerer's Font of Magic and Metamagic class features.

PACT OFFERING

A mysterious entity has made contact with you (or you with it) and it has offered a taste of power, promising to offer you more. You have not yet accepted the pact, but gain one of the Warlock features: Pact of the Chain, Pact the Blade, or Pact of the Tome.

MULTICLASSING EFFICACY

BANE OF UNDEATH

Treat your cleric level as two times higher, to a maximum of your character level, to determine the CR of creatures destroyed by your Destroy Undead ability.

DEDICATED HOSPITALER

Treat your paladin level as two times higher, to a maximum of your character level, to determine the amount of healing available in your Lay on Hands pool.

EMBOLDENED

Treat your bard level as two times higher, to a maximum of your character level, to determine your Bardic Inspiration.

ENDURING SPIRIT

Treat your monk level as two times higher, to a maximum of your character level, to determine the number of Ki points you have available.

PERNICIOUS SNEAK

Treat your rogue level as two times higher, to a maximum of your character level, to determine how many extra dice of damage you deal with Sneak Attack.

PRACTICED SPELLCASTER

Prerequisite: multiclass with the Spellcasting ability

Choose one spellcasting class. Whenever you learn a new spell for that class (such as when leveling) you can choose a spell of any level you can cast, based on your highest level spell slot or character level, rather than your class level.

PRIMAL ABUNDANCE

Treat your druid level as two times higher, to a maximum of your character level, to determine the number of times you can Wild Shape, and how powerful the shape can be.

UNFETTERED RAGE

Treat your barbarian level as two times higher, to a maximum of your character level, to determine the number of times you can rage, and the bonus damage granted by rage.

WELL OF POWER

Treat your sorcerer level as two times higher, to a maximum of your character level, to determine the number of Sorcery Points you get from Font of Magic.

PROFESSION FEATS

ALCHEMIST

You have studied the secrets of alchemy and are an expert in its practice, gaining the following benefits:

- You gain proficiency with alchemist's supplies.
- As an action, you can identify one potion within 5 feet of you that you can see, as if you had tasted it.
- Over the course of any short rest, you can improve the potency of one potion of healing of any rarity. If the potion is used afterward, the creature drinking the potion regains the maximum number of hit points that it can restore.

GOURMAND

You have mastered a variety of special recipes, allowing you to prepare exotic dishes with useful effects. You gain the following benefits:

- You gain proficiency with cook's utensils.
- As an action, you can inspect a drink or plate of food within 5 feet of you and determine whether it is poisoned.
- During a long rest, you can prepare and serve a meal that helps up to six creatures recover. Each person who eats it regains two additional Hit Dice at the end of the long rest and gain advantage on Constitution saving throws against disease for the next 24 hours.

BURGLARY EXPERT

You pride yourself on your quickness and your close study of certain clandestine activities. You gain the following:

- You gain proficiency with thieves' tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You have advantage on Dexterity checks you make to remain undetected, as long as non-friendly creatures are not aware of your presence.

MASTER OF DISGUISE

You have honed your ability to shape your personality and to read others. You gain the following benefits:

- You gain proficiency with the disguise kit. If you are already proficient with it, you add double your proficiency bonus to checks you make with it.
- If you spend 1 hour observing a creature, you can then spend 1 hour crafting a disguise you can quickly don to mimic that creature. You can assume the disguise as an action. (Requires a disguise kit. You must make checks as normal to disguise yourself.)

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