ADVANCED ABILITY CHECKS

By Jonathan Dupree

New Options for How to Use
Your Ability Scores

Advanced
Ability Checks

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Credits

On the Cover

The heroes Wrex, Elrith, and Teagan use a bit of magic, strength, and nimbleness to cross an old moat into a forgotten fortification.

Introduction

MUCH LIKE EARLIER EDITIONS OF *Dungeons & Dragons*, the Fifth Edition ruleset has a number of skills that can be acquired by characters that make them better at performing certain tasks. Characters can perform feats of acrobatic and athletic prowess, talk their way into a non-player character's good graces, or detect threats before they cause the player a heap of trouble.

These skill proficiencies are gained through race, class, and background and are tied to the character's abilities. A stronger character is naturally more capable at performing athletic actions, but training can make a slightly weaker character more adept at those actions.

In the *Player's Handbook,* the actions associated with each skill are very specific and limited. A variant rule presented on page 175 of the Player's Handbook allows for a variety of applications of skill proficiencies. It would allow for a character to use his or her high Strength score to aid in intimidating a non-player character, instead of needing a high Charisma score to be more frightening. Another common example of this variant is using Intelligence with a proficiency to recall lore about the activity or Wisdom with a proficiency to identify a use of the skill.

Even with the variant rule, skills are still only a modifier to your ability checks, and being proficient in the skill doesn't grant any benefit other than the modifier. This means that a character who has trained to do Acrobatics and a character who is just naturally dexterous might have closer-than-you'dexpect ability in performing acrobatic activities.

The point of this supplement is to give more options for ability checks and for skills. In the part one, we will discuss ability checks along with skill and tool proficiencies with alternative options for using these abilities to interact with the world around your character, highlighting options for use with the Skills With Different Abilities variant rule.

Combining abilities and skills is not necessary to use the other parts of this supplement, but it makes for an easier method of having a player perform actions without having the player roll multiple ability checks to complete a moderately advanced action.

In the second section, we will discuss Skill Tricks. These are benefits a character gains for being proficient in a specific skill. Some of these options are featured in the *Dungeon Master's Guide* on page 271 as Action Options. In this supplement, they have the additional prerequisite of proficiency with an associated skill.

In the remaining sections, we will discuss a variety of options ranging from feats to spells that are connected to ability checks and skills. These options will allow for a more skill-oriented character that can generally help his or her party deal with its surroundings.

Part One: Ability Checks

The way that characters interact with the world and the other creatures around them is through their abilities. The traits are the foundation of the physical and mental actions employed by all creatures in *Dungeons & Dragons* and directly modify the roll of the dice that determine the success or failure of these actions. This section discusses how a creature can use these abilities and the combination of skills and tools to interact with the world.

Strength

The Player's Handbook states that Strength measures bodily power, athletic training, and the extent to which a character can exert raw physical force. It has a number of applications, such as adding to attack and damage rolls for melee attacks and determining how much a character can lift and carry. A character's Strength score also directly relates to how far or how high the character can jump, as outlined on page 182 of the Players Handbook.

Other Strength Checks. Here are some additional circumstances where the DM might also call for a Strength check:
- Keeping a creature or heavy object from falling
- Breaking an object with bare hands
- Holding up a heavy portcullis or door

Examples of Strength with Other Skills

Acrobatics. A Strength (Acrobatics) check might be made for an acrobatic technique that relies more on the character's strength rather than nimbleness. A few examples might include vaulting or swinging from something (such as from a chandelier or a suspended bar) or performing a strenuous activity like a handstand or plank.

Animal Handling. Sometimes animals or beasts require a bit of force to get them to do what is desired. A Strength (Animal Handling) check could be used to lead a beast such as a horse or oxen.

Intimidation. Performing a frightening feat of strength can be as intimidating as even the sharpest tongue and wit. A Strength (Intimidation) check might be used by a creature who means to perform some form of physical act of violence such as breaking or damaging something so as to cause another creature to be intimidated.

Medicine. A Strength (Medicine) check may be required to perform a specific medical action that a keen, perceptive eye may not help in. A few examples may be trying to resuscitate another creature by forcing their breathing, setting a broken or dislocated bone, or stopping a character from bleeding by applying pressure.

Perception. When trying to determine how much something weighs by hefting it or about how much force will be required to break something after having tried to do so, you may require a Strength (Perception) check.

Sleight of Hand. When a character would manipulate a particularly heavy object in a nimble fashion, they may require a Strength (Sleight of Hand) check.

Stealth. A Strength (Stealth) check might be used when a character pulls or pushes something into position so as to hide. This might also be useful if a character is doing something athletic while hiding (such as hanging from a ledge).

Survival. A Strength (Survival) check may be used to perform a task like digging out a trench or cutting down a tree or similar activities.

Dexterity

The agility and nimbleness of a character is measured by his or her Dexterity score. Like Strength, it has a number of applications and is favored by agile characters who use ranged, light, or finesse weapons. Dexterity also adds to lightly armored character's AC. Dexterity also adds directly to a character's initiative roll, meaning that more nimble characters will have turns earlier on the initiative count.

Other Dexterity Checks. Here are some additional circumstances where the DM might also call for a Dexterity check:
- Activating a mechanism (button, lever, etc.) at a specific moment
- Securing a grappling hook
- Tying a specialized knot

Examples of Dexterity with Other Skills

Animal Handling. A Dexterity (Animal Handling) check might come up when a character is trying to perform a nimble action while riding an animal.

Arcana. A Dexterity (Arcana) check may be required to accurately draw arcane symbols or to copy them over from one medium to another.

Athletics. A Dexterity (Athletics) check would be used when performing an athletic action such as jumping or climbing with speed and timing.

Deception. A Dexterity (Deception) check might be required when a character attempts to confuse or deceive a creature with his or her movements, such as with footwork.
Medicine. When a character is performing a surgical medical action such as trepanning, removing an arrowhead from a wound, or similarly detailed medical activities, a Dexterity (Medicine) check might be required.

Nature. A Dexterity (Nature) check may be required when a character is trying to perform a task such as removing seeds from a pod, pruning a specific plant, or trying to extract a liquid substance from flora or fauna (such as poison or syrup).

Performance. A Dexterity (Performance) check may serve when a character attempts a particularly difficult dance move or chord on an instrument.

Survival. A Dexterity (Survival) check may be needed when a character requires fine manipulation to forage food or to set up a trap.

Constitution

No skills are normally attributed to Constitution. In the Player's Handbook, most of the actions that would require a Constitution check deal with enduring a strain on the character, such as forced marching or drinking an entire stein of ale in one go. The other use of this ability score is in figuring a character's hit point total. One additional way of thinking about Constitution is a character being aware of him- or herself, possibly understanding when something is wrong due to outside influences such as poison or disease. In game terms, this knowledge is usually relayed to the character by the DM without any check, but a check might be considered to identify effects of the condition that may not be relayed initially.

Other Constitution Checks. Here are some additional circumstances where the DM might also call for a Constitution check:
• Maintaining concentration and focus
• Performing a specific activity for a long duration
• Trying and figure out what is wrong with a character in the case of poisoning or disease.

Examples of Constitution with Other Skills

Acrobatics. A Constitution (Acrobatics) check could be employed to perform an acrobatic task for a duration, like a character walking on his or her hands for a time or rolling down a hill.

Animal Handling. A Constitution (Animal Handling) check might be used to ride or walk an animal over a long duration over difficult terrain (such as mountains or dense forest).

Arcana. A Constitution (Arcana) check can be used to maintain concentration on a specific ritual or course of study done in a less than ideal circumstance (such as cold or hot weather conditions).

Athletics. Performing an athletic feat over a long duration such as manual labor, forced march, or climbing up a high surface.

Performance. A Constitution (Performance) check should be made when a character is set to perform for a long duration without breaks, such as reciting an especially long tale or playing a long set of music on an instrument.

Stealth. A Constitution (Stealth) check can be used to remain hidden in a precarious location, such as crouched hidden behind or underneath something or in a less than ideal circumstance (such as cold or hot weather conditions).

Survival. A Constitution (Survival) check can be used to measure how long a character can survive without food or water for long durations.

Intelligence

Intelligence is usually regarded as a creature's "book smarts," in that it deals with what the character knows and his or herability to work out puzzles or problems.

Other Intelligence Checks. Here are some additional circumstances where the DM might also call for an Intelligence check:
• Deciphering script or code and work out its meaning
• Working out how a device works and operate or disable it
• Designing or crafting an object

Examples of Intelligence with Other Skills

Animal Handling. An Intelligence (Animal Handling) check measures a character's ability to recall lore about beasts and animals and the handling or care of such creatures.

Athletics. An Intelligence (Nature) check measures a character's ability to recall lore about athletic principles, such as an understanding of necessary manpower for actions.

Medicine. An Intelligence (Medicine) check measures a character's ability to recall lore about medical and biological principals, such as proper remedies or procedures used for specific ailments and the physiology of specific creatures.

Performance. An Intelligence (Performance) check measures a character's ability to recall lore about specific performance techniques and actions. This might be to recall what a kind of dance or song is called or even the origins of such a performance.

Sleight of Hand. An Intelligence (Sleight of Hand) check measures a character's ability to recall lore about specific techniques of manual dexterity and the performance of such tricks.

Survival. An Intelligence (Survival) check measures your ability to recall lore about specific survival techniques, such as not moving much while in quicksand or that burying oneself in snow will make for a warmer place to rest. You might also require an Intelligence (Survival) check to manufacture a simple trap.

Wisdom

The opposite of Intelligence is Wisdom, which is more a character's ability to perceive the world as it works around him or her and to work out things without a reliance on lore. Where Intelligence is "book smarts", Wisdom can be seen as "street smarts".

Other Wisdom Checks. Here are some additional circumstances where the DM might also call for a Wisdom check:
• Telling if a character or creatue is enchanted or acting against its own will
• Discerning that a secret message is being sent
• Intuiting direction or retracing steps

Examples of Wisdom with Other Skills

Arcana. A Wisdom (Arcana) check may be used to perceive a lingering magical aura or the possible presence of magic where a normal character's untrained eyes may not be able to see.

Nature. Your Wisdom (Nature) check can be used to help identify if something unnatural happens in nature (such as a magical storm or a summoned or shape-changed beast).

Religion. A Wisdom (Religion) check can be used to perceive a lingering aura of good, evil, law, or chaos left by a creature or effect of divine power that a normal character's untrained eyes may not be able to see.

Stealth. A Wisdom (Stealth) check can be used to determine how well a character is currently hiding compared to those who would be seeking out or to even finding the best place to hide.

Charisma

Charisma determines a character's strength of personality and can be used to determine how well a character is able to communicate with others. To some, Charisma can also determine how attractive a character looks, but more commonly is seen as how well a character is able to put together his or her fashion and grooming to appear more socially pleasing.

Other Charisma Checks. Here are some additional circumstances where the DM might also call for a Charisma check:
• Influencing other creatures socially with a character's strength of personality
• Grooming oneself to appear more attractive
• Standing out or remaining unnoticed in a social gathering

Examples of Charisma with Other Skills

Acrobatics. A Charisma (Acrobatics) check could be used to either perform some acrobatic feat for entertainment or to maneuver around a crowded place like a marketplace or tavern.

Insight. A Charisma (Insight) check would help determine the implications of something that happens in society, an open public location, or during the course of a conversation. It can also be used to help determine what a character could possibly use in such an environment to help in his or her cause.

Religion. A Charisma (Religion) check could be used to perform some sort of ritual or service out before an audience. Additionally, it could be used to convey teachings of a particular religion.

Tools

Through a character's life, they will pick up proficiencies with tools that are part of a trade such as crafting or a profession such as the use of a musical instrument. In many ways, these proficiencies are similar to skills, allowing a character with proficiency in thieves' tools to try and unlock a door or a character with proficiency in vehicles (water) to manuever a boat in rough water. Below are some examples of tool proficiencies and descriptions of how they might be used with each of your ability scores.

Artisan's Tools

A number of different arts and crafts are available to you through the proficiency of artisan's tools. The most common ability score used with an artisan tool depends on the tools. Carpenter's tool and smith's tools might require Strength to normally use whereas weaver's tools and tinker's tools may require Dexterity for finesse.

Strength. A Strength check made with proficiency in artisan's tools could be used to perform a physically difficult task such as grinding something to a fine powder with a mortar and pestel, constructing something with heavy materials, stirring a thick stew, building a stone or brick wall up, hammering out metal, or carving especially hard wood.

Dexterity. A Dexterity check made with proficiency in artisan's tools could be used to craft fine details with tools such as perfect writing, detailed map-making, fine manipulation to make artistic glass art, gemcutting for a specifically difficult cut, or placement of gears and cogs.

Constitution. A Constitution check using your proficiency in tools could be used to perform a task that requires endurance to perform, such as crafting a number of small things (nails, hinges, pitons, etc.) over a hot forge with smith's tools, enduring the heat of a glassblower's furnace, or even readying leathers from a number of different creatures.

Intelligence. An Intelligence (artisan's tools) check could be used to recall lore about a specific use of the tools in relation to materials available or to simply recall lore on the materials or things that could be made with them using the tools. Wisdom. A Wisdom check made with proficiency in artisan's tools could be used to identify how something was built or crafted using those tools or how something could be fixed or disassembled using them.

Charisma. A Charisma (artisan's tools) would help someone craft something elegantly and with a artistic flair, such as highly detailed calligraphy, pleasingly spiced cooked food, or filigreed metal works.
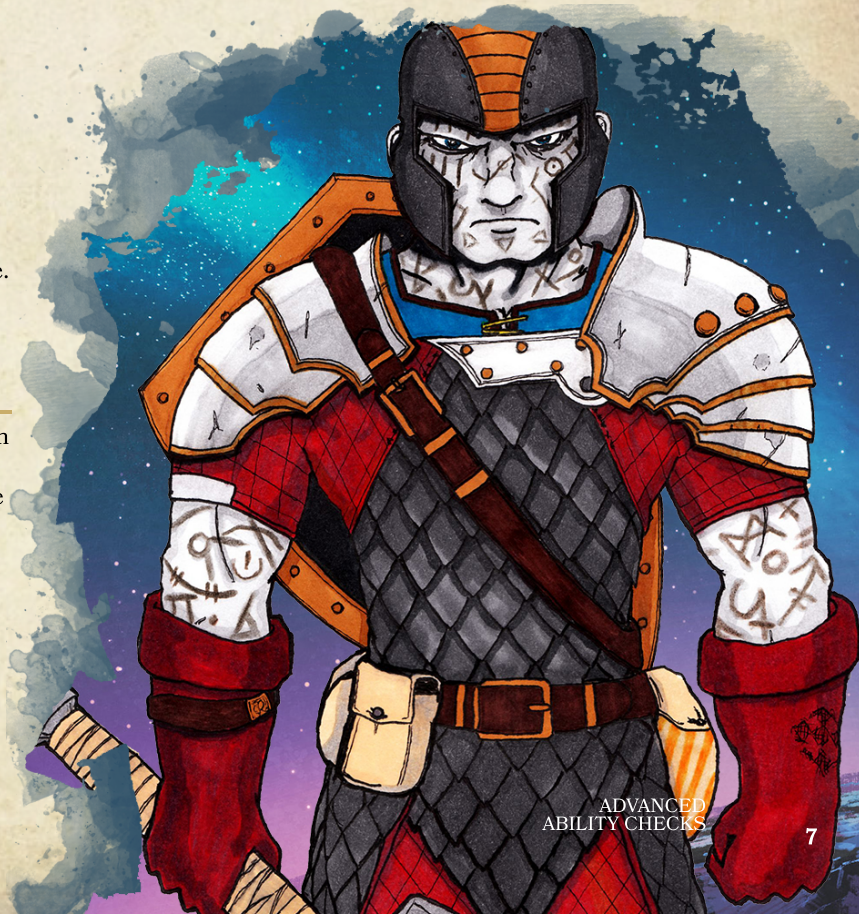
Disguise Kit

A disguise kit is a series of cosmetics that allow you to apply disguises and change the way a person looks. The most common ability score used with the kit would be Charisma.

Strength. A disguise kit check made with Strength could be used to alter some form of hard material to make it look a desired way, such as physically changing a wagon or door.

Dexterity. A Dexterity (disguise kit) check may be required for the application of make up to create the illusion of very distinct features.

Constitution. A disguise kit check made with Constitution would be very rare, but might be used by someone while they are wearing a particular disguise that requires the body to strain in some way, such as holding your face a certain way or wearing heavier garments.

Intelligence. An Intelligence (disguise kit) check would allow you to recall lore about disguises and techniques used to hide specific features or create the illusion of those features.

Wisdom. A Wisdom (diguise kit) check could be used to identify how a creature has a disguise on that was crafted by a disguise kit.

Charisma. Charisma is the default ability for checks made with the disguise kit as it is most often used to create an illusion that will pass in social situations.

Forgery Kit

Forgery kits are used to make forged documents or to change something in a way that seems legitimate as to fool others. Because this kit is used in a mainly social way, it is normally tied to the Charisma ability score.

Strength. A Strength (forgery kit) check could be used to carve a seal or stamp into a particular form.

Dexterity. A Dexterity (forgery kit) check should work towards writing in such a way as to look as though a document was written by someone else.

Constitution. A Consitution check is very rarely made with a forgery kit, but could be something used for when a character is making a large quantity of forged documents, such as invitations that are made to look official.

Intelligence. An Intelligence (forgery kit) check would allow you to recall lore about the best use of a forgery kit to emulate a real document, such as knowing a specific type of ink used.

Wisdom. A Wisdom (forgery kit) could be used to notice an obvious mark of forgery or to figure out how best to duplicate or augment a specific document.

Charisma. A Charisma (forgery kit) check is commonly seen as the default check for this tool and could be used to gauge the success of a forgery made.

Gaming Set

Gaming sets, such as dice, Dragonchess, and the like, are pretty straight forward. They are typically used in a social way between one or more players and some rely entirely on luck.

Strength. Strength will be an unlikely ability score to use with this tool proficiency, but it could deal with moving pieces of an oversized set, rolling the dice extremly hard in an effort to make them useless, or just flipping the table.

Dexterity. A Dexterity check made with gaming sets could be used to perform a feat of skill in rolling a set of dice to get them to land how you want them.

Constitution. Very rarely will a Constitution check be made with gaming sets, but if a game takes a long time and is straining on a player, such as a long, risky game that simulates world domination, it may require a Constitution (gaming set) check.

Intelligence. An Intelligence (gaming set) check should be used to recall lore regarding a game, know the rules no matter how difficult or obscure, and understand any strategies for that game.

Wisdom. A Wisdom (gaming set) check could be used to see who is going to win during a game or to understand a specific strategy of the game is being used against you.

Charisma. A Charisma (gaming set) check can be used to host a game with others in hopes of bringing a bit of enjoyment to the guests.

Herbalism Kit

A herbalism kit can be used to make poultices and brews to help people deal with poisons or diseases.

Strength. A Strength check made with an herbalism kit could be used to break open a seed or shell or to ground a substance down into a powder or meal.

Dexterity. A Dexterity (herbalism kit) may be required to carefully remove a specific part of a plant that is required in a concoction.

Constitution. If you are performing a simple activity like grinding with a mortar and pestel or creating simple salves over a long period of time, it may require you to make a Constitution (herbalism kit) check.

Intelligence. An Intelligence (herbalism kit) check could be used to recall lore about a specific use of the kit in relation to key herbs or to simply recall lore on the herbs or concoctions that could be or have been made with the kit.

Wisdom. A Wisdom (herbalism kit) may allow a character to identify a potion of healing made by means of a kit.

Charisma. Charisma (herbalism kit) checks are very rare, but could be used to allow you to explain the process and use of the tools you have.

Musical Instrument

There are a large number of musical instruments played by entertainers across the Multiverse. Some instruments might be played using different abilities.

Strength. A Strength (musical instrument) check might be required to play especially loud notes with a drum or to simple heft larger instruments like larger wind instruments.

Dexterity. A Dexterity (musical instrument) check might allow you to play an instrument that requires nimble finger movements, such as a stringed instrument or a wind instrument like a flute.

Constitution. When playing an instrument for a long time that requires a bit of endurance, such as a wind instrument, you may require a Constitution (musical instrument) check to finish that long performance.

Intelligence. An Intelligence (musical instrument) check could be used to recall lore about the musical instrument pertaining to the sounds it makes, the history of the instrument specifically, or even about maintainennce of the instrument.

Wisdom. A Wisdom (musical instrument) check would allow you to identify if something is wrong with a specific instrument, like if it has been tampered with to sound awful. Charisma. Charisma is the normal ability used with a musical instrument, used to play the instrument and entertain others.

Navigator's Tools

These tools are the tools of a navigator of a ship at sea.

Strength. A Strength (navigator's tools) check may not come up often, but could be used to repair instruments that are damaged.

Dexterity. A Dexterity (navigator's tools) check can allow for fine manipulation of these tools to correctly draw out a course that can be used with increased precision by sailors.

Constitution. Constitution might be used in conjunction with navigator's tools if charting is very necessary over a long period of time.

Intelligence. An Intelligence (navigator's tools) check should be used to recall lore concerning astrological signs that are used by sailors to find their way or about sea currents or particular areas or features of the sea.

Wisdom. A Wisdom (navigator's tools) check could be used to find your way at sea by charting where you are using stars or other visible landmarks as a guide.

Charisma. A Charisma (navigator's tools) check can be used to relay information about a navigational path and direct a crew to follow it.

Poisoner's Kit

A poisoner's kit is used to make poisons and extract them from poisonous creatures.

Strength. A Strength (poisoner's kit) check could be used to allow you to extract poison from a creature's glands or from a plant.

Dexterity. A Dexterity check made with a poisoner's kit can be used to apply poison in a very fine manner, such as dripping a poison down a wire into an open cup or mouth.

Constitution. A Constitution (poisoner's kit) check can be for making a poison that requires time and patience or for dealing with a poison that could smell particularly bad.

Intelligence. An Intelligence (musical instrument) check could be used to recall lore about poisons that can me made with specific ingredients or what a poison will do to a creature.

Wisdom. A Wisdom (poisoner's kit) check could be used to notice the use of poisons either on blades or in an ingestable form or to notice ingredients that could be used for poisons you could make.

Charisma. A Charisma check could be made in conjuction with a poisoner's kit to make a poison harder to detect or harder to identify as itself by changing its coloring or other properties.

Thieves' Tools

Thieves' tools are the go-to instruments for thieves and burglars to break into locked places or to disarm traps or alarms.

Strength. A Strength (thieves' tools) check could be used to hold closed a pit trap or to jam a lock so it cannot be unlocked.

Dexterity. Dexterity is usually the ability used with this tool proficiency, as it is a measure of how you deal with fine mechanical work in a lock or trap mechanism.

Constitution. A Constitution check with this proficiency could be made to hold a trap mechanism for a time or when a lock would take a long time and a lot of effort to unlock.

Intelligence. An Intelligence (thieves' tools) check could be used to recall lore about the use of the tools or even the traps and locks they'd be used on.

Wisdom. A Wisdom (thieves' tool) check might be needed to see if a disarmed trap or unlocked door was broken in to.

Charisma. Very rarely will Charisma be used with this proficiency, but it could be a check to use the small mirror on metal handle to pass code using a light source.

Vehicles (Land or Water)

Vehicles might need different methods in operating, mental or physical.

Strength. A Strength check with vehicles could be used to physically shift the trajectory of a vessel or to push a manually operated vehicle to go faster or to hard stop.

Dexterity. A Dexterity check with vehicles could be used to pilot a vehicle through a treacherous bit of terrain safely, such as a wagon over rocky terrain or a ship through a narrow waterway.

Constitution. When piloting a vehicle for a long time, a Constitution (vehicles) check may be required to do so.

Intelligence. An Intelligence (vehicles) check could be used to recall lore about a vehicle and its operation and maintenence.

Wisdom. A Wisdom (vehicles) check could be used to identify if a vehicle has passed an area or to identify if anything is wrong with a vehicle before it catastrophically fails.

Charisma. Charisma and vehicle proficiency could be used in conjuction with the vehicle is driven by animals.

ADVANCED
ABILITY CHECKS

Part Two: Skill Tricks

A skill trick is a way a skill can be used to allow you to perform such cinematic effects as climbing up a large monster, disarming an opponent, or goading a creature into attacking you. Other skill tricks allow certain knowledge that is not known by unskilled characters or the ability to make a living wage with your skills.

If skill tricks are implemented in your game, the only prerequisite to gaining a skill trick is proficiency in the skill. If your table doesn't allow skill tricks as a whole, try incorporating them through the use of feats. See the "Skill Tricks" feat in Part Three.

Proficiency in Acrobatics

Climb onto a Bigger Creature. You can treat a suitably large opponent (at least one size category larger at the DM's discretion) as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If you win the contest, you successfully move into the target creature's space and cling to its body. While in the target's space, you move with the target and have advantage on attack rolls against it.

Reduce Falling Damage. If you fall or jump down from a height, you can make a Dexterity (Acrobatics) check as a free action to reduce the amount of falling damage you take by one-half your check result (rounded down). If you have Expertise in Acrobatics, you instead reduce the amount of falling damage by your check result.

Tumble. You can try to tumble through a hostile creature's space, ducking and weaving past the opponent. As a part of your movement, you make a Dexterity (Acrobatics) check contested by the hostile creature's Dexterity (Acrobatics) check. If you win the contest, you can move through the hostile creature's space during this turn. If you lose the contest, you cannot move through the hostile creature's space.

Proficiency in Animal Handling

Handle Animal. As an action, you can attempt to temporarily befriend a beast within 10 feet of you that can see or hear you. The creature must make a Charisma saving throw versus a DC equal to 8 + your proficiency bonus + your Wisdom modifier. The creature gains a bonus to this saving throw equal to its challenge rating (rounded down). If it fails, it is charmed by you for 1 minute or until you take a hostile action or action that the beast would consider hostile (example: taking a mother bear's cub, breaking up a beaver's dam, etc.).

If you selected Animal Handling with the Expertise class feature, you can handle animal as a bonus action.

Quick Mount. Mounting or dismounting a creature only costs 5 feet of your movement instead of half your speed.

Spur. As an Action, you grant your mount extra movement for the current turn. The increase equals the mount's speed, after applying any modifiers. With a speed of 50 feet, for example, your mount can move up to 100 feet on your turn if you use this action. Any increase or decrease to your mount's speed changes this additional movement by the same amount. If your mount's speed of 50 feet is reduced to 25 feet, for instance, you can move up to 50 feet this turn if you use this action.

Proficiency in Arcana

Arcane Detection. As an Action, you can make an Intelligence (Arcana) check to detect the presence of magic around you. The DC of the check is determined by the DM, but will allow you to notice if there is magic present in your immediate area.

Magical Appraisal. You can spend 1 minute inspecting an item to determine if it is magical or not. You make an Intelligence (Arcana) check against a DC determined by the item's rarity. The DC is reduced by 5 if the item is consumed by its use. If this check is successful, you determine the item is magical and its rarity. A common magic item would require a DC 10 check and each rarity level above it would increase the DC by 5. Alternatively, the more rare and potent it is the more obviously magical it may be. The DC of this check is ultimately determined by your DM.

Planar Knowledge. Your training has given you specific knowledge of the workings of the planes outside of the Material Plane. You have a basic knowledge for the concepts and planes detailed in Appendix C: The Planes of Existence on page 300 of the *Player's Handbook*. If your character comes from a plane of existence where the information detailed in that appendix is not accurate, work with your DM to get as much information he feels a character with the training that yours has would have. For more obscure details on these matters, your DM may require you to make an Intelligence (Arcana) check to recall this information.

Proficiency in Athletics

Climb onto a Bigger Creature. You can treat a suitably large opponent (at least one size category larger at the DM's discretion) as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If you win the contest, you successfully move into the target creature's space and cling to its body. While in the target's space, you move with the target and have advantage on attack rolls against it.

Area's Passive Checks
A number of skill tricks presented in this section (Cutpurse, Gambling, Fundraising, Perform Entertainment, and Proselytize) allow a character to make an ability check with that skill to gain wealth. These checks are made against a passive skill of the area where they are performed. Here are some good examples of passive checks for settlements:

Settlement (Population)	Passive Check
Hamlet (81-400)	20
Village (401-900)	17
Town (901-5,000)	15
City (5,001-25,000)	13
Metropolis (25,001+)	10

Disarm. Using the Attack action, you can knock a weapon or another item from a target's grasp. You make a Strength (Athletics) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you are using a weapon to disarm the target, you can replace your Strength (Athletics) check with a weapon attack roll. If you win, the target drops the item. If you used a weapon to make this attack, the attack causes no damage or other ill effect other than the target dropping the item. You have disadvantage on your check (or attack roll) if the target is holding the item with two or more hands. The target has advantage on its chosen ability check if it is larger than you, or disadvantage if it is smaller.

If you have Expertise with Athletics, you can disarm as a bonus action.

Overrun. When you try to move through a hostile creature that is your size or smaller's space, you can try to force your way through by overruning the hostile creature. As either an action or a bonus action, you make a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. You have advantage on this check if you are larger than the hostile creature. If you win the contest, you can move through the hostile creature's space once this turn. If you used an action to overrun and won the contest, the hostile creature is also knocked prone.

Proficiency in Deception

Fast Talk. When engaging in a conversation, you can decide to fast talk one creature. You have advantage on all Charisma checks directed at that creature for 1 minute so long as the creature isn't hostile toward you. After the conversation, you can make a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If the creature wins, it realizes that you used fast talk to influence its mood and becomes hostile toward you. A creature prone to violence might attack you.

Another creature might seek retribution in other ways (at the DM's discretion), depending on the nature of your interaction with it.

Feint. Using the Attack action, you can make a special melee attack to make a feint in combat. You make a Charisma (Deception) check contested by the hostile creature's Wisdom (Insight) or Wisdom (Perception) check. If you win the contest, you have advantage on your next melee weapon attack against the target. If a hostile creature has won this contest against you, it has advantage for all future contested checks made against your attempts to feint it. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. If you have Expertise with Deception, you can feint as a bonus action.

Gambling. You can spend 1 hour gambling in specific villages, towns, and cities to gather a small amount of wealth. You make a Charisma (Deception) check against a set passive Insight determined by the DM for the area you are spending your time. You acquire an amount of coin determined by how much you succeed this check by. This amount is determined by the DM, but is usually an amount equal to how much you surpass the passive Insight of the area. If you fail by 4 or less with this check, you simply do not earn anything. If you fail by more than 4 with this check, you are despised and gain a negative reputation in the area. The more often you use this trick, the higher the passive Insight DC will be.

Proficiency in History

Bookworm. When you roll a 1 on an ability check to recall lore, you can reroll the die and must use the new roll. Collector of Stories. You've picked up a lot of stray knowledge while wondering the land and learning stories. You may recall lore to see whether you know some relevant information about local notable people, legendary items, or noteworthy places. A lower DC may allow you to know common legends about powerful places of mystery and a higher DC might allow you to recall something extremely obscure, such as a might wizard's childhood nickname. Historical Knowledge. Your training has given you specific knowledge of the history and politics of the world. You have a basic knowledge of these concepts, which should be outlined by your DM. A great example of this knowledge is represented in the Sword Coast Adventurer's Guide on page 15 under "A Brief History". Your DM may want your training in History to have more or less information than is detailed there. For more obscure details on these matters, your DM may require you to make an Intelligence (History) check to recall this information.

Proficiency in Insight

Combat Intuition. Immediately after rolling initiative, you can assess the challenge presented by a single hostile creature that you can see as a free action. The DM will tell you if the creature's Challenge Rating is less than, equal to, or greater than your character's level.

Group Insight. All allied creatures that are not proficient with the Insight skill within 10 feet of you gain a bonus to their Wisdom (Insight) checks equal to one-half your proficiency bonus.

Mark. When you make a melee weapon attack, you can also mark the target. Until the end of your next turn, any opportunity attack you make against the marked target has advantage. The opportunity attack doesn't expend your reaction, but you can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing you from taking reactions. You are limited to one such opportunity attack per turn.

Proficiency in Intimidation

Demoralize. Using the Attack action, you can attempt to demoralize a creature that can hear you and see you within 10 feet. The creature must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, it is frightened of you until the end of your next turn. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. If you selected Intimidation with the Expertise class feature, you can demoralize as a bonus action.

Force Surrender. As an Action, you can attempt to intimidate a creature into laying down its arms. You make a Charisma (Intimidate) check opposed by the creature's Wisdom (Insight) check. If you do not share a language with the creature, you cannot force it to surrender. If a creature has more than half of its maximum hit points remaining and is not outnumbered, it cannot be forced to surrender.

Terrifying Blow. Whenever you deal a critical hit, you can take the Demoralize action (see above) as a free action after the attack targeting the creature hit.

Proficiency in Investigation

Always Observant. When you merely pass within 5 feet of a secret or concealed door or compartment, you are entitled to an Intelligence (Investigation) check to notice it as if you were actively looking for it.

Disbelieve Illusion. When you merely pass within 5 feet of an illusion, you are entitled to an Intelligence (Investigation) check to notice it as if you were actively trying to discern if it was an illusion. Additionally, if you roll a 1 on a saving throw made against an illusion spell, you can reroll the die and must use the new roll.

Forensics. You can discern the cause of death of any corpse you examine. By spending 10 minutes examining a corpse, you know what killed the creature, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart.

Proficiency in Medicine

Combat Medic. You can take the Stabilizing a Creature (Player's Handbook pg. 197) action as a bonus action.

Field Medicine. Prerequisite: Healer's Kit (not proficiency, just possession of the kit). You can use field medicine techniques to help revitalize your wounded allies during a short rest. If you or any friendly creatures who you can reach regain hit points at the end of the short rest, each of those creatures regains an extra 1 hit point or 2 hit points if you are proficient with the Healer's Kit. The extra hit points increase by 1 at 9th level, 13th level, and 17th level. This feature stacks with other similar features (Herbal Lore, Song of Rest, etc.), but not with other uses of this skill trick.

Treat Disease. During a short or long rest, you can attend to a creature periodically throughout the rest. When the rest ends, you make a Wisdom (Medicine) check DC 15. If you succeed, you cure the creature of one disease affecting it. You can expend one use of a healer's kit to gain advantage on this check. Your DM may determine a disease requires a long rest to treat instead of only a short rest. Additionally, they may adjust the DC required to cure the disease if they feel it is an especially harder disease to cure.

Proficiency in Nature

Herbal Lore. You can use soothing herbs and polstices to help revitalize your wounded allies during a short rest. If you have a Herbalism Kit and you or any friendly creatures you can reach regains hit points at the end of the short rest, each of those creatures regains an extra 1 hit point or 2 hit points if you are proficient with the Herbalism Kit tool.

The extra hit points increase by 1 at 9th level, 13th level, and 17th level. This feature stacks with other similar features (Field Medicine, Song of Rest, etc.)

Natural Instincts. While in a natural environment, you have advantage to all saving throws or ability checks made for weather, climate, or wilderness hazards. Wilderness Lore. You are familiar with any natural creature of the beast or plant type and are able to automatically recall lore regarding those creatures.

Proficiency in Perception

Mark. When you make a melee weapon attack, you can also mark the target. Until the end of your next turn, any opportunity attack you make against the marked target has advantage. The opportunity attack doesn't expend your reaction, but you can't make the attack if anything, such as the incapacitated condition or the shocking grasp spell, is preventing you from taking reactions. You are limited to one such opportunity attack per turn.

Point It Out. When you make a successful Wisdom (Perception) check, you can spend your reaction to grant a single ally a free Wisdom (Perception) check with advantage to see the same thing. Your ally must be able to see or hear you.

Vigilant Watch. While you are on watch for a long duration (performing guard duty, standing watch over your camp, etc.), you have a +5 bonus to your Passive Perception.

Proficiency in Performance

Feint. Using the Attack action, you can make a special melee attack to make a feint in combat. You make a Charisma (Performance) check contested by the hostile creature's Wisdom (Insight) or Wisdom (Perception) check. If you win the contest, you have advantage on your next melee weapon attack against the target. If a hostile creature has won this contest against you, it has advantage for all future contested checks made against your attempts to feint it. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. If you have Expertise with Performance, you can feint as a bonus action.

Perform Entertainment. You can spend 1 hour performing in specific villages, towns, and cities to gather a small amount of wealth. You make a Charisma (Performance) check against a set passive Perception determined by the DM for the area you are spending your time. You acquire an amount of coin determined by how much you succeed this check by. If you fail by 4 or less with this check, you simply do not earn anything. If you fail by more than 4 with this check, you are despised and gain a negative reputation in the area.

Instrument Specialization. When you make an ability check using a musical instrument you are proficient with, you can add twice your proficiency bonus to the check. If you are already doubling your proficiency bonus from another feature (such as Expertise), simply add your proficiency bonus an additional time. For example, Llelevos is a 3rd-level bard with proficiency and expertise with the bagpipes and a +3 Charisma bonus. He makes a Charisma (bagpipes) check and his bonus to this check is a total of +9 (+2 proficiency bonus, doubled for expertise, added again for Instrument Specialization).

Proficiency in Persuasion

Fundraising. You can spend 1 hour begging in specific villages, towns, and cities to gather a small amount of wealth. You make a Charisma (Persuasion) check against a set passive Insight determined by the DM for the area you are spending your time. You acquire an amount of coin determined by how much you succeed this check by. If you fail by 4 or less with this check, you simply do not earn anything.

If you fail by more than 4 with this check and are fundraising in a city where such activity is considered undesirable, you are despised and gain a negative reputation in the area. The more often you use this trick in a village, town, or city, the higher the passive Insight will be.

Gather Information. You can spend 1 hour to gather information in a populated loction (such as a tavern or marketplace). Make a Charisma (Persuasion) check with a DC determined by the DM. This check can get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information. If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check set by the DM will be higher. Adding a few gold pieces for buying drinks and making friends may grant advantage to your roll (DM's discretion).

Goad. Using the Attack action, you can attempt to goad a hostile creature that can hear you and see you within 10 feet. The creature must make Wisdom saving throw against a DC of 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

If you selected Persuasion with the Expertise class feature, you can goad as a bonus action.

Proficiency in Religion

Proselytize. You can spend 1 hour proselytizing in specific villages, towns, and cities to gather a small amount of wealth in offering. You make an Intelligence (Religion) check against a set passive Insight determined by the DM for the area you are spending your time. You acquire an amount of coin determined by how much you succeed this check by. If you fail by 4 or less with this check, you simply do not earn anything. If you fail by more than 4 with this check, you are despised and gain a negative reputation as a heretic in the area. The more often you use this trick, the higher the passive Insight will be. Additionally, this DC will be higher in a civilization where your specific religion is unknown or seen as abhorrent to a popular religion.

Last Rites. You can spend 1 minute per dead creature to perform a series of prayers and rituals over the corpse to lessen the chance of it returning from the dead and to ensure that the souls do not linger in the Material Plane. Your DM determines the efficacy of your last rites.

Religious Knowledge. Your training has given you specific knowledge of higher powers. You have a working knowledge of the basic traits and aspects of most gods. If your character exists in a setting with gods detailed in Appendix B: Gods of the Multiverse on page 293 of the Player's Handbook, he is aware of all of the deities listed for his setting. This is a basic knowledge of the deities, what they are a deities of, their alignments, domains, and symbols. Your DM may want your training in History to have more or less information than is detailed there. For more obscure deities, symbols, and lore, your DM may require you to make an Intelligence (Religion) check to recall this information.

Proficiency in Sleight of Hand

Cutpurse. You can spend 1 hour thieving in specific villages, towns, and cities to gather a small amount of wealth. You make a Dexterity (Sleight of Hand) check against a set passive Perception determined by the DM for the area you are spending your time. You acquire an amount of coin determined by how much you succeed this check by. If you fail by 4 or less with this check, you simply do not steal anything. If you fail by more than 4 with this check, you are caught.

The DM will work out what happens as a result. The more often you use this trick, the higher the passive Perception will be. Additionally, this DC will be higher where guards are strict against thievery or where a thieves' guild may be active.

Disarm. Using the Attack action, you can knock a weapon or another item from a target's grasp. You make a Dexterity (Sleight of Hand) check contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you are using a weapon to disarm the target, you can replace your Dexterity (Sleight of Hand) check with a weapon attack roll. If you win, the target drops the item. If you used weapon attack, the attack causes no damage or other ill effect other than the target dropping the item.

You have disadvantage on your check (or attack roll) if the target is holding the item with two or more hands. The target has advantage on its chosen ability check if it is larger than you, or disadvantage if it is smaller. If you have Expertise with Sleight of Hand, you can disarm as a bonus action.

Quick Draw. When readying an item as part of an action, you can stow any number of objects as part of the same action.

Additionally, you can ready an object as part of a bonus action or reaction.

Proficiency in Stealth

Camouflage. You can use the Hide action in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Cautiousness. If you are detected by normal sight and/or hearing by a creature that you are aware of while not engaged in combat, you can use your reaction to move a number of feet equal to half your movement speed and take the Hide action.

Group Stealth. All allied creatures that are not proficient with the Stealth skill within 10 feet of you gain a bonus to their Dexterity (Stealth) checks equal to one-half your proficiency bonus.

Proficiency in Survival

Diehard. When you roll a 1 on a death saving throw, it counts as one failure instead of two. When you roll a 20 on a death saving throw, you regain a number of hit points equal to your level instead of 1.

Durable. When you roll a 1 or 2 on a Hit Dice spent at the end of a short rest, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Establish Camp. When taking a short or long rest, you can make a Wisdom (Survival) check to establish a campsite for you and up to 5 other creatures. Your DM will determine what the DC is to establish a successful camp. If you succeed, all creatures in this camp have a +5 to their passive Perception scores to detect any hostile creatures approaching the camp.

Proficiency with Tools

Clever Improviser. You can make a check that would normally require you having tools available if you have objects that could be used as or made into the tools. Consult with your DM to determine if your idea for a makeshift tool will ultimately work.

Part Three: Feats

The Player's Handbook outlines a number of different feats - benefits gained by characters instead of ability score increases that represent training and experience. Below are a number of feats that focus on abilities and skills. These options are additions to the options presented in the *Player's Handbook*.

Great Fortitude

Prerequisite: Consitution 13 or higher
You gain the following benefits:
• Increase your Constitution score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make a Constitution saving throw, you can spend your reaction to make the saving throw with advantage.
• You have resistance to damage that would be applied to your maximum hit point total.
• You have advantage on saving throws made against disease.

Impressive Might

Prerequisite: Strength 13 or higher
You gain the following benefits:
• Increase your Strength score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make a Strength saving throw, you can spend your reaction to make the saving throw with advantage.
• You have advantage on Strength (Athletics) checks made to contest another creature's action against you.
• For the purposes of lifting and carrying, your Strength score is considered 5 points higher.

Iron Will

Prerequisite: Wisdom 13 or higher
You gain the following benefits:
• Increase your Wisdom score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make a Wisdom saving throw, you can spend your reaction to make the saving throw with advantage.
• While you are conscious, psychic damage that you take is reduced by 3.
• You have advantage on saving throws against being frightened.

Lightning Reflexes

Prerequisite: Dexterity 13 or higher
You gain the following benefits:
• Increase your Dexterity score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make a Dexterity saving throw, you can spend your reaction to make the saving throw with advantage.
• You add your proficiency bonus to your initiative checks.

Skill Expertise

Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

Skill Tricks

Choose one skill in which you have proficiency. You gain all Skill Tricks for that skill as detailed in Part Two.

Social Cunning

Prerequisite: Charisma 13 or higher
You gain the following benefits:
• Increase your Charisma score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make a Charisma saving throw, you can spend your reaction to make the saving throw with advantage.
• When you are faced with a creature whose language you do not understand, you can attempt to communicate simple ideas with it by making a successful Charisma ability check. The DC is 20 minus the creature's Intelligence score. • When you roll a 1 on a Charisma ability check, you can reroll the die and must use the new roll.

Stunning Intellect

Prerequisite: Intelligence 13 or higher
You gain the following benefits:
• Increase your Intelligence score by 1, to a maximum of 20.
• When an effect that you can see would cause you to make an Intelligence saving throw, you can spend your reaction to make the saving throw with advantage.
• You have advantage on any ability checks made to disbelieve or notice a disguise or an illusion spell.
• When you roll a 1 on an Intelligence ability check, you can reroll the die and must use the new roll.

Spells

Spell Lists

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses. If a spell can be cast as a ritual, the ritual tag also appears in the parentheses.

Bard Spells

Cantrips (0 Level)

Beguiling Strands (illusion)
Sharp Note (evocation
Wieldskill (divination)

1st Level

Animate Rope
Browbeat (enchantment)
Chameleon's Mask
Disarming Glance
Healer's Sight

Cleric Spells

Cantrips (0 Level)

Wieldskill (divination)

1st Level

Healer's Sight
Vigilance

Druid Spells

Cantrips (0 Level)

Wieldskill (divination)

1st Level

Healer's Sight

Paladin Spells

1st Level

Healer's Sight
Vigilance

Sorcerer Spells

Cantrips (0 Level)

Beguiling Strands (illusion)
Conjurer's Trick
Wieldskill (divination)

1st Level

Animate Rope
Chameleon's Mask

Warlock Spells

Cantrips (0 Level)

Beguiling Strands (illusion)
Wieldskill (divination)

Wizard Spells

Cantrips (0 Level)

Beguiling Strands (illusion)
Conjurer's Trick
Wieldskill (divination)

1st Level

Animate Rope
Chameleon's Mask

Animate Rope
1st-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S, M (50 feet of silk rope)
Duration: Concentration, up to 10 minutes

You animate a 50-foot length of silk rope. As a bonus action, you can hold one end and command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 40-foot length and grants advantage on checks made to climb it. Additionally, you can command the rope to entangle a single creature as an action. The other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a Dexterity saving throw or become restrained. You can release the creature by using a bonus action. A target restrained by the rope can use an action to make a Strength or Dexterity check (target's choice) against your spell save DC. On a success, the creature is no longer restrained by the rope.

Beguiling Strands
Illusion cantrip

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 round

As you hold your hands with thumbs touching and wriggle your fingers, magical strands shoot forth from your outstretched fingertips. Each creature in a 10-foot cone must make a Wisdom saving throw. A creature takes 1d4 psychic damage and is pushed 5 feet on a failed save. If you are proficient with the Deception skill, you can instead move each creature that failed its saving throw 5 feet.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Browbeat
1st-level enchantment

Casting Time: 1 reaction, which you take in response to being targeted by an attack
Range: Touch
Components: S
Duration: 1 round

You furrow your brow and speak an intimidating retort to a would-be attacker. The creature must make a Wisdom saving throw. It takes 2d6 psychic damage and has disadvantage on the triggering attack roll on a failed save..

If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Chameleon's Mask
1st-level illusion

Casting Time: 1 action
Range: Self
Components: S, M (a glass bead)
Duration: Concentration, up to 1 minute

As a part of this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can take the Hide action but make an Intelligence (Arcana) check instead of a Dexterity (Stealth) check to hide. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena. Additionally, you can hide even if you are not obscured so long as you are adjacent to a solid surface. When you do, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on your Intelligence (Arcana) check made to hide, as your form's color shifts to camouflage you.

Conjurer's Trick
1st-level illusion

Casting Time: 1 bonus action
Range: 30 feet
Components: S, M (a glass bead)
Duration: Up to 1 hour

This spell is a minor magical trick that novice conjurer's use for practice. You create one of the following magical effects within range:

- Choose an object you can see that is not being worn or carried and that is within 30 feet of you. Until the end of your next turn, you can see and hear as if you were that object.
- You teleport an object you are holding in one hand to an unoccupied space within 30 feet of you or to a willing creature within 30 feet of you.
- You create a simple tool that persists for 1 hour. The object appears in your hand or at your feet. The tool cannot be used as a weapon or used by or against another creature. If you are proficient with a set of artisan's tools, you can instead create a set of those tools.

Disarming Glance
1st-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Instantaneous

This spell allows to force a creature to discard what he is holding just by looking at them and speaking an intimidating word. If the target can see you and hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 2d8 psychic damage and drop all objects the creature is holding. The objects land at its feet. If you are proficient in the Intimidate skill, you add your proficiency bonus to the psychic damage dealt by this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Freezing Burst
1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You thrust your palms forward and shoot forth from your hands a burst of chilling wind that freezes the ground. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 3d4 cold damage on a failed save. The area of the spell becomes covered with slippery ice. Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a Dexterity (Acrobatics) check against your spell save DC or fall prone.

Healer's Sight
1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S, M (a small lens, mirror, or piece of glass)
Duration: Concentration, up to 10 minutes

You focus on the health and pain of those around you. For the duration, you sense the health of creatures within 30 feet of you and can determine if a creature has been wounded or not. You have advantage on all Wisdom (Medicine) checks made on creatures within this area. Additionally, when you cast this spell and as an action on each subsequent turn in which you maintain concentration on this spell, you can determine the total number of maximum hit points and total hit dice of a single creature within 30 feet. The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Sharp Note
Evocation Cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, M (a musical instrument)
Duration: Instantaneous

You unleash a single sharp note or word at a single creature, distorting a sonic wave to cut like a blade. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing or slashing (your choice upon casting) damage. This damage is considered nonmagical. If you are proficient with the musical instrument used as a material component for this spell, you can make a Charisma (musical instrument) ability check in place of your spell attack roll.

This spell's damage is considered magical and increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Vigilance
1st-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with diligence and alertness. Until the spell ends, the creature has a +5 bonus to its passive Wisdom (Perception) and passive Intelligence (Investigation) scores. Additionally, the target can make a single opportunity attack without expending its reaction during each of its turns.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Wieldskill
Divination cantrip

Casting Time: 1 action
Range: Varies (see below)
Components: V, S, M (a weapon)
Duration: Instantaneous

This spell is a minor magical trick that novice spellcasters use to appear more skilled than they actually are. You create one of the following magical effects:

- As a part of the action used to cast this spell, you can make an attack with a weapon against one creature within the weapon's range, otherwise the spell fails. You can use your spellcasting attack modifier for the attack.
- You gain proficiency with one tool of your choice. This effect lasts for 10 minutes or until you use this spell again.

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