# Introduction

This document is not meant to be a single set of changes to make to your game. It’s a collection of Class Feature Variants and optional/variant rules that you can pick and choose from. As this is a collaborative document, you're welcome to share your thoughts on and houserules of the game here.

## How it Works

You put in some content, I’ll approve it (unless it’s spam). Others are free to comment on your brew or to make edits of their own. Unless it’s purely a formatting change, don’t completely remove or replace someone’s content without permission (i.e. ask them in a comment first).

## Formatting

This section details how to use headers in this document:

* Header 1 is for the start of an entire section, such as the Free Space or Class Feature Variants sections below.
* Header 2 is for a main subsection, such as a specific class for Class Feature Variants.
* Header 3 is for an actual feature or content entry, such as an actual Class Feature Variant.
* Subtitles are for the description of a Class Feature Variant or some other entry. They also work for author’s commentary for a specific entry instead of a comment when appropriate.
* Header 4 is for a subentry of a feature or content entry, such as specific ability options within a specific feature or subfeatures that rely on a given entry.
* Header 5 is for table names, mainly.

# Free Space

This section lists some contributors to this document. Write some things about yourself! It is also a free space to write down your own wild ideas about 5e and what you like and dislike and want to change about it.

## Badooga

I’m the guy that created this document.

My Homebrew: <https://drive.google.com/folderview?id=1jr6F4BLbOAfKQ_EtUQyZ6aa_3jijp3gn>

## JP (Junketsu Pantsu)

Added Malleable Spell Scrolls, Sustained by Rage and Stabilization.

## Konahrik13

Added the changes to Sorcerer (with the exception of Sorcerous Mastery and the second paragraph bit in Spell Points regarding 6th level spells and up).

## Wildebee

I have a lot of major opinions on 5e’s design, and wanna do something with them.

* Split HP into wounds and stress, and allow for the possibility of lasting injuries and trauma
* Focus on how resting impacts an adventure. A night’s rest regains some expended resources (healing is based on the actions taken-- a camp activity that is specifically dedicated to healing is a priority), a week’s rest regains all expended resources and heals some wounds/stress, and anything more involves the possibility of side quests and downtime.
* Spells should pull from a pool of “spell slots”, rather than having individual levels of slot, with the added caveat that spells must be allocated to said spell slots at the end of a rest, a la Pathfinder/3.5e.
* Activities that would take longer than an action can be specified to be light or strenuous for the purposes of resting, by way of saying “over the course of an hour of light activity”.
* Classes should be retooled with resting in mind: specific benefits or activities available for night’s/week’s rest for each class, and maybe some would gain benefits for activities that would take even longer (see; artificer)
* Subclasses come in at first level. It’s just that easy
* Firearms should be a consideration from day one, considering history and the faux medieval fantasyland assumption.
* Change the names of a handful of classes-- the following might be barbarian -> hellion, ranger -> hunter, monk -> pugilist, fighter -> warrior, rogue -> savant
* Merge warlock/sorcerer into a sort of ‘magical scion’, feature gunslinger under the name fusileer, feature psion in the base book so there’s not really a separation

# House Rules

## Combat

### Easier Two-Weapon Fighting

When you engage in two-weapon fighting, making a bonus attack with your second weapon doesn't require a bonus action.

Alternatively, you can gate this variant behind the Dual Wielder feat, as presented later in this document.

### Injuries Revisited

The rules for injuries in the DMG can work well, but often feel overly punishing for the players. To address this, you can use this variant to turn injuries into setbacks that players choose to take as an alternative to falling unconscious or dying.

With this variant, when a character is reduced to 0 hit points, the player can choose to have them take an injury instead of falling unconscious. The character is reduced to 1 hit point, and it suffers from one injury chosen by the DM or randomly selected from the Lingering Injuries table. Once a character takes an injury in this way, it can't do so again until it levels up.

### Stabilization

A stabilized creature still rolls Death Saving Throws during initiative, however all rolls of 9 or lower are now counted as 10 rolled on the dice, giving them a one in twenty chance to return to the fight and, more importantly, something to do on their turn.

## Equipment

### Cheaper Poisons

In a setting that heavily involves assassinations and espionage, poisons might be more abundant and cheaper to make. In such a setting, you may wish to reduce the costs of all poisons presented in the *Dungeon Master's Guide* to 40% of their listed values. For the basic poison presented in the *Player's Handbook*, you can choose to further reduce its cost to 20 gp.

### Strength-Based Bows aka STRONGBOWS

In this variant, shortbows and longbows can be used with Strength or Dexterity, whichever is higher.

Who benefits from this? Strength-based fighters and rangers, primarily. Barbarians and paladins also benefit, but not as much because many of their class features are centered around melee weapons (and in the barbarian’s case, exclusively Strength-based melee weapons). Clerics also benefit, as shortbows are a simple weapon and work with the Divine Strike subclass feature. - Devilpants

## Feats

### Dual Wielder

The following benefit is added to this feat:

* Making a bonus attack with your second weapon doesn't require a bonus action.

### Dungeon Delver

The following benefit is added to this feat:

* Increase your Intelligence or Wisdom score by 1, to a maximum of 20.

### Martial Adept

This feat grants two superiority dice, rather than just one.

## Races

### Dragonborn

The following options are presented as enhancements to the Breath Weapon feature.

#### Bonus Action

The first sentence of the feature now reads: You can use your bonus action to exhale destructive energy.

#### Increased Damage

The last two sentences of the second paragraph now read: A creature takes 3d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 5d6 at 6th level, 7d6 at 11th level, and 9d6 at 16th level.

## Spellcasting

### Malleable Spell Scrolls

On a failed roll to cast a scroll of a higher level, the spell no longer fades. Instead it can not be used until the next dawn. Additionally, a scroll not on your class’s spell list you may attempt to cast it if the following conditions have been met:

* Your class has the ability to cast spells using spell slots.
* You have sufficient stats to be able to multi-class into a class which has this spell on its spell list.
* You pass an ability check using the above class’s spellcasting ability. The DC equals 10 + the spell’s level. If the spell is of a level higher than you can currently cast, this roll is also your roll to decide if the spell is successfully cast or not.

## Other

### Exhaustion Dice

#### A Replacement For Exhaustion Levels

Whether it’s battering wind, starvation, delirium, or physical exertion, a life on the water is significantly more brutal than a countryside hamlet. With that said, the exhaustion rules in the PHB are unfun and extremely limiting. They are almost like a stick to smack the players into getting back on track on rails. They are also difficult to get rid of, requiring a long rest per level of exhaustion.

*Replacement:* Exhaustion is now a penalty d4. This penalty applies to checks, saving throws, and attacks. In addition your speed is reduced by 5 and your maximum hit-points are reduced by 10% (rounded down). A creature can have more than one exhaustion dice and get remove one exhaustion die per short rest and three during a long rest.

#### Explanation

At first glance, this might seem jarring however a quick comparison to the RAW rules shows that this is a much lighter punishment. Level 1 PHB exhaustion is an automatic disadvantage on ability checks. That is the equivalent of a -5 on checks. In addition because of the adv/disadv mechanism you are unable to gain advantage to combat the penalty. Compare that to the single exhaustion d4. The average penalty is -2.5 and the max is -4 AND you are still able to use advantage with it. If your wizardly buddy is having a rough go and feeling the pain of die or two of exhaustion while climbing a mountain, a party member could let the wizard lean on them to give advantage, helping to negate that penalty.

What about maximum hp reduction? That penalty is also not so significant. A typical level 1 wizard is going to have around 7 hp. A single die would be a penalty of -0.7hp which rounded down is 0. Even two dice is -1.4hp, rounded down to -1hp. A wizard is typically only going to survive 2 hits from a CR1/8 monster (one of the weakest). A single hit-point won’t make much difference in that interaction.

**TLDR:** a d4 die scales better, less punishing, easier to get rid of, more fun.

### Flexible Resting

This variant bridges the gap between the default resting rules and the gritty realism variant presented in the *Dungeon Master's Guide* by allowing the number of combat encounters between long rests to be flexible.

Under this variant, there are three types of rests: short rests, medium rests, and long rests. Short rests are unchanged by this variant.

Medium rests last at least 8 hours long and confer the benefits of a short rest. When a creature finishes a medium rest, it also regains one of its spent Hit Dice, which can be used to heal during this rest or a different one.

Long rests confer their benefits as normal, but instead take 24 hours of light activity and quality sleep in a location that has been deemed safe by the DM. Once a creature finishes a long rest, it can't start another one until 48 hours have passed.

Ending a 24-hour period without finishing a medium or long rest imposes saving throws against exhaustion, as described in *Xanathar's Guide to Everything*. Conversely, finishing a medium rest reduces a creature's exhaustion level by 1, and finishing a long rest removes all levels of exhaustion, provided that the creature also ingests some food and drink during the rest.

# Monsters

See [Badooga's Monster Guidelines](https://www.gmbinder.com/share/-Lyr4Z6BYE3OCJDK6mr9).

# Class Feature Variants

This section is where you can suggest your own class feature variants and other optional class features.

## General

The following variants are available to every class in the game.

### Free Feat

1st-level feature

Every character gains one free feat when created. This feat must be a racial, skill, or tool feat, or it can be chosen from the following list: Athlete, Actor, Charger, Dungeon Delver, Durable, Healer, Keen Mind, Linguist, Ritual Caster, Tavern Brawler, or Weapon Master.

### Adventuring Boon

*4th-level and higher feature (replaces Ability Score Improvement)*

Whenever you would gain the Ability Score Improvement feature from your class, you can increase one ability score of your choice by 1, and you can also take a feat. As normal, you can't increase an ability score above 20 using this feature.

### Custom Spellcasting Ability

1st-level and higher feature (enhances Pact Magic and Spellcasting)

When you first gain the Pact Magic or Spellcasting feature, you can choose to have a different spellcasting ability than the one that is listed in the feature description. The variant spellcasting ability must be a mental ability score (Intelligence, Wisdom, or Charisma), and it must be given a sufficient thematic reason to justify its deviation from the norm.

For example, many warlocks focus more on occult research and forbidden knowledge than they do on negotiating and interacting with powerful beings that can grant them power. Such a warlock may use Intelligence as their spellcasting ability, rather than Charisma.

### Maneuver Options

1st-level and higher feature (enhances Maneuvers)

If you have access to maneuvers, the following maneuvers are added to the list of options available to you. Maneuvers are available to Battle Masters and to characters who have the Combat Superiority feature, the Superior Technique fighting style, or the Martial Adept feat.

#### Fast Footwork

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until the start of your next turn or until you become unable to move.

This maneuver is a balance change to Evasive Footwork, under a new name for consistency purposes. - badooga

#### Skill Superiority

When you make an ability check while in combat, you can expend one superiority die to add it to the roll. You can use this feature after seeing the total but before learning if you succeeded or failed.

This maneuver was my attempt at making a general ability that can be used whenever an ability check is made in combat. For example, you might make a check to try and grapple or shove a creature, or you might make a check to try and perceive the hidden enemy that is pelting you with arrows. This is in contrast to maneuver options like Studious Eye that can be used both in and out of combat. - badooga

## Artificer

An artificer has access to the following features.

## Barbarian

A barbarian has access to the following features.

### Devastating Critical

*9th-level barbarian feature (replaces Brutal Critical)*

Beginning at 9th level, whenever you roll a 20 on a weapon attack roll, you may apply one of the following effects. At 13th level you may apply two, and at 17th level you may apply three:

You are filled with more anger from your attack. You regain one use of rage for the day.

You strike the head so hard you concuss the target. The target is Stunned but cannot be stunned by this effect next round.

Your attack is so hard it buckles the target’s legs, knocking it Prone

Your attack rallies your allies. Each ally gets advantage on their next attack. If the attack already had advantage, increase the attack roll by 2

Your overwhelming force restores your spirit and body. Gain temporary hit points equal to your Barbarian level.

### Primal Expert

*9th-level barbarian feature*

Your connection to nature has bolstered your ability to perform certain activities. Choose one of the following benefits, and then choose another one at 13th and 17th level.

#### Druidic Rituals

Choose two spells from the following list: *animal messenger*, *detect magic*, *locate animals or plants*, or *speak with animals*. You can cast the chosen spells as rituals. Wisdom is your spellcasting ability for them.

#### Primal Wrath

Your carrying capacity (including maximum load and maximum lift) is doubled, and it doubles again while you are raging.

Additionally, your attacks deal double damage to objects and structures.

#### Skill Training

Choose one skill. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill.

In addition, you gain proficiency in one tool of your choice.

### Sustained by Rage

*3rd-level Berserker feature (enhances Frenzy)*

While you are raging, you do not suffer any of the ill effects of exhaustion. The effects return when your rage ends.

## Bard

A bard has access to the following features.

### Charm Protection

6th-level bard feature (enhances Countercharm)

You can start performance for your Countercharm feature as a bonus action as long as you have at least one use of your Bardic Inspiration remaining.

### Endless Inspiration

20th-level bard feature (replaces Superior Inspiration)

When you have no uses of Bardic Inspiration left, you can still inspire others and grant them a Bardic Inspiration die. This die is a d6 instead of your normal Bardic Inspiration die.

## Cleric

A cleric has access to the following features.

### Divine Protection

*1st-level cleric feature (replaces non-quarterstaff weapon and armor proficiencies)*

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

### Channel Divinity Options

*2nd-level cleric feature (enhances Channel Divinity)*

The options below are new effects that can be created using your Channel Divinity feature.

#### Divine Insight

You can use your Channel Divinity to change the spells that you have at your disposal. After spending 1 minute praying or meditating, you can expend one use of your Channel Divinity to replace one cleric spell you have prepared with a different one from the cleric spell list.

#### Turn Evil and Good

As an action, you present your holy symbol and speak a prayer censuring extraplanar creatures, using your Channel Divinity. Each celestial, fiend, or undead of your choice that can see or hear you within 30 feet of 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 can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

## Druid

A druid has access to the following features.

### Wild Shape: Alternative Options

*2nd-level druid feature (enhances Wild Shape)*

When you gain the Wild Shape feature, you get access to the following alternative ways to expend uses of it.

#### Animal Guardian

As an action, you can expend two uses of your Wild Shape feature to magically summon a beast or swarm of beasts in an unoccupied space within 10 feet of you. The creature must be one that you have seen before, and its maximum Challenge Rating and other limitations are determined by the normal Beast Shapes table for the druid class. The creature remains for a number of hours equal to half your druid level (minimum of 1 hour), and it disappears early if it is reduced to 0 hit points, if you use your bonus action on your turn to dismiss it, or if you use this feature again.

The creature obeys your commands as best as it can. It takes its turn on your initiative. On your turn, you can verbally command the creature where to move (no action required by you). You can use your bonus action to verbally command it to take the Dash, Disengage, Help, Search, or Use an Object action. If you don't issue a command, the creature takes the Dodge action.

If you are incapacitated or absent, your animal guardian acts on its own, focusing on protecting you and itself. It never requires your command to use its reaction, such as when making an opportunity attack.

Finally, when you cast a spell with a range of touch, the creature can deliver the spell as if it had cast the spell. It must be within 100 feet of you, and it must use its reaction to deliver the spell when you cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

#### Charm Animals and Plants

As an action, you can expend one use of your Wild Shape feature to mentally influence nearby wildlife. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

#### Primal Attunement

You can use primal energy to change the shape of your soul, rather than that of your body.

After meditating for 1 minute, you can expend one use of your Wild Shape feature to enter a heightened state of primal awareness that lasts for 10 minutes. While in this state, you have blindsight out to a range of 5 feet, and you have advantage on all Wisdom checks.

### Beast Magic

*11th-level and higher druid feature (replaces Beast Spells)*

You can cast many of your druid spells in any shape you assume using Wild Shape. While in a beast shape, you can perform the somatic and verbal components of your druid spells as long as the spell is a cantrip or the spell's level is no higher than what's shown in the Spell Level column of the Beast Magic table. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

##### Beast Magic

|  |  |
| --- | --- |
| **Druid Level** | **Spell Level** |
| 11th | 2nd |
| 13th | 3rd |
| 15th | 4th |
| 17th | 5th |
| 19th | 9th |

### One with Nature

20th-level druid feature (replaces Archdruid)

You gain two additional uses of your Wild Shape feature, for a total of four uses per short rest.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

## Fighter

A fighter has access to the following features.

### Battle Fervor

2nd-level fighter feature (replaces Action Surge)

In combat, you gain an additional action on each of your turns. That action can be used only to take the Attack (one grapple or shove only), Disengage, Help, or Use an Object action.

If you are using the Action Options rule in the *Dungeon Master's Guide*, you can also use this feature to take the Climb onto a Bigger Creature, Overrun, Shove Aside, or Tumble action.

Starting at 17th level, when you roll initiative, you can immediately move up to your speed and take one of the actions listed earlier in this feature.

Multiclass with this at your own risk - badooga

### Action Surge Replacement #2

2nd-level fighter feature (replaces Action Surge)

In combat, you gain an additional reaction you can use on each of your turns.

### Combat Superiority

*2nd-level fighter feature (replaces the Battle Master martial archetype)*

You learn maneuvers that are fueled by special dice called superiority dice.

#### Maneuvers

You learn three maneuvers of your choice from among those available to the Battle Master archetype. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 6th, 10th and 14th level. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

#### Superiority Dice

You have four superiority dice, which are d6s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 6th level and one more at 13th level. Additionally, your superiority dice become d8s at 9th level and become d10s at 15th level.

Additionally, starting at 16th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

#### Saving Throws

If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

#### Additional Options

The DM may also choose to implement any of the additional variants listed below.

***No Goading Attack.*** Goading Attack is very similar to what the Cavalier does with its 3rd-level feature. While the two do synergize with each other, you may wish to remove Goading Attack when using this variant so that the Cavalier’s main combat ability isn’t available to everyone.

***Removed Damage.*** Other than the Commander’s Strike maneuver, maneuvers no longer add a superiority die to the damage of a single attack.

***Archetype Maneuvers.*** When you choose your martial archetype at 3rd level, you learn one additional maneuver based on the archetype you chose, as shown in the table below. For homebrew archetypes, the DM may choose a list of possible maneuvers that best fits the archetype.

##### Archetype Maneuvers

|  |  |
| --- | --- |
| **Archetype** | **Maneuver Learned** |
| Arcane Archer | Evasive Footwork, Precision Attack, or Pushing Attack |
| Banneret | Commander's Strike, Maneuvering Attack, or Rally |
| Cavalier | Lunging Attack, Maneuvering Attack, or Parry |
| Champion | Any maneuver of your choice |
| Echo Knight | Evasive Footwork, Feinting Attack, or Lunging Attack |
| Eldritch Knight | Distracting Strike, Menacing Attack, or Pushing Attack |
| Psi Knight | Distracting Strike, Lunging Attack, or Pushing Attack |
| Rune Knight | Menacing Attack, Pushing Attack, or Trip Attack |
| Samurai | Evasive Footwork, Feinting Attack, or Riposte |

### Mundane Expert

*9th-level fighter feature*

Your experiences as a fighter have improved your proficiency in certain mundane activities. Choose one of the following benefits, and then choose another one at 13th and 17th level.

#### Endless Stamina

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

In addition, you have advantage on saving throws against exhaustion, and whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

#### Remarkable Athlete

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

#### Skill Training

Choose one skill. You gain proficiency in the chosen skill if you don't already have it, and you can add double your proficiency bonus to ability checks using that skill.

In addition, you gain proficiency in one tool of your choice.

### Resolving Vigor

*9th-level fighter feature (enhances Second Wind, replaces Indomitable)*

Your Second Wind feature grows in power as you gain levels in this class.

Starting at 9th level, when you use your Second Wind, your exhaustion level, if any, is decreased by 1. Any poison affecting you also immediately ends.

Starting at 13th level, you can use your Second Wind even if you are incapacitated. When you do so, the effect causing that condition immediately ends on yourself, but you only regain half as many hit points.

Starting at 17th level, you can use your Second Wind twice between rests.

### Brutish Durability

*7th-level Champion feature (replaces Remarkable Athlete)*

Your toughness allows you to shrug off assaults that would devastate others.

Whenever you make a saving throw, roll 1d4 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.

## Monk

A monk has access to the following features.

### Strength of Body

1st-level monk feature

Any monk feature that requires you to use your Dexterity modifier when rolling dice can now use your Strength modifier as well.

### Ki Features

2nd-level monk feature (enhances Ki)

When you gain the Ki feature at 2nd level, you gain access to the following features.

#### Stance of Power

As a bonus action, you can spend 1 ki point to brace yourself from incoming attacks. Roll a Martial Arts die, and add your Strength or Wisdom modifier (your choice) to the result. You gain temporary hit points equal to the total, which lasts until the end of your next turn.

### Deflect Blows

3rd-level monk feature (replaces Deflect Missiles)

You can use your reaction to parry your opponent when you are hit by a melee weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Strength or Dexterity modifier + your monk level.

If you reduce the damage to 0 and the target is Large or smaller, you can spend 1 ki to force the target to make a Strength saving throw. On a failed save, you can either push the target up to 10 feet away from you in a straight line or to knock it prone. Starting at 11th level, you can use this ability on Huge or smaller creatures, and Medium and smaller creatures have disadvantage on the save.

### Deflect Magic

3rd-level monk feature (replaces Deflect Missiles)

You can use your reaction to deflect or catch the projectile when you are hit by a ranged spell attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Wisdom modifier + your monk level.

If you reduce the damage to 0, you can catch the projectile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a projectile in this way, you can spend 1 ki point to make a ranged spell attack (range 60 feet) with the magical projectile you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your spellcasting capabilities, and the attack uses your Wisdom modifier for the attack and damage rolls. The damage die of the attack is equal to your Martial Arts die, its damage type is the same as that of the original attack.

### Monastic Strikes

*5th-level monk feature (replaces Stunning Strike)*

Starting at 5th level, you can hit vital points in your enemies to disrupt the flow of ki within their body, causing debilitating damage.

#### Blinding Strike

When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a blinding strike. The target must succeed on a Dexterity saving throw or become blinded until the start of your next turn.

#### Crippling Blow

When you hit with a melee weapon attack, you may choose to spend one ki point to try to cripple your opponent. The target must make a Strength saving throw. On a failed save, the target's speed is reduced to 0 until the end of your next turn.

#### Stunning Strike

Once per turn when you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed a Constitution saving throw or be stunned until the end of your next turn.

###

## Paladin

A paladin has access to the following features.

### Sense Evil and Good

1st-level paladin feature (replaces Divine Sense)

Holy and unholy influences register on your senses, and your touch reveals the presence of otherworldly or wicked beings.

You automatically know when you step into or out of an area that is consecrated or desecrated, such as by the *hallow* spell, or when you are within 5 feet of an object that is consecrated or desecrated. Additionally, you can use your action and touch a creature. When you do, you learn the creature's type if it is a celestial, fiend, or undead, but you don't learn its identity.

### Improved Auras

12th-level paladin feature

The range of your paladin auras increases to 20 feet.

## Ranger

A ranger has access to the following features.

The features below assume the use of the Deft Explorer CFV variant.

### Hunter’s Mark

*1st-level ranger feature (replaces Favored Enemy and the hunter’s mark spell, works with Foe Slayer)*

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute (no concentration required). If the target drops to 0 hit points before this effect ends, you can mark a new creature for the remainder of the duration after hitting them with an attack roll on a subsequent turn.

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by 1d4.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

### Combat Superiority

*2nd-level ranger feature (replaces Spellcasting)*

You learn maneuvers that are fueled by special dice called superiority dice.

#### Maneuvers

You learn two maneuvers of your choice, which are chosen from the list of maneuvers available to fighters with the Battle Master archetype. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

You learn one additional maneuver of your choice at 5th, 9th, 13th, and 17th levels. Each time you learn a new maneuver, you can also replace one maneuver you know with a different one.

#### Superiority Dice

You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest.

You gain another superiority die at 9th level and one more at 17th level.

Additionally, starting at 17th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

#### Saving Throws

If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

### Preparing and Casting Spells

2nd-level ranger feature (enhances Spellcasting, replaces Spells Known of 1st Level and Higher)

You prepare the list of ranger spells that are available for you to cast, choosing from the ranger spell list. When you do so, choose a number of ranger spells equal to your Wisdom modifier + half your ranger level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level ranger, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 14, your list of prepared spells can include four spells of 1st or 2nd-level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of ranger spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

### Poultices

*3rd-level ranger feature (replaces Primeval Awareness)*

You can create special herbal poultices that have healing power comparable to some potions. You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your Wisdom modifier (minimum 1). You can carry a number of poultices at one time equal to your Wisdom modifier (minimum 1). The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency.

If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two ranger levels you have (rounded up).

#### Remarkable Athlete

*10th level ranger feature (replaces Tireless)*

You can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

#### Natural Antivenom

*9th-level ranger feature (enhances Poultices)*

You have advantage on saving throws against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

#### Wilderness Survivor

*13th-level ranger feature (enhances Poultices, replaces Tireless)*

You can use one of your poultices to reduce the exhaustion level of the creature you are applying it to by 1, in addition to its other effects. In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

### Ultimate Slayer

20th-level ranger feature (replaces Foe Slayer)

You become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

### Beastly Coordination

15th-level Beast Master feature (replaces Share Spells)

When an attacker that you can see hits your beast companion with an attack, you can call out a warning. If your beast companion can hear you, it can use its reaction to halve the attack's damage against it.

## Rogue

A rogue has access to the following features.

### First Strike

3rd-level Assassin feature (enhances Assassinate)

If you hit a creature with a weapon attack on your first turn of combat, you can choose to make the hit a critical hit. Once you do so, you cannot do so again until you finish a long rest.

## Sorcerer

A sorcerer has access to the following features.

### Sorcerer Spells

1st-level sorcerer feature (enhances Spellcasting)

The following spells expand the sorcerer spell list.

##### Expanded Spells

|  |  |
| --- | --- |
| **Spell Level** | **Expanded Spells** |
| 0 | magic stone, primal savagery, produce flame, resistance, sapping sting\*, toll the dead |
| 1st | cause fear, faerie fire, frost fingers, gift of alacrity\*, grease, identify, jump, longstrider, magnify gravity\*, Tasha's hideous laughter |
| 2nd | arcane lock, calm emotions, continual flame, enthrall, flame blade, flaming sphere, fortune's favor\*, heat metal, immovable object\*, locate object, magic weapon, Melf's acid arrow, ray of enfeeblement, skywrite,Tasha's mind whip, wristpocket\* |
| 3rd | bestow curse, call lightning, elemental weapon, glyph of warding, Leomund's tiny hut, life transference, magic circle, nondetection, pulse wave\*, remove curse, sending, vampiric touch, wall of sand |
| 4th | compulsion, elemental bane, fire shield, freedom of movement, gravity sinkhole\*, hallucinatory terrain, locate creature, Otiluke's resilient sphere, phantasmal killer, stone shape |
| 5th | awaken, Bigby's hand, contact other plane, danse macabre, dawn, dream, geas, maelstrom, mislead, modify memory, negative energy flood, passwall, planar binding, steel wind strike, temporal shunt\*, transmute rock, wall of force |
| 6th | create homunculus, Drawmij's instant summons, flesh to stone, gravity fissure\*, Otiluke's freezing sphere, programmed illusion, soul cage, Tenser's transformation, wall of ice |
| 7th | create magen, forcecage, mirage arcane, Mordenkainen's sword, project image, sequester, symbol, tether essence\* |
| 8th | antipathy/sympathy, control weather, dark star\*, feeblemind, illusory dragon, mind blank, reality break\* |
| 9th | astral projection, blade of disaster, foresight, imprisonment, invulnerability, ravenous void\*, shapechange, time ravage\*, true polymorph, weird |

The idea behind the expanded spell list is this: How is a Sorcerer’s magic expressed differently than the other spellcasters? I see it as a force of will; empowering yourself and others through your magic, forcing others to your will, or willing something to be true or denying it. And a little bit of thumbing my nose at the pampered brats of WotC, the Wizard. - Konahrik

\* Regarding the spells from Explorers Guide to Wildemount; those I consider optional. The idea behind them might not fit with one’s setting and indeed are tied behind ancient magic in my campaign that is unknown at the moment, so don’t feel like they are available to your Sorcerer players if they don’t work for your world. - Konahrik

### Spell Points

1st-level sorcerer feature (enhances Spellcasting)

Instead of gaining a number of spell slots to cast your spells from the Spellcasting feature, you gain a pool of spell points instead. You expend a number of spell points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your spell points total to less than 0, and you regain all spent spell points when you finish a long rest.

Use the official Spell Points variant (DMG 288) for your class up until 10th level. At 11th level and beyond, your spell point maximum and maximum spell level do not increase. Instead, you gain the following feature, which allows you to cast spells of 6th level and higher.

#### Sorcerous Mastery

11th-level and higher sorcerer feature (enhances Spell Points)

You gain access to a powerful spell called a mastery spell. Choose one 6th-level spell from the sorcerer spell list as this mastery spell.

You can cast your mastery spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more sorcerer spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Sorcerous Mastery when you finish a long rest.

### Inner Focus

2nd-level sorcerer feature (enhances Spellcasting)

As your magic comes from within, you have surpassed the need to use basic material components when casting certain spells. You no longer require material components to cast any spell whose components cost 1 gp or less.

### Sorcerous Recovery

2nd-level sorcerer feature (enhances Spellcasting)

When you finish a short rest, you can choose to recover a number of expended sorcery points that is up to half your sorcery point maximum. Once you use this feature, you can’t use it again until you finish a long rest.

### Altered Metamagic

3rd-level sorcerer feature (enhances Metamagic)

The entries below detail modifications to existing Metamagic options.

#### Distant Spell

You can use Distant Spell even if you have already used a different Metamagic option during the casting of the spell.

#### Elemental Spell

Add Poison damage to the list of choices.

Gives Green Draconic Sorcerers at least some viability. - Konahrik

#### Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to maximize a number of the damage dice up to your Charisma modifier (minimum of one).

#### Extended Spell

You can use Extended Spell even if you have already used a different Metamagic option during the casting of the spell.

#### Subtle Spell

You can use Subtle Spell even if you have already used a different Metamagic option during the casting of the spell.

### Improved Metamagic

3rd-level and higher sorcerer feature (enhances Metamagic)

You learn one additional metamagic option at 3rd level and again at 7th and 13th levels.

### Metamagic Options

3rd-level sorcerer feature (enhances Metamagic)

When you choose Metamagic options, you have access to the following additional options.

#### Altered Spell

When you cast a spell and the spell requires a saving throw, you can spend a number of sorcery points equal to the spell's level to change the saving throw from one ability score to another of your choice. The saving throw can only be changed to one of the same type; you can swap between different physical saves (Strength, Dexterity, and Constitution) or mental saves (Intelligence, Wisdom, and Charisma), but you can’t swap between a physical save and a mental save or vice versa.

Thought of this usage of swapping between physical to physical and mental to mental saving throws so you can't use the "Hold Person Dex save looks like you automatically fail your save for the duration" joke while still keeping it interesting. - Konahrik

#### Widened Spell

When you cast a spell that creates an area of effect, you can spend a number of sorcery points equal to the spell's level to increase its size. If it is a circle, cylinder, or sphere, its radius is doubled. If it is a line, its length and width are both doubled. If it is a cube or square, each of its sides is doubled in length.

Stolen from Rick's Guide to Fun - Konahrik

### Potent Spellcasting

5th-level sorcerer feature

You add your Charisma modifier to the damage you deal with any sorcerer cantrip.

### Wellspring of Magic

20th-level sorcerer feature (replaces Sorcerous Restoration)

When you have no sorcery points remaining at the beginning of your turn, you gain 3 sorcery points. These sorcery points vanish if not used when you finish a long rest.

Additionally, you can use more than one metamagic option on the same casting of a spell. When you do so, the cheapest metamagic option that you apply does not cost sorcery points.

First paragraph stolen from Rick’s Guide to Fun - Konahrik

### Origin Spells

*1st-level and higher sorcerer feature (enhances Sorcerous Origin)*

At each indicated sorcerer level, you automatically learn the spells associated with your Sorcerous Origin. They don't count against your number of spells known. If you have an origin spell that doesn't appear on the sorcerer spell list, the spell is nonetheless a sorcerer spell for you.

##### Origin Spells

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **1st** | **3rd** | **5th** | **7th** | **9th** |
| Divine Soul | *detect evil and good* | *calm emotions,**spiritual weapon* | *create food and water, remove curse* | *banishment, guardian of faith* | *dispel evil and good, raise dead* |
| Draconic | *chromatic orb, disguise self* | *dragon's breath, locate object* | *fear, fly* | *elemental bane, Leomund's secret chest* | *legend lore, scrying* |
| Phoenix (UA) | *burning hands, searing smite* | *flame blade, flaming Sphere* | *fireball, Melf's minute meteors* | *fire shield, wall of fire* | *immolation, reincarnate* |
| Sea (UA) | *create or destroy water, fog cloud* | *blur, protection from poison* | *tidal wave, wall of water* | *control water, watery sphere* | *cone of cold, maelstrom* |
| Shadow | *arms of Hadar, false life* | *darkvision, shadow blade* | *hunger of Hadar, summon shadowspawn* | *evard's black tentacles, shadow of moil* | *creation, enervation* |
| Stone (UA) | *earth tremor, thunderous smite* | *branding smite, Maximilian's earthen grasp* | *blinding smite, meld into stone* | *staggering smite, stoneskin* | *banishing strike, transmute rock* |
| Storm | *fog cloud, thunderwave* | *gust of wind, shatter* | *call lightning, wind wall* | *control water, storm sphere* | *control winds, steel wind strike* |
| Wild | *chaos bolt, color spray* | *blur, rope trick* | *blink, counterspell* | *confusion, conjure woodland beings* | *animate objects, mislead* |

## Warlock

A warlock has access to the following features.

### Malleable Cantrips

*2nd-level warlock feature (enhances Eldritch Invocations)*

Any eldritch invocation that has *eldritch blast* as a prerequisite has that prerequisite removed. Instead, such an invocation now applies to all warlock cantrips that deal damage. Such revised invocations are detailed below.

#### Eldritch Spear

When you cast a warlock cantrip that doesn’t have a range of self, its range is doubled.

#### Grasp of Hadar

Once on each of your turns when you damage a hostile creature with a warlock cantrip, you can move that creature in a straight line 10 feet closer to you.

#### Lance of Lethargy

Once on each of your turns when you damage a hostile creature with a warlock cantrip, you can reduce that creature's speed by 10 feet until the end of your next turn.

#### Repelling Blast

Once on each of your turns when you damage a hostile creature with a warlock cantrip, you can push that creature up to 10 feet away from you in a straight line.

### Potent Spellcasting

*5th-level warlock feature (replaces Agonizing Blast)*

You add your Charisma modifier to the damage you deal with any warlock cantrip.

### Gift of Patronage

1st-level warlock feature (enhances Otherworldly Patron)

Instead of expanding the list of spells you have access to, your patron automatically grants you knowledge of certain spells as your power grows.

At each indicated warlock level, you automatically learn the spells associated with your Otherworldly Patron. They don't count against your number of spells known. If you have a patron spell that doesn't appear on the warlock spell list, the spell is nonetheless a warlock spell for you.

### Master of the Occult

20th-level warlock feature (replaces Eldritch Master)

You tap into an endless source of magical energy. When you begin your turn and have no spell slots remaining, you gain a 2nd-level spell slot. If not used, this spell slot vanishes when you finish a short or long rest.

## Wizard

A wizard has access to the following features.