

DI BASTET'S CLASSLESS 5E

"I want to be a barbarian, but I want to trade Rage for something cool..."

There was a time that I would laugh (more) at that, but as the years passed I learned that I don't exactly like classes. You see, I understand they help new players and such, but I much prefer classes like the d20 modern ones, just a framework that you use to build your own hero.

However I really enjoyed the concept of 5e archetypes, or subclasses. Even if they bring a lot of abilities that you can't pick and choose they are akin to ye old Prestige Classes, or a Profession or Specialization like other systems call it.

That's why I made these rules for my group. You can build your own adventurer the way you want, kinda like when a DM builds his npcs. A little bit of fighter, bardic inspiration and a smite? A Knight. Roguish and rangerish skills with some divine magic? An inquisitor. And on top of that you add your chosen archetype, that may link your character with the Realms or any other setting you play.

We hope these rules enrich your games as much as it did to ours.

BY DIEGO BASTET AND THE SECRETS OF ALANCIA TEAM
ART BY LICH GODLIKE, CHARACTER COMMISSIONS AT
[HTTP://DIEGOBASTET.DEVIANTART.COM/](http://diegobastet.deviantart.com/)



DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, AND ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES.

THIS WORK CONTAINS MATERIAL THAT IS COPYRIGHT WIZARDS OF THE COAST AND/OR OTHER AUTHORS. SUCH MATERIAL IS USED WITH PERMISSION UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

ALL OTHER ORIGINAL MATERIAL IN THIS WORK IS COPYRIGHT 2016 BY DIEGO ERIK AND PUBLISHED UNDER THE COMMUNITY CONTENT AGREEMENT FOR DUNGEON MASTERS GUILD.

CLASSLESS 5E

| Classless 5e | | |
|--------------|------|---------------------------------------|
| Level | Prof | Features |
| 1st | +2 | Class Feature x3, Quirk x2, Archetype |
| 2nd | +2 | Quirk |
| 3rd | +2 | Class Feature |
| 4th | +2 | Ability Score Improvement |
| 5th | +3 | Class Feature |
| 6th | +3 | Quirk |
| 7th | +3 | Class Feature |
| 8th | +3 | Ability Score Improvement |
| 9th | +4 | Class Feature |
| 10th | +4 | Quirk |
| 11th | +4 | Greater Class Feature |
| 12th | +4 | Ability Score Improvement |
| 13th | +5 | Greater Class Feature |
| 14th | +5 | Quirk |
| 15th | +5 | Greater Class Feature |
| 16th | +5 | Ability Score Improvement |
| 17th | +6 | Greater Class Feature |
| 18th | +6 | Quirk |
| 19th | +6 | Ability Score Improvement |
| 20th | +6 | Final Class Feature |

BASIC FEATURES

HIT POINTS

Hit Dice: 1d6 per level

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

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: One tool of your choice

Saving Throws: One of your choice among Constitution, Dexterity and Wisdom, and one among Strength, Intelligence and Charisma

Skills: Choose any two

EQUIPMENT

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

- (a) leather armor, (b) scale mail (if proficient), or (c) chain mail (if proficient)

- (a) a simple melee weapon, or (b) a crossbow and a case of 20 bolts
- (a) any martial weapon (if proficient), or (b) a shield
- A set of tools

CLASS FEATURE

Each time you gain this ability, choose a Class Feature from the list below. If a feature isn't described is because it works as found on the SRD. Unless mentioned a Class Feature can't be taken multiple times.

Unless a class feature has a greater version, its improvements happen at the levels listed in the SRD. For example, it doesn't matter if you choose Wild Shape at 1st or 7th level, you'll only access flying creatures at 8th character level.

ACTION SURGE

Prerequisite: Strength 13 or Dexterity 13
Found on Fighter.

AURA OF COURAGE

Prerequisite: Strength 13 and Charisma 13,
Aura of Protection
Found on Paladin.

AURA OF PROTECTION

Prerequisite: Strength 13 and Charisma 13
Found on Paladin.

BARDIC INSPIRATION

Prerequisite: Charisma 13
Found on Bard.

BRUTAL CRITICAL

Prerequisite: Strength 13
Found on Barbarian.

CANTRIPS

Prerequisite: Spellcasting (any)
You receive the Cantrips ability as the class
from your chosen tradition.

CHANNEL DIVINITY

Prerequisite: Wisdom 13
Found on Cleric. When you take this class
feature you also receive the Turn Undead
option.

CUNNING ACTION

Prerequisite: Dexterity 13
Found on Rogue.

DEFLECT MISSILES

Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk.

DIVINE SMITE

Prerequisite: Strength 13 and Charisma 13,
Spellcasting (Divine)
Found on Paladin.

EVASION

Prerequisite: Dexterity 13
Found on Rogue.

EXPERTISE

Prerequisite: Charisma 13
Found on Bard.

EXTRA ATTACK

Prerequisite: Fighting Style, 5th level.
You can attack twice, instead of once,
whenever you take the Attack action on your
turn.

FAVORED ENEMY

Prerequisite: Dexterity 13 and Wisdom 13
Found on Ranger.

FIGHTING STYLE

Prerequisite: Strength 13 or Dexterity 13
Found on Fighter.

FONT OF INSPIRATION

Prerequisite: Charisma 13, Bardic Inspiration
Found on Bard.

FONT OF MAGIC

Prerequisite: Charisma 13, Spellcasting
(Innate)
Found on Sorcerer.

HIDE IN PLAIN SIGHT

Prerequisite: Dexterity 13
Found on Ranger.

INDOMITABLE

Prerequisite: Strength 13 or Dexterity 13
Found on Fighter.

INNOVATION

Prerequisite: Intelligence 13
Found on Artificer of Alancia. You also gain
two Discoveries.

JACK OF ALL TRADES

Prerequisite: Charisma 13
Found on Bard.

KI

Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk. When you choose this ability
you also gain the Flurry of Blows, Patient
Defense and Step of Wind options.

LAY ON HANDS

Prerequisite: Strength 13 and Charisma 13
Found on Paladin.

MARTIAL ARTS

Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk.

METAMAGIC

Prerequisite: Charisma 13, Font of Magic
You gain two metamagic options.
Found on Sorcerer.

NATURAL EXPLORER

Prerequisite: Dexterity 13 and Wisdom 13

Found on Ranger.

PACT BOON

Prerequisite: Charisma 13

Found on Warlock.

RAGE

Prerequisite: Strength 13

Found on Barbarian.

RECKLESS ATTACK

Prerequisite: Strength 13

Found on Barbarian.

SECOND WIND

Prerequisite: Strength 13 or Dexterity 13

Found on Fighter.

SNEAK ATTACK

Prerequisite: Dexterity 13

You gain Sneak Attack as a Rogue of your level, maximum +5d6.

SPELLCASTING

You are a spellcaster from your chosen tradition. When you first choose this feature you choose that tradition -Arcane, Artificer, Bardic, Divine, Innate, Nature, or Pact- and from now on every time you choose it again you increase its power. Each tradition imitates the way a class from the SRD casts, including prepared or spontaneous casting and class list of spells. The Spell per Spellcasting Feature table shows how many spell slots you have to cast your spells of 1st level and higher, based on how many times you chose this feature.

- **Arcane:** You cast spells like a Wizard. You have the Spellbook, Ritual Casting and Spellcasting Focus wizard class features. Your spellcasting stat is Intelligence.

- **Artificer:** You create inventions like an Artificer of Alancia. You have the Design Book artificer class features. Your spellcasting stat is Intelligence.

- **Bardic:** You cast spells like a Bard. You have the Spells Know and Spellcasting Focus bard class features. Your spellcasting stat is Charisma.

- **Divine:** You cast spells like a Cleric. You have the Ritual Casting and Spellcasting Focus

cleric class features. Your spellcasting stat is Wisdom.

- **Innate:** You cast spells like a Sorcerer. You have the Spells Know and Spellcasting Focus sorcerer class features. Your spellcasting stat is Charisma.

- **Nature:** You cast spells like a Druid. You have the Ritual Casting and Spellcasting Focus druid class features. Your spellcasting stat is Wisdom.

- **Pact:** You cast spells like a Warlock. You have the Eldritch Invocations, Mystic Arcanum and Spellcasting Focus warlock class features. Your spellcasting stat is Charisma.

Note: This Feature may be taken multiple times, each time increasing the power of your chosen tradition. You must be at least 3rd level to choose this feature a second time.

TOUGHNESS

Your Hit Dice increases by one step, from d6 to d8, d8 to d10 and d10 to d12.

Note: This Feature may be taken multiple times, but it can be taken only at 1st level.

UNARMORED DEFENSE

Prerequisite: Constitution 13 or Wisdom 13

Choose Constitution or Wisdom. If you choose Constitution you use the feature found on the Barbarian; if you choose Wisdom you use the one found on the Monk class.

UNCANNY DODGE

Prerequisite: Dexterity 13

Found on Rogue.

WILD SHAPE

Prerequisite: Wisdom 13

Found on Druid.

QUIRKS

Each time you gain this ability, choose a Quirk from the list below:

ARTIFICER'S KNOWLEDGE

Found on Artificer (of Alancia).

COUNTERCHARM

Found on Bard.

DANGER SENSE

Found on Barbarian.

DESTROY UNDEAD

Prerequisite: Channel Divinity

Found on Cleric.

DIVINE HEALTH

Found on Paladin.

DIVINE SENSE

Found on Paladin.

FERAL INSTINCT

Found on Barbarian.

KI EMPOWERED STRIKES

Prerequisite: Ki

Found on Monk.

KNIGHT TRAINING

Prerequisite: Warrior Training

You become proficient with heavy armor.

LAND'S STRIDE

Found on Ranger.

PERSISTENT RAGE

Prerequisite: Rage

Found on Barbarian.

PRIMEVAL AWARENESS

Prerequisite: Spellcasting (Nature)

Found on Ranger.

PURITY OF BODY

Found on Monk.

SKILLED

You become proficient in two skills or tools of your choice.

SLOW FALL

Found on Monk.

SONG OF REST

Found on Bard.

STILLNESS OF MIND

Found on Monk.

THIEVES' CANT

Found on Rogue.

TIMELESS BODY

Found on Monk.

TONGUES OF SOON AND MOON

Found on Monk.

UNARMORED MOVEMENT

Found on Monk.

WARRIOR TRAINING

You become proficient with martial weapons, medium armor and shields.

ARCHETYPE

At 1st level, choose one archetype. It may be from any class, as long as you fulfill the prerequisites. You gain the archetype's features at its usual levels, besides your normal, classless progression. Archetypes from other products besides the PHB -like the SCAG or homebrew- may be used. As a rule of thumb the Archetype's prerequisites should be based on its original class:

Artificer (of Alancia): Spellcasting (Artificer), Innovation.

Barbarian: Rage

Bard: Spellcasting (Bardic), Bardic Inspiration.

Cleric: Spellcasting (Divine) and Channel Divinity

Druid: Spellcasting (Nature)

Fighter: Action Surge (plus Spellcasting (Arcane) for Eldritch Knight)

Monk: Ki

Paladin: Channel Divinity

Ranger: Favored Enemy

Rogue: Sneak Attack (plus Spellcasting (Arcane) for Arcane Trickster)

Sorcerer: Spellcasting (Innate)

Warlock: Spellcasting (Pact)

Wizard: Spellcasting (Arcane)

HALF-CASTER ARCHETYPES

As you probably noticed, "half caster" archetypes (like the Eldritch Knight and the Arcane Trickster from the Player's Handbook) aren't needed with these classless rules. They still may be used because of their other useful abilities however. If that's the case make the following changes:

Requirements: Spellcasting appropriate to the archetype's concept, besides appropriate to the class.

Spellcasting: Instead of granting spellcasting, the archetype grants one free Class Features at the levels it would grant a new spell level above 1st. The Arcane Trickster and Eldritch Knight, for example, grant a free Class Feature at levels 7, 13 and 19.

GREATER CLASS FEATURE

Each time you gain this ability, choose a Class Feature from the list below. If a feature isn't described is Each time you gain this ability, choose a Greater Class Feature from the list below. You may also choose normal Class Features in place of Greater ones.

ACTION SURGE, GREATER

Prerequisite: Action Surge

You may use Action Surge two times per short rest.

BLINDSENSE

Prerequisite: Dexterity 13

Found on Rogue.

CLEANSING TOUCH

Prerequisite: Lay on Hands

Found on Paladin.

DIAMOND SOUL

Prerequisite: Dexterity 13 and Wisdom 13

Found on Barbarian.

DIVINE INTERVENTION

Prerequisite: Channel Divinity

Found on Cleric.

ELUSIVE

Prerequisite: Uncanny Dodge

Found on Rogue.

EMPTY BODY

Prerequisite: Diamond Soul

Found on Monk.

EXTRA ATTACK, IMPROVED

Prerequisite: Extra Attack, Action Surge.

You can attack three times, instead of once, whenever you take the Attack action on your turn.

FERAL SENSES

Prerequisite: Dexterity 13 and Wisdom 13

Found on Ranger.

DIVINE SMITE, IMPROVED

Prerequisite: Divine Smite

Found on Paladin.

INDOMITABLE MIGHT

Prerequisite: Brutal Critical

Found on Barbarian.

INNOVATION, IMPROVED

Prerequisite: Innovation

Found on Artificer of Alancia. You gain two more Discoveries. This feature may be taken a second time.

MAGICAL SECRETS

Prerequisite: Spellcasting

Found on Bard. This feature may be taken a second time.

METAMAGIC, GREATER

Prerequisite: Metamagic

You gain another two metamagic options

RAGE, RELENTLESS

Prerequisite: Rage

Found on Barbarian.

RELIABLE TALENT

Prerequisite: Expertise

Found on Rogue.

SNEAK ATTACK, GREATER

Prerequisite: Sneak Attack

Your maximum Sneak Attack damage becomes +10d6

SPELL MASTERY

Prerequisite: Spellcasting (Arcane)

Found on Wizard.

VANISH

Prerequisite: Hide in Plain Sight

Found on Ranger.

FINAL CLASS FEATURE

At 20th level, choose on the following class features.

ARCHDRUID

Prerequisite: Wild Shape

Found on Druid.

ELDRITCH MASTER

Prerequisite: Spellcasting (Pact)

Found on Warlock.

ETERNAL INVENTION

Prerequisite: Spellcasting (Artificer),
Innovation

Found on Artificer of Alancia.

EXTRA ATTACK, GREATER

Prerequisite: Extra Attack, Improved, Action
Surge, Indomitable.

You can attack four times, instead of once,
whenever you take the Attack action on your
turn.

FOE SLAYER

Prerequisite: Favored Enemy

Found on Ranger.

PERFECT SELF

Prerequisite: Ki

Found on Monk.

PRIMAL CHAMPION

Found on Barbarian.

SIGNATURE SPELLS

Prerequisite: Spellcasting (Arcane)

Found on Wizard.

SORCEROUS RESTORATION

Prerequisite: Font of Magic

Found on Sorcerer.

STROKE OF LUCK

Found on Rogue.

SUPERIOR AURA

Prerequisite: Aura of Protection

The range of your auras increase to 30 feet.

SUPERIOR INSPIRATION

Prerequisite: Bardic Inspiration

Found on Bard.

SUPERIOR INTERVENTION

Prerequisite: Divine Intervention

Your call for intervention succeeds
automatically, no roll required.

| Spell per Spellcasting Feature Found on times taken) | | | | | | | | | | | | | | |
|---|--------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-------------|------------|------------------|----------------|
| Times taken | Spellcasting | | | | | | | | | | Pact Magic | | | |
| | Spells Know | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th | Spell Slots | Slot Level | Invocations Know | Mystic Arcanum |
| 1 | 2 | 2 | — | — | — | — | — | — | — | — | 2 | 1st | - | - |
| 2 | 4 | 4 | 2 | — | — | — | — | — | — | — | 2 | 2nd | 2 | - |
| 3 | 6 | 4 | 3 | 2 | — | — | — | — | — | — | 2 | 3rd | 3 | - |
| 4 | 8 | 4 | 3 | 3 | 1 | — | — | — | — | — | 2 | 4th | 4 | - |
| 5 | 10 | 4 | 3 | 3 | 3 | 1 | — | — | — | — | 2 | 5th | 5 | - |
| 6 | 12 | 4 | 3 | 3 | 3 | 2 | 1 | — | — | — | 3 | 5th | 5 | 6th |
| 7 | 13 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | — | — | 3 | 5th | 6 | 7th |
| 8 | 14 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | — | 3 | 5th | 7 | 8th |
| 9 | 15 | 4 | 3 | 3 | 3 | 2 | 1 | 1 | 1 | 1 | 4 | 5th | 8 | 9th |