



MASTER OF NONE

ALTERNATE OPTIONS AND ROLEPLAYING ADVICE FOR MULTICLASSING



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MULTICLASSING: A MIXED HISTORY

Multiclassing has been a part of D&D from its earliest editions, though it's safe to say it hasn't always been as simple or balanced as it is in fifth edition. A brief history of multiclassing brings us to the current model. In addition to providing narrative weight to the current method, this guide will give additional options for multiclassing.

ORIGINAL D&D

The original publication of Dungeons & Dragons as a three-volume boxed set in 1974 included class options for player characters to be a Fighting-Man, Magic-User, or Cleric. Humans could advance in any of these classes. Dwarves and hobbits could only advance in the Fighting-Man class, and were limited in level. The elf was the original multi-class option, as it could switch between Fighting-Man and Magic-User, advancing as one or the other at any given time. The rules on what this meant, however, were scarce. Though they could explicitly wear magic armor as Magic-Users, most people understood the rules to suggest they otherwise had to choose between playing as a Fighting-Man or as a Magic-User for a given adventure.

The original rules also included an option for human characters to change classes, but this seemed to be a case of fully abandoning one class and its abilities in favor of another, and it was strongly discouraged.

In 1975, Greyhawk was released as the first supplement for the game. This book introduced the thief class, which was the only one free of level limits for non-humans. Dwarves were permitted to advance as a thief and fighter simultaneously. Elves were permitted to advance as fighters, magic-users, and thieves; and half-elves were introduced, who could multiclass as fighter/magic-users or fighter/magic-user/clerics. Regardless, all multiclass characters were required to split all of their experience points equally between their classes, even after they had hit a level limit in one or more of them. Class level limits were slightly higher for nonhuman characters who had exceptional ability scores in the prime requisite of a class (Strength for

fighters, Intelligence for magic-users, Wisdom for clerics, and Dexterity for thieves).

BECMI

The Dungeons & Dragons Basic Set was released as a re-write and streamlining of the original rules (which were also being expanded into what would become Advanced Dungeons & Dragons). Eventually, the Basic rules would be expanded into their own line and compiled in the Dungeons & Dragons Rules Cyclopeda. These rules largely did away with multiclassing. Non-human characters—here limited to elves, dwarves, and halflings—became their own classes. Elves had the abilities of both fighters and magic-users, but, once again, advanced slowly and had level limits.

AD&D (1E/2E)

Advanced Dungeons & Dragons was created as an expanded version of the original game rules. The first Player's Handbook for the game was released in 1978 and incorporated changes and additions from supplements and magazine articles. Unlike the simplified Basic Ruleset, these rules not only kept multiclass possibilities, but it greatly expanded them, setting in place the models for later multiclassing innovations.

Like the original ruleset, AD&D restricted advancing in more than one class at a time to nonhuman characters. These characters would, once again, split their experience points between classes and have class level limits (with a few exceptions, such as the fact that almost any race could advance as a thief without limit). With more choices of race and class, as well as an attempt to clarify the rules, the options were significantly expanded. Some class combinations, however, were limited to certain races. For instance, only half-elves could be cleric/rangers, only half-orcs could be fighter/assassins, and only gnomes could be illusionists/thieves. Interestingly, elves and half-elves were still the only races that could multiclass as a magic-user or as three classes at once. Multiclass characters were not restricted by ability scores except insofar as they affected class level limits.

Humans, as in the original rules, could change classes, but this was no longer discouraged. Instead, it was expanded into what became known as dual-classed characters. A character of this type could cease advancing in one class and select another. They would keep their original hit points, but if they wanted to advance in their second class they could not use any of the other capabilities of their first class. If they did so, they would forfeit the experience points for that adventure. Once their level in their second class exceeded their level in their first, they could freely mix the abilities of the two. Dual-classed characters needed to have extremely high ability scores in the prime requisites for both of their classes, but they were otherwise only limited by alignment restrictions in terms of what combinations they could choose.

Advanced Dungeons and Dragons also had a few unusual cases of multiclassing. The bard, for instance, was presented in an appendix to the Player's Handbook. It was a dual-classed fighter/thief who then started a third class—the bard—in which it learned druid spells as well as additional lore and musical charming abilities. Similarly, the Thief-Acrobat, presented in the original *Unearthed Arcana*, allowed a thief who met minimum ability score requirements to give up advancement in certain thief skills in favor of acrobatic ones.

The second edition of *Advanced Dungeons & Dragons* certainly made some changes. The bard, for instance, became its own class and rules were more clearly defined about how multiclassing and dual-classing worked, but they remained fundamentally the same.

THIRD EDITION & 3.5

In third edition, the dual-classing of second edition's days was over. Gone were the weird racial restrictions on pairing certain classes, and the insistence of using the abilities of the first class while advancing the second. Finally, true multiclassing had arrived.

A lot of the rules had to be modified or created to accommodate the introduction of multiclass characters, but generally they were changes for

the better. Now the game had attributes, like attack bonus progression, ability score increments, and feats, which advanced based on your character level rather than your level in a given class (though your given class still impacted how strong your progression was). Tying certain things like this to your overall character level was an innovation that would continue through to our current edition, because it allowed players to more or less dummy-proof their characters. In this way, they could make whatever character they wanted and still be somewhat effective because of their overall character level.

When 3.5 rolled up in a fancy convertible and told all of third edition's friends to get in, it took multiclassing with it. Not much had changed between third edition and 3.5 in the multiclassing department, though many more prestige classes were introduced. Prestige classes were a special kind of class that you couldn't take at 1st level, and could only be multiclassed into, generally, by meeting certain prerequisites (often levels in two or more classes). These prestige classes were often superior to base classes and encouraged many players to build their characters in such a way as to meet the prerequisites for the prestige class as soon as possible. Some of the concepts for dual-class archetypes from second edition formed the basis of prestige classes in third and 3.5 editions. Finally, no mention of third edition's multiclassing would be complete without the gestalt multiclassing variant introduced in *Unearthed Arcana*. Gestalt was a high-powered variant introduced as a way to combat the difficulty of playing in smaller parties. Basically, the rules allowed you to take two different classes at every level, gaining all the features of both where they differed and only the better of the two where they overlapped. Gestalt characters are intentionally overpowered, but how much so is dependent on what class combinations you went for. The result was very swinging, with some combinations reaching ludicrous levels of power while others were only marginally more than taking a single level. Notably, these rules created additional overhead for the DM as it would be harder to balance encounters with gestalt characters in mind.



Still, it could be extremely fun to play a dream character, and probably as a direct result, people still talk about gestalt characters today. If the idea of playing gestalt characters in fifth edition sounds like fun, you're in luck, as rules for that exist within this supplement.

Third edition was multiclassing at its height. Some would say this was the best edition because of how much it encouraged players to build unique characters by combining multiple classes in new ways. Others would say that's what made the ruleset so complicated and minutia-focused. Whether you agree or disagree with either assessment, one thing is clear; the third edition of D&D put a greater focus on multiclassing than any other.

FOURTH EDITION

Fourth edition was much maligned by many in the D&D community for its bold attempts to balance every class. While a lot of the ideas didn't work, there were some neat innovations in the area of multiclassing. Gone away were the traditional multiclassing ideas of taking levels in multiple classes. Instead, a slew of multiclassing alternatives appeared that would allow you access to features from other classes without stepping outside your original class.

Rather than a one or two level dip, if all you wanted was a bit of functionality from another class, you could take multiclassing feats. Novice, Acolyte, and Adept level feats for each class gave you progressive tiers to sink your teeth into, all without diluting the functionality of your core role in the party. If the multiclassing feats weren't enough, you could further develop your devotion to a second class through a paragon path variant. By forgoing a traditional paragon path (the method by which you specialized at higher levels in fourth edition), you could instead gain more features from one of your tertiary classes.

But that wasn't all. After enduring quite a bit of backlash from fans who wanted a more true form of multiclassing, Wizards of the Coast did eventually release rules for what they called hybrid characters in fourth edition. These hybrid characters had more in common with gestalt

characters than multiclassed ones, but players still ate it up. With a hybrid character, you would choose two classes at level 1 and take watered-down features from both as they progressed. Now each class needed to have a hybrid version of that class printed (basically the class cut in half), which the player would take and combine with another hybrid class to create their hybrid character. Sometimes this resulted in some very strong combinations, but most often this was one of the few ways you could build an ineffective character in the most purposefully balanced edition of the game.

FIFTH EDITION

Which brings us to today--fifth edition--what many would call the crown jewel of D&D's editions. And yet, despite its success and popularity, where is multiclassing? Curiously enough, in fifth edition multiclassing is a variant rule, left up to the DMs whether or not to include it. As it stands, it feels very much like an oversimplified version of third edition's multiclass rules. It does the job for those that want to build their bespoke characters, but as a variant rule there is not a lot of support for it. It's kind of left up to the DMs to decide how they want to use it in their games, which is great because now that little change is all it takes to put players and DMs on the same page about it. As it stands, fifth edition will never be the grand homage to multiclassing that was prominently displayed throughout all of 3rd edition, but it also doesn't need it. D&D is doing just fine with multiclassing only taking up two pages of real-estate in the fifth edition *Player's Handbook*. And if that's not enough for you, there's always supplemental books like this one to give you a lot more.

WHAT TO DO WITH MULTICLASSING?

I (Ryan Langr, project lead) have never liked the idea of multiclassing. It was always confusing to me, and I viewed it as a corruption of what the designers intended for classes. Sure, they accounted for multiclassing in the Player's Handbook, but I was sure that was a concession. "People are going to do it, we might as well make sure they do it well."

Still, despite fifth edition multiclass rules being objectively simple compared to previous editions, it wasn't something I wanted to deal with. New players in my games were expressly forbidden from multiclassing.

A final objection is the difficulty in roleplaying these characters. Does the character have a plausible in-game reason to be a Life Domain cleric and an Assassin rogue? While some rich backgrounds could legitimately account for this, a lot of players would have difficulty going beyond the reason of "it's just a really cool combo!" Add this to the fact that some multiclass combinations are incredibly overpowered, and thus overshadow the rest of the party, and most DM's have valid reason to be wary of multiclassing.

Indeed, it seems the common sentiment among experienced Dungeon Masters seems to be that multiclassing is "essential" and "valuable", but one of the "most abusable aspects" of the entire system.

Master of None hopes to change that. I am incredibly thankful to have recruited a team of experienced, enthusiastic multiclassers to fix most of the problems I had with the mechanic.

IN THIS BOOK

Master of None is designed with a few goals in mind. First and foremost we wanted to provide a lot of easily accessible and flexible options for DMs and players to roleplay multiclassing. While having a narrative reason for multiclassing isn't a requirement for everyone, many people have said it's something that's important to them, or they wish there was more of.

Our second goal was to provide more options for how characters can multiclass. This ranges in complexity and flexibility from enhancing the official rules in the *Players Handbook*, all the way to a completely modular, and nearly "classless" system of building a character.

TRADITIONAL MULTICLASSING SUGGESTIONS

In the first section, we offer rollable tables the DM or player can use to generate how they came about multiclassing. We also give ways in which players can earn or unlock the ability to multiclass through their character's actions and play style. Finally, we've designed unique abilities for each combination of classes to give your unique build a little extra flair without being overpowered.

NARRATIVE CHOICE MODEL

This method is like that quiz you take to find out which Disney princess you are or what Harry Potter character you're most like. Before certain levels, or when a player indicates they may want to multiclass, the DM can ask them a series of questions. The answer to these questions shows which second class would be most consistent for their character to take based on their play style and actions in the game.

GESTALT

In this section we explain a brief history of the gestalt system and reason's a DM could include it into their campaign--it's not for everyone, but some campaigns can definitely benefit from it! We then give some general rules for gestalt characters, as well as new ways to create them and how to increase or decrease their power.

FEATURE SWAP

The feature swap method is “multiclassing lite”, and allows character to switch out features for those of other classes as they level. While it can allow for all the customization of a multiclass character, while slightly increasing the flexibility. Use this system if you want one or two levels of another class, but want to skip the lower level features in exchange for the higher ones.

MODULAR CLASS BUILDING

This system is multiclassing broken and down and rebuilt brick by brick. It’s akin to using point buy for ability scores, but for each feature for every class in the Player’s Handbook. Completely customizable, painstakingly balanced, and with nearly endless potential, each level you can “buy” anything ranging from different hit points to features from any class. It is the optimizer’s dream system.



TRADITIONAL MULTICLASSING SUGGESTIONS

What follows are random tables to help with roleplaying. Each class has a table for introducing the class through encounters followed by unique features (both beneficial and detrimental) granted by the characters multiclassing combination. Finally, each class ends with a section on ways you can mechanically "earn" or "train" a second class in a more thematic way than just "I take this as a second class because I think a barbarian-wizard would be cool."

ENCOUNTERS

The encounter table grants the most player agency. When a player expresses a desire to multiclass, the DM may roll on the table (or choose) to determine the narrative through which they gain the second class.

FEATURES

When a player multiclass, these features, unique to each combination of classes, can give both narrative and mechanical flair. Most of these unique features grant both minor advantages and disadvantages. All of them grant specific opportunities to roleplay in ways not available to single classes. Encourage your players to roleplay when using these features.

TRAINING

This technique could be considered "practice" multiclassing, but takes a bit of agency away from players. Players cannot multiclass in any given class until they "unlock" it through obtaining enough points (granted through various actions). When a character reaches 100 points, they may multiclass in that particular class. They still must meet all ability score requirements from the Player's Handbook. Dungeon Masters may choose to keep these criteria secret, and are encouraged to add their own ideas to the list.

BARBARIAN

BARBARIAN ENCOUNTERS

These encounters focus on the character being induced into a rage and learning to take damage.

D10	ENCOUNTER
1	You suffer (or remember) a devastating loss, driving your rage.
2	A known warrior passes down the secrets of Rage.
3	An illness causes you to lose control of your temper.
4	Your god has called you to zealotry for their cause.
5	Your time with a wise person has taught you to channel your anger.
6	Your attunement to a magical item has caused rage to swell inside you.
7	You have been forsaken by your god, leaving only emptiness and rage.
8	Passionate or unrequited love has driven you to jealous rage.
9	You have been outcast from your homeland.
10	You have been constantly thwarted by an enemy, turning your anger into rage.

PLAYING A BARBARIAN

BARBARIAN/BARD (SKALD).

You have a tendency to favor stories, songs, and performances that highlight the gruesome and gory facts of life.

Intimidating Performance. When you enter Rage, you may expend a Bardic Inspiration die as part of the same bonus action. Additionally, you have advantage on any Charisma (Performance) check to convey anger, war, and readiness for battle. However, you assume these types of performances are always appropriate and have disadvantage on any Wisdom (Insight) check to tell if the audience would favor something else.

BARBARIAN/CLERIC (WRATHPRIEST).

Your zeal leads to moments of clarity and madness. Often simultaneously!

Single-Minded. You can channel your divine instincts to detect lies, falsehoods, and half truths. You must activate this ability before rolling a Wisdom (Insight) check. When you roll, treat any d20 roll of less than 15 as a 15. If you learn someone was trying to deceive you about your religious beliefs as a result of using this ability, you enter rage, expending one use of it. You cannot use this ability again until you finish a long rest.

BARBARIAN/DRUID (BEASTRAGER).

Your connection to animals makes you particularly intimidating.

Primal Instinct. You can use your Strength modifier for any Wisdom (Animal Handling) or Charisma (Intimidation) check against beasts. While you take the form of a beast, you have advantage on Charisma (Intimidation) checks. However, while raging you cannot do lethal damage to a beast.

BARBARIAN/FIGHTER (DOMINATOR).

Your presence is particularly frightening to foes who watch you shrug off wounds.

Just Die Already! If you use Second Wind while raging, each hostile creature within 10 feet of you must make a Wisdom saving throw or be frightened of you until the end of your next turn. Your DC for this ability is based on your Constitution.

They're Still Moving! While you are raging, you have disadvantage on any skill check to determine how wounded someone is. All active combatants look equally hardy!

BARBARIAN/MONK (BRUISER).

You have learned to control your anger better.

Thrill of the Chase. Your rage no longer ends if you fail to deal or suffer damage since the last round, as long as you used your full movement to get closer to an opponent.

BARBARIAN/PALADIN (RAGESWORN).

You proclaim the values of battle, whether or not others respect them.

Vow of Violence. You have advantage on Charisma (Intimidation and Persuasion) checks when interacting with someone who worships a deity of war or violence. However, you have disadvantage on Charisma (Intimidation and Persuasion) checks when interacting with someone who worships a faith of peace or nonviolence.

BARBARIAN/RANGER (TRACKER).

You spend most of your time in the wilderness.

Instinctive Predator. You gain advantage on Wisdom (Survival) and Dexterity (Stealth) checks while in your favored terrain. You have disadvantage on all Charisma checks while interacting with humanoids from urban environments.

BARBARIAN/ROGUE (THUG).

You can flip between emotions in a conversation much faster than most.

This is the Best Deal. You have a unique ability to blur the line between Persuasion and Intimidation. If asked to use one skill, you can choose to use the other instead. However, on a failed skill check, people will assume more hostility than was actually intended.

BARBARIAN/SORCERER (BLOODRAGER).

Your rage fuels your convictions.

Bloody Focus. As a reaction, you can spend a sorcery point to add 2 to the result any saving throw. You can spend a sorcery point in this way after seeing the result on the d20 roll, but before the DM says whether you succeed or fail. As your bonus damage from Rage increases, the addition to your saving throw increases as well. On a failed saving throw, you must use your next available action to punish whoever or whatever forced you to make the saving throw, if possible.

BARBARIAN/WIZARD (FURCASTER).

Your rage gives you keen insights into the workings of the universe.

Rage of the Page. You can flip through your spellbook while raging to maintain your rage. If you do this for a full minute, you can swap two of the spells you prepared that day.

BARBARIAN/WARLOCK (PACTRAGER).

Your dedication to your patron strikes fear into your enemies.

Directed Agent. You may add your Strength and Charisma modifier to any Charisma (Intimidation) check you make when invoking your pact mentor. You have disadvantage on Charisma (Deception) checks to hide your pact.

EARNING BARBARIAN

A character can be eligible to multiclass as a barbarian when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character has initiated combat out of anger (25 points).
- The character has been reduced to 0 hit points by bludgeon, piercing, or slashing damage (10 pts).
- The character has fought in combat without armor and without an Unarmored feature (15 pts).



BARD

BARD ENCOUNTERS

These encounters focus on the character discovering the magic hidden within words and music.

D10	ENCOUNTER
1	A childhood rhyme turns out to be the verbal component to a bardic spell. You pick up an instrument for the first time and seem to have a supernatural connection with it.
2	Your entire family are alumni of the same bardic college and pressure you to attend
3	Your dream is to relive famous stories of your favourite adventurer's tales.
4	After spending time around spellcasters, you thought, "Pfft. I could do that."
5	You were a childhood musical prodigy that's forsaken your talent out of spite.
6	You unknowingly received this knowledge from a mischievous fey creature.
7	A heroic bard died in battle, inspiring you to safety. You wish to honor their sacrifice.
8	You grew up in a family of wandering performers. These skills come naturally to you.
9	You are infatuated by another bard after hearing their performance.
10	

PLAYING A BARD

BARD/CLERIC (CANTOR).

Your church is your muse, and your performances most often take the form of your church's hymnals or tales of your deity.

Preaching to the Choir. When you make a Charisma (Performance) check, you can choose to add your Intelligence modifier to represent the incorporation of your religion. If someone opposes your deity or worships an opposing god, however, the performance only causes them to dislike you.

BARD/DRUID (WINDSONG).

Your song reflects the complexity and beauty of nature itself.

Colors of the Wind. Because you have learned to perform in harmony with the sounds of nature, you have advantage on Charisma (Performance) checks made outside of civilization or in rural communities. You have disadvantage on performance checks made in cities or industrial areas because you are unable to hear the earth singing with you.

BARD/FIGHTER (BLADESONG).

You sing as you wield your weapon, and can use your songs to create a distraction on the battlefield.

Battle Song. As a bonus action, you can use your songs to gain advantage on one attack, but the first attack roll made against you before the beginning of your next turn also has advantage. You must finish a short or long rest before you can use this feature again.

BARD/MONK (THROAT-SINGER).

The chants typical of your monastery compliment your bardic skills well.

Bardic Ki. When you have no more uses of Bardic Inspiration, you can spend 2 ki points to use it again. The dice for Bardic Inspiration is always 1d6 when used this way. Ki points spent in this way are not recovered during your next short rest.

BARD/PALADIN (SONGSWORN).

Your dedication to your oath inspires you to create great works of art.

Evangelical. You can make a Charisma (Performance) check when attempting to spread the word of your oath, or to convince others to help you fulfill your tenets. You have disadvantage on any Charisma (Deception) checks to hide your status as a paladin, or to misrepresent your tenets.

BARD/RANGER (WILDSONG).

Nature inspires you, and you take great joy in the time you spend in it.

Wilderness Guide. While in your favored terrain, you gain an additional use for your Song of Rest. Instead of gaining hit points, any friendly creatures that can hear your performance gain any benefits that you receive from being in your favored terrain for the next 8 hours. Doing so prevents you from using your Song of Rest again until you have completed a long rest.

BARD/ROGUE (WHISPERER).

Your mastery of the arts has taught you to stand out, as well as blend in.

Disappearing Act. You have advantage on Charisma (Performance) checks made to create a distraction. If you are caught, you have disadvantage on any Charisma checks made to influence those who witnessed the attempted distraction for the next 24 hours.

BARD/SORCERER (NATURAL TALENT).

Your bardic talent seems to come naturally, almost as if it was in your blood.

Smooth Talker. You can spend a sorcery point to gain advantage on any Charisma ability check, but a failed role exposes your attempt to magically influence others.

BARD/WIZARD (POET).

Because of your love for the arts, the focus of your studies has drifted to their incorporation into the arcane.

Recite the Classics. You can recall lines easily from great epics, using your Intelligence modifier instead of Charisma for any check involving Intimidation or Performance. A failed check reveals that you are simply quoting lines, and lowers the targets opinion of you substantially.

BARD/WARLOCK (CRYPTIC ARTIST).

Your patron often influences your art, though not always in a positive way.

Hidden Messages. You can call on your patron to gain advantage on Charisma (Performance) checks to entertain or produce and sell art. When you do so, anyone who closely examines the resulting performance or artwork must make a Wisdom (Perception) check against your spell save DC. On a success, they can easily notice the otherworldly connection.

EARNING BARD

A character can be eligible to multiclass as a bard when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character has been reduced to 0 hit points while under the effects of a debuff spell (25 points).
- The character succeeds on a skill check of DC 20 or higher in a skill they are not proficient with (15 pts.)
- The character attempts to persuade an enemy before or during combat (10 pts).



CLERIC

CLERIC ENCOUNTERS

These encounters focus on the character hearing the will of the divine and opening themselves up to listening.

D10	ENCOUNTER
1	You called out to the gods to spare someone from certain death. The gods listened.
2	You defended a deity's shrine. Now they are calling you to be their champion
3	After shunning your faith, your god implores you back into their service
4	You wish to fulfill the desires of your ancestors
5	Thanks to your unique skill set, a deity chooses you for a special task.
6	A valuable treasure you recover turns out to be a holy symbol for a deity.
7	After years of a recurring dream, you finally understand its meaning.
8	Two deities are feuding over your service, secretly using you as a pawn in their game.
9	You wish to become a healer on the battlefield to atone for your past recklessness
10	You devote yourself to a god of knowledge or lore to expand your arcane studies

PLAYING A CLERIC

CLERIC/DRUID (GROVEPRIEST).

You learn a wide range of healing and support traditions.

Vibrant Tradition. If you prepare a spell twice – as both a cleric and a druid – you can cast it once per short rest without using a spell slot.

CLERIC/FIGHTER (GOLDENHEART).

Training in arms and armor, then using those skills, is a central tenet of your faith.

Martial Law. You can use Wisdom instead of Charisma for any Persuasion or Intimidation check based on showing faith through battle. However, your focus on expressing faith through martial process means you have disadvantage on Wisdom (Insight) checks to see if other religious figures are truly committed to combat.

CLERIC/MONK (SPIRITUALIST).

Your divine training is focused more internally than externally.

Asceticism. Once per short rest, you can spend a use of Channel Divinity to regain 4 ki points. You do not gain this use of Channel Divinity back at the end of that short rest.

CLERIC/PALADIN (ENLIGHTENED).

You have committed to your faith in every way possible.

Doubly Committed. You have advantage on any Charisma check to influence someone who would be impressed by your dedication to a single faith. However, you have disadvantage influencing anyone who values worshipping multiple deities in a pantheon.

CLERIC/RANGER (PATHFINDER).

Your faith dictates that you help others navigate the wilderness.

Guided By Faith. While in your favored terrain, any benefits that normally apply to you alone also apply to your allies unless they are actively opposed to your faith.

CLERIC/ROGUE (HARBINGER).

You must make every effort to conceal or promote your faith, as appropriate to your deity.

Divine Shadows. If your deity typically encourages covert action, like a god of assassination, you may use a holy symbol that hides your true faith as a spell component. This “cover” holy symbol can be innocuous or the perverted symbol of a rival deity, as appropriate. Others must make an Intelligence (Religion) check contested by your Charisma or Intelligence (Deception) check to spot the ruse. You have disadvantage on any Charisma (Persuasion) check requiring you to tell the truth about your deity.

Divine Agent. If your deity typically encourages visible piety, you have advantage on any Charisma check to talk people into keeping your spellcasting focus as an item of nonmagical importance. You have disadvantage on any Charisma (Deception) check requiring you to conceal your faith.

CLERIC/SORCERER (BLOODPRIEST).

Your innate magical capabilities separate you from those who receive all their power from their deity.

Chosen One. Regardless of your sorcerous origin, people may believe you have a personal connection to the gods. You have advantage on any Charisma (Persuasion or Deception) check to show this connection as long as you cast a spell (including a cantrip) during the interaction. However, people who believe in a religious hierarchy may resent your “shortcut,” giving you disadvantage on any Charisma (Persuasion) checks against them.

CLERIC/WIZARD (ACOLYTE).

You study divine magic as if it is like the arcane.

Religious Scholar. You can use your Wisdom modifier instead of your Intelligence modifier for any Religion check. Additionally, you have advantage on any Charisma (Persuasion) check to get access to any library maintained by a religious or quasi-religious organization. However, you have disadvantage on any Charisma (Persuasion) check against someone who hates reading.

CLERIC/WARLOCK (PACTPRIEST).

You try to balance the demands of an extraplanar entity with your faith.

Dueling Divinity. As someone getting magical power from both a deity and extraplanar being, you have advantage on any Charisma check to influence someone who would be impressed by your multiple sources of power. However, you have disadvantage on influencing anyone who values dedication to a single faith.

EARNING CLERIC

A character can be eligible to multiclass as a cleric when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character witnesses an ally drop to 0 hit points during combat (25 points).
- The character defeats a fiend or undead in combat. (15 pts.)
- The character visits a temple and asks about their beliefs and traditions (10 pts).

DRUID

DRUID ENCOUNTERS

These encounters focus on the character hearing the will of the divine and opening themselves up to listening.

D10

ENCOUNTER

- | D10 | ENCOUNTER |
|-----|--|
| 1 | You witness an evil force devastate an area of wilderness. |
| 2 | A seed that somehow got into your coin purse is growing at an unnatural rate |
| 3 | You nap under a tree, dreaming the tree is speaking with you. Only it wasn't a dream.
A recent betrayal led you to seek the company of animals and you desire to become one with them |
| 4 | You received refuge in a hidden community where the Old Faith thrives |
| 5 | The persistent call of the spirits of nature is becoming impossible to ignore |
| 6 | Through years of training in solitude, you developed a deep bond with nature |
| 7 | Your birth during a natural disaster really did mean you were destined to become a druid |
| 8 | Your animal companion has secretly been an archdruid in wild shape this whole time. |
| 9 | Harnessing the power of nature is the quickest way to overcome the Elemental Evil |
| 10 | |

PLAYING A DRUID

DRUID/FIGHTER (STRATEGIST).

Your knowledge of the land gives you a strategic advantage in battle.

Higher Ground. You can use your knowledge of your surroundings to gain advantage on one attack, but the first attack roll made against you before the beginning of your next turn also has advantage. You must finish a short or long rest before you can use this feature again.



DRUID/MONK (WAY OF THE EARTH).

The time you have spent meditating in nature has allowed you to harness some of the wilderness's power.

Barkskin. You can cast the *barkskin* spell on yourself once without using a spell slot or any components. When using this feature, your AC can only be 16 and you cannot benefit from any other features that would increase your AC. You must complete a long rest before you can use this feature again.

DRUID/PALADIN (PROTECTOR).

Regardless of your oath, you interpret at least part of it as a duty to protect nature.

Druid Sense. When using Divine Sense, you can choose to detect any threats to nature or wildlife instead of the usual celestials, fiends, and undead. You must finish a short rest before using Divine Sense this way again.

DRUID/RANGER (WARDEN).

Your connection with nature is everything, that much is obvious. While protecting nature is important to you, you can also call on nature to protect you.

Earthshapper. When you are being pursued by hostile creatures through your favored terrain, you can expend a use of your Wild Shape feature to cast the *entangle* spell. When cast this way, the spell duration is equal to that of your usual Wild Shape and does not require concentration. The effect also follows 20 feet behind you unless stopped. Uses of Wild Shape expended in this way are not recovered during your next short rest.

DRUID/ROGUE (SKULKER).

You have spent your life around nature, and have learned the best ways to hide yourself in it.

Camouflage. You have advantage on Dexterity (Stealth) checks made in wilderness areas. However, you have disadvantage on Dexterity (Stealth) checks made in cities because of your unfamiliarity with civilization.

DRUID/SORCERER (EARTHTOUCHEd).

Like your magical abilities, your connection to nature is a gift.

One with Nature. Regardless of your sorcerous origin, it is not hard to convince others that you were chosen by nature to receive your powers. You have advantage on any Charisma checks made to influence those who hold nature in high regard. However, you have disadvantage on any Charisma checks made to influence those who prefer the ever-expanding civilized world.

DRUID/WIZARD (ELEMENTALIST).

Because of your connection with nature, you have taken great interest in studying the elements and their planes.

Elemental Knowledge. You have advantage on any Intelligence checks that relate to the elements or their corresponding damage types: acid, cold, fire, lightning, poison, or thunder.

Because your study of the elements has distracted from your study of other matters, you have disadvantage on any Intelligence checks that relate to the following damage types: bludgeoning, force, piercing, psychic, radiant, or slashing.

DRUID/WARLOCK (PACTBEAST).

You use your beast forms to better serve your patron, and they smile on that.

Unnatural. When using your Wild Shape feature, you can use your bonus action to call on your patron for a blessing. When doing so you gain a +2 to your AC, but your beast form mutates into something obviously unnatural; most common folk will not take kindly to this, and will attempt to run you out of town—or worse.

EARNING DRUID

A character can be eligible to multiclass as a druid when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character completes a mission for the Emerald Enclave or another ally of the wilds (25 pts).
- The character demonstrates strong ties to nature through their ideals, bonds, or flaws (15 pts).
- The character tries to ask an animal a question (10 pts).

FIGHTER

FIGHTER ENCOUNTERS

These encounters focus on the character dedicating themselves to training with all manner of weaponry and armor.

D10 ENCOUNTER

- 1 You find or inherit a powerful martial weapon and wish to learn to use it.
After magic failed to defend you from an attack, you seek a more reliable defense system
- 2 Holding a heavy crossbow brings a flashback to your training as a soldier.
- 3 The trusty fighter of your party is gone now and someone needs to fill their role
- 4 A noble is holding a tournament to find the most talented fighter. You'll train just to get a shot at the prize
- 5 You turn your back on divine magic after your god did not answer your prayers
- 6 A grizzled veteran in town admires your grit and offers to show you the ropes
- 7 You desire to be the best at everything drives you to master each weapon
- 8 To get revenge on a mage, you take up the sword as an element of surprise in your next duel.
- 9 A cursed weapon never leaves your side and urges you to wield it in battle

PLAYING A FIGHTER

FIGHTER/MONK (STEADY-HAND).

Your combination of training allows you to attack with the utmost precision.

Weapon Training. You gain one additional monk weapon, which must be a melee weapon and cannot have the two-handed or heavy properties.

FIGHTER/PALADIN (DIVINE BLADE).

You are known as a resourceful fighter, relying more on your skill than your divine magic.

Intimidating Aura. You have advantage on Charisma (Intimidation) checks against those who have heard of your reputation, or have seen you in combat. However, other paladins of your oath

often find you brutish, giving you disadvantage on Charisma (Persuasion) checks made to influence them.

FIGHTER/ROGUE (SHADOW KNIGHT).

You are adept at attacking from the shadows, striking hard and fast.

Silent Killer. Because of your training, you ignore disadvantage imposed on Dexterity (Stealth) checks by armor.

FIGHTER/SORCERER (BATTLEMAGE).

You have learned to combine your magical ability and martial prowess to devastate the battlefield.

Martial Focus. You have learned a ritual that allows you to channel your spells through your weapon. When you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. After doing so, that weapon acts as an arcane focus for your sorcerer spells. This benefit lasts until you finish a long rest, or use this ability on another weapon.



FIGHTER/WIZARD (CONTROLLER).

Time spent studying magical tactics has made you adept at controlling a fight.

Picky. When casting a spell that has an area of affect, you can choose a number of friendly creatures equal to your Intelligence modifier; these creatures are immune to effects and damage of your spell. To use this ability, you must cast the spell at at least one level higher than normal, and do not gain any additional damage or effects from casting the spell at a higher level. After you cast a spell this way, you must finish a short or long rest before doing so again.

FIGHTER/WARLOCK (PACTBLADE).

You have been hardened in battle for your patron, and it shows.

Unsettling Gaze. You have advantage on Charisma (Intimidation) checks made when you invoke the name of your patron. Making such checks too often may cause townspeople to begin to fear you, giving you disadvantage on any Charisma (Persuasion) checks to influence them.

EARNING FIGHTER

A character can be eligible to multiclass as a fighter when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character has been reduced to 0 hit points by damage from a weapon they are not proficient with (25 pts).
- The character attempts to perform during combat (15 pts.)
- The character uses a weapon they are not proficient with in combat (10 pts).

MONK

MONK ENCOUNTERS

D10	ENCOUNTER
1	You spent time in a monastery as a child but left before completing your training
2	A hermit gives you understanding of the secrets of ki with a single touch
3	While your party carouses, you spend all free time training to become a better warrior
4	Your god wishes for you to become more self reliant
5	You fought alongside many monks recently and were amazed at their abilities
6	Attunement to a cursed weapon leads you to rely on your body, the only weapon that won't betray you
7	You feel the connection to your own ki while petrified by an enemy
8	You infiltrated a monastery to steal an ancient secret and ended up learning the basics
9	You wish to learn the secrets of stunning opponents with a single blow
10	Meditation saved you from madness in the Underdark

PLAYING A MONK

MONK/PALADIN (HOLYMIND).

You have trained to smite enemies, even if your weapons are taken from you.

Fists of Righteous Fury. Any unarmed strike you make counts as a “melee weapon attack” for the purposes of activating divine smite.

MONK/RANGER (MINDTRACKER).

You have learned to harness ki to overcome the distractions of the wild.

Tracker's Focus. You have trained your mind to focus inward. If you fail a concentration check, you may spend 1 ki point to reroll that result. However, you have disadvantage on Wisdom (Insight) checks for the next 5 minutes until you reorient your focus.

MONK/ROGUE (DARKMIND).

You use monastic techniques to heighten your mundane skills.

Hidden Training. You may spend 2 ki to use your reaction to give yourself advantage on any skill check where you have Expertise in that skill.

MONK/SORCERER (MINDMELTER).

You have learned meditation techniques to enhance your innate magic.

Ki-Empowered Casting. You may spend ki points, instead of sorcery points, to regain spent spell slots. Any ki points spent in this way are not recovered during your next short rest.

MONK/WIZARD (IRON SAGE).

You have found a way to combine arcane book learning and inner strength.

Mage-Armored Defense. As a bonus action, you may spend 1 ki point to raise your AC to 13 + your Dexterity modifier + your Wisdom modifier for one minute if you have cast the spell mage armor on yourself. This effect lasts for 1 minute, at which point the spell mage armor ends early. While this feature is active, you do not gain the benefits from any other spell or class ability that would increase your AC.

MONK/WARLOCK (DUAL SOUL).

You try to balance inner peace with service to an extra-planar entity.

Monastic Tongue. You can tap into your inner strength to become more charming. Any time you make a Charisma check, you may spend 1 ki point to reroll the die. You must use this before the DM says whether your result succeeds or fails, and must use the second result.

Foul Disciple. Other followers of your monastic order and your patron would generally disapprove of your mix of life choices. If they find out, you have disadvantage on any Charisma checks to influence them.

EARNING MONK

A character can be eligible to multiclass as a monk when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character makes a critical hit with an unarmed strike (25 pts).
- The character attempts to catch a ranged projectile. (15 pts).
- The character chooses to meditate during a long rest (10 pts).



PALADIN

PALADIN ENCOUNTERS

These encounters focus on the character learning to live out their convictions.

D10	ENCOUNTER
1	You pray to the gods to spare your dying friend on the battlefield. Divine healing flows from your hands.
2	Revenge on those who unjustly wronged you consumes your thoughts
3	You devote your services to your god in an intimate ceremony
4	You witness innocent lives suffer at the hands of the wicked and swear to never allow it again
5	After years as a front line warrior soldier, you hear a higher calling for your services
6	For a heroic deed, you are asked to join an elite rank of knights and protect the realm
7	You learn you are in fact an aasimar and wish to embrace your divine heritage.
8	Whispers from an unknown god as you prepare your spells lead you research their teachings
9	A paladin known for pranks always joked that you were their squire. Joke's on you; they were serious.
10	Your earliest dream to become a brave and mighty paladin never came true. It's time to fix that.

PLAYING A PALADIN

PALADIN/RANGER (SWORN SCOUT).

Your oath includes guiding people through nature.

Natural Sense. Any time you use Divine Sense, you detect any of your favored enemies along with celestials, fiends, and undead.

PALADIN/ROGUE (CLOUDED OATH).

You have trained in a wide range of skills to fulfill your oath.

Aura of Mystery. You have generated a reputation that you are unlike other paladins who follow a similar oath or deity. If someone is aware of this, you have advantage on Charisma (Deception) checks to hide your future plans, but

disadvantage on Charisma (Persuasion) checks to convince them of your sincerity.

PALADIN/SORCERER (OATHBORN).

You express innate magical ability through being a divine warrior.

Mark of Magic. You have a mark of your sorcerous heritage somewhere on your body that distinguishes you from anyone else with a similar oath. You can decide how easy or difficult it is to hide the mark. You have advantage on Charisma (Persuasion/Intimidation) checks with people who would be impressed or terrified when seeing the mark. However, you have disadvantage on Charisma checks with people who think it is blasphemous.

PALADIN/WIZARD (OATH OF LEARNING).

Your oath requires learning traditional book magic.

Ritual Oath. You can cast a paladin spell as a ritual if that spell has the ritual tag and you have the spell prepared.

PALADIN/WARLOCK (DOUBLE OATH).

You have sworn to follow your patron in many ways.

Sworn Agent. You agreed to publicly carry forth the ethos of your otherworldly patron, acting as a paladin in their name. You have advantage on Charisma checks to convince others that you represent the interests of your patron, as long as you are in good standing with your patron. You have disadvantage on Charisma (Deception) checks to hide your connection to your patron.

EARNING PALADIN

A character can be eligible to multiclass as a paladin when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character reduces a creature to 0 hit points while under the effects of an ally's divine spell (25 points).
- The character demonstrates devotion to a deity or conviction through their ideals, bonds, or flaws. (15 pts.)
- A character protects an innocent NPC during combat (10 pts).

RANGER

RANGER ENCOUNTERS

These encounters focus on the character's choice to become a protector of the wilderness.

- | D10 | ENCOUNTER |
|-----|---|
| 1 | You dedicate all focus on learning the weaknesses of a specific creature type that has always bested you. |
| 2 | You killed a noble in self defense and fled to the wilderness to avoid wrongful prosecution |
| 3 | After a raid, you wish to take a more offensive approach to defending your homeland. |
| 4 | You desire to track a magical beast rumored to grant wishes |
| 5 | The Emerald Enclave values your service and offers to train you to defend the natural order |
| 6 | Your weapon once belonged to a ranger. You feel your connection to them growing stronger |
| 7 | You and a beast narrowly escaped death together. It hasn't left your side since. |
| 8 | The first time you encountered a dragon was nearly your last. This time, you'll be ready |
| 9 | After getting lost in the Feywild for years and learning to survive, you return. Three days later. |
| 10 | Your grandparent's dying wish was for someone in the family to claim a legendary hunting trophy. |

PLAYING A RANGER

RANGER/ROGUE (SURVIVALIST).

Spending most of your time in the forest has impacted your social skills.

Animal Whisperer. You have advantage on Wisdom (Animal Handling) checks to influence beasts, but suffer from disadvantage on Charisma (Persuasion) checks to influence people.

RANGER/SORCERER (WILDMAGE).

Your natural talent for magic has brought you closer to nature.

Secrets of Nature. You can spend 1 sorcery point to gain advantage on any Wisdom (Animal Handling, Nature, or Survival) check.

RANGER/WIZARD (DRUIDIC STUDENT).

Your interests in nature have influenced you to study more druidic magic and incorporate it into your own spellcasting.

Down to Earth. When in your favored terrain, spells you cast that deal acid or poison damage ignore resistances.

RANGER/WARLOCK (WILDERNESS WORSHIPER).

You see connections to your patron everywhere in nature, and often feel the need to share them with others.

Wild Ravings. You have advantage on Charisma (Persuasion) checks to convince others that you represent your patron, and to show them signs from your patron found in nature. You have disadvantage on Charisma (Deception) checks to hide your connection to your patron.

EARNING RANGER

A character can be eligible to multiclass as a ranger when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character spends 10 straight days navigating through the wilderness (25 points).

- The character demonstrates having a favored enemy through their ideals, bonds, or flaws. (15 pts.)

- The character attempts to tame a wild animal (10 pts).



ROGUE

ROGUE ENCOUNTERS

These encounters focus on the character learning subtly and cunning in order to survive.

D10

ENCOUNTER

- 1 Your group's last mission was a failure thanks to your poor stealth skills. Never again.
- 2 Your faction needs you to go deep undercover with a dangerous organization
- 3 A rogue recruited you for a heist and you played the part perfectly.
- 4 Years of experience bringing criminals to justice taught you to think like a thief
- 5 A trickster somehow replaced all your coin with fool's gold. You're obsessed with figuring out how.
- 6 You routinely watch a rogue in your party narrowly escape danger and beg them to teach you
- 7 Your sworn rival has ascended to a position of power. Now you'll need a more subtle approach to get your revenge.
- 8 To survive the tomb of an infamous lich, you must train in avoiding danger.
- 9 Someone stole your family's heirloom. You need to steal it back
- 10 You're wanted by authorities and bounty hunters. Time for a new identity

PLAYING A ROGUE

ROGUE/SORCERER (SUBTLE MAGE).

You know how to hide your talents, and how to use them without being caught.

Flick of the Wrist. You know the Subtle Spell metamagic, regardless of your level. This doesn't count against the number of metamagic options that you can learn.

ROGUE/WIZARD (ARCANE THIEF).

Thanks to your studies, you have picked up some...unsavory tricks.

Street Smarts. When you make a Dexterity (Sleight of Hand) check, or attempt to use your thieves' tools, you can use your Intelligence modifier in place of Dexterity.

ROGUE/WARLOCK (SMOOTH TALKER).

Your connection to your patron comes in handy when attempting to pull a con.

Silver Tongue. When making a Charisma (Persuasion or Deception) check to con someone, you can ask your patron for assistance to gain advantage. If you fail the check, the target knows you attempted to use magic to con them.

EARNING ROGUE

A character can be eligible to multiclass as a rogue when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character successfully steals something worth 50 gp or more (*25 points*).
- A good aligned character makes a divisive neutral or evil decision (*15 pts.*)
- The character uses the Dodge, Dash, or Hide action in combat (*10 pts.*)



SORCERER

SORCERER ENCOUNTERS

These encounters focus on the character learning of their latent connection to magic.

D10

ENCOUNTER

- 1 Tattoos that honor your family heritage begin to glow and feel warm to the touch
- 2 After an adventure to another plane of existence, you can't stop casting a cantrip
- 3 You study a spellbook for months and finally cast your first spell! All your hair falls out.
Every 13th child in your family is born with draconic features. A relative, previously unknown to all, means you're actually that 13th child.
- 4 After lawfully turning an old hag over to authorities, you are cursed with chaotic surges
- 5 You dream of a goddess of magic offering you her gift. You wake the instant you accept.
- 6 Fighting alongside a dragon in an epic battle, the dragon saves you from death with a drop of its own blood in your mortal wound.
- 7 You were killed in a lich's lair. Months later, you return with no memory of the incident.
- 8 The lullaby your mother sang to you each night calls out incessantly, leading you into the Feywild
- 9 You save the ship you're on from certain doom by willing the violent storm to cease.

PLAYING A SORCERER

SORCERER/WIZARD (SPELLMASTER).

You have a penchant for all things arcane, thanks to your innate connection to the weave.

Superior Recovery. When using your Arcane Recovery feature, you can recover additional spell slots. The spell slots can have a combined level that is equal to or less than half your sorcerer level (rounded up). After recovering additional spell slots this way, the amount of spell slots you can recover the next time you use arcane recovery is halved.

SORCERER/WARLOCK (BLOODSWORN).

You pledged your soul for magic beyond your bloodline.

Borrowed Blood. You can spend a sorcery point to ask your patron for help convincing others of a plan of action. You gain advantage on a Charisma check, but your patron immediately learns of your intentions.

EARNING SORCERER

A character can be eligible to multiclass as a sorcerer when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character has been reduced to 0 hit points by damage from a spell (*25 points*).
- The character demonstrates strong ties to their family history through their ideals, bonds, or flaws. (*15 pts.*)
- A lawful or neutral aligned character makes a chaotic decision (*10 pts.*)



WARLOCK

WARLOCK ENCOUNTERS

These encounters focus on the character learning subtly and cunning in order to survive.

- | D10 | ENCOUNTER |
|-----|--|
| 1 | The noble's coin purse you just lifted contained a mysterious relic from a far realm |
| 2 | Your obsession with having the largest collection of spells in your spellbook leads you to a tome of forbidden knowledge |
| 3 | In a dreamlike romantic encounter with a fey royal, you somehow agreed to become their emissary. |
| 4 | After interrupting an infernal summoning by a cult, you secretly wish to harness that power for yourself |
| 5 | You barely remember your parents. So when they reenter your life and ask for a few small but weird favors, how can you say no? |
| 6 | After being knocked out in a single blow, you'll do anything to become more powerful. NOW. |
| 7 | A demigod of the deity you serve compels you to accept an important special mission |
| 8 | The next time you cast find familiar, an exotic creature appears and speaks to you in a disturbing voice |
| 9 | A perpetually cold blade recovered in a dungeon seduces you into wielding it in battle |
| 10 | Years of solitary meditation unlock the vast amounts of unknown entities in the multiverse |

PLAYING A WARLOCK

WARLOCK/WIZARD (OCCULTIST).

You study all forms of the arcane, even forbidden ones.

Forbidden Lore. You may borrow from your patron's vast well of knowledge, using your Charisma modifier instead of Intelligence for any check involving Arcana or Religion. However, if someone asks what you are doing, the signs of your occult knowledge are fairly obvious. You have

disadvantage on any Charisma (Deception) checks to hide how you know what you know if you tapped in to your patron for forbidden lore.

EARNING WARLOCK

A character can be eligible to multiclass as a warlock when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character witnesses otherworldly power and attempts to communicate or reason with it, rather than attacking it on sight (25 pts).
- The character demonstrates feeling at odds with their current source of power (divine magic, arcane studies, martial training, etc) through their ideals, bonds, or flaws (15 pts).
- The character has been reduced to 0 hit points by a critical hit (10 pts).



WIZARD

WIZARD ENCOUNTERS

These encounters focus on the character learning subtly and cunning in order to survive.

D10

ENCOUNTER

- 1 Attunement to a magical item gives you insight into the fundamentals of arcane knowledge
- 2 An ancient spell scroll from a dragon's hoard piques your curiosity
- 3 You realize the benefit of learning defensive spells to prolong your life as an adventurer
- 4 Over ages travelling together, a wizard companion teaches you the basics of prestidigitation
- 5 Your body starts to ache from years of martial training. You seek a new challenge in training your mind
- 6 To escape a mad wizard's tower, your logic eventually unlocked an arcane riddle
- 7 The sage that sponsored your quests mysteriously vanishes. Their spellbook may hold a clue.
- 8 You would do anything to bring a loved one back from the dead. Even study necromancy
- 9 You have innate basic magic abilities, but desire to harness the most powerful spells ever cast
- 10 A magical creature you spared from slaughter taught you the basics of magic.



EARNING WIZARD

A character can be eligible to multiclass as a wizard when they reach 100 points. Consider the following when rewarding points (instances can be repeated):

- The character encounters a wizard in combat and recovers their spellbook (25 pts).
- The character spends 10 straight days of downtime dedicated to arcane studies (15 pts).
- The character finds a spell scroll and is not able to activate it (10 pts).

NARRATIVE MULTICLASSING

Narrative multiclassing is used as a fun, interactive way to decide what second class would best fit a character. When a player is open to multiclassing, but hasn't decided which class would thematically best for their character, this "quiz" can help them work with the DM to establish the best fit.

The DM may change any results they don't feel fit the classes, this was our best attempt to generalize the tactics of most classes based on their general features. If some answers don't fit, choose the closest one. You may also choose to answer how the character desires to act, rather than how they currently act.

These questions purposely overlap, and the point is to get an overall feel of how the character acts through enough questions or scenarios so that the overlap in one or two areas doesn't matter. Tally the total number under each class. The class with the higher number of answers is what the character should multiclass in. If they truly are close in two, that's an even better reason for them to multiclass in one of those, and the player should choose the best fit for their character.

ANSWER AS YOUR CHARACTER:

THE FORK IN THE ROAD

When encountering a fork in the road (literal or metaphorical), how do you decide which way to go?

- Choose one and deal with the consequences: **barbarian, fighter.**
- Carefully consider every option and then choose the one they think is best: **monk.**
- Let the rest of the party choose, or tell the party to vote. Spend the whole time messing around while the others make a decision: **bard.**
- Pray to my god for guidance and help: **cleric, paladin.**
- Ask the animals of the land for directions: **druid, ranger.**
- Scout ahead both ways to choose the best option: **rogue.**
- Cast a divination spell: **wizard, sorcerer, warlock.**

COMBAT PLACEMENT

When in combat, where do you most often try to position yourself?

- On the frontline, protecting my allies: **fighter, paladin.**
- Straight for the biggest, baddest opponent: **barbarian, monk, ranger.**
- In range of all allies, ready to give support at a moment's notice: **cleric, bard.**
- Behind my allies and attack from range: **rogue, warlock.**
- Looking for a strategic point to target the most enemies with a single spell: **sorcerer, wizard.**
- I find my way through the enemy's frontline and deal with several weaker opponents: **druid.**

RETREAT!

If captured or forced to retreat, how do you try to escape?

- DEATH BEFORE RETREAT!: **barbarian.**
- I run away faster than the wind itself: **monk.**
- I cast a protective barrier between the threat and the party: **cleric, wizard.**
- I attack whatever I can for as long as I can while commanding the party to go on without me: **fighter, ranger.**
- I convince my captors to let us go through honeyed words or enchanting spells: **bard, warlock.**
- I hide in safety and disappear into the shadows or as something else: **rogue, druid.**
- I destroy whatever is in my way with a single powerful blast: **paladin, sorcerer.**

PRETTY PLEASE...

How do you tend to get what you want?

- I manipulate someone else into giving it to me for free: **bard, warlock.**
- I take it when nobody's looking: **rogue.**
- I have faith in my deity to provide it for me: **cleric, paladin.**
- I venture into the wilderness and craft it myself: **druid, ranger.**
- I trade all my coin for it, because material wealth is meaningless: **monk.**
- I intimidate someone into giving it to me for the best deal possible: **barbarian, fighter, sorcerer.**
- I study it for hours upon hours, or enchant someone: **wizard.**

THE BEST OFFENSE

What is your primary source of offense?

- My instincts: **ranger, sorcerer.**
- My wit: **bard.**
- My connection to a greater power: **cleric, druid, warlock.**
- My training: **fighter, monk, rogue, wizard.**
- My convictions: **paladin.**
- My rage: **barbarian.**

ATTACK!

How are you most likely to cause damage?

- The heaviest weapon I can lift: **barbarian, paladin.**
- A ranged weapon: **rogue, ranger.**
- Any weapon I can get my hands on: **fighter.**
- My hands: **monk.**
- A spell targeting one creature: **bard, cleric, druid, warlock.**
- A spell targeting as many creatures as possible: **sorcerer, wizard.**

ARMED AND DANGEROUS

What weapon do you (want to) carry?

- A heavy weapon passed down from generation to generation: **barbarian.**
- A blade recovered in a dungeon: **fighter, rogue.**
- A beautifully-carved bow I crafted myself: **ranger.**
- A one-handed melee weapon I'll probably never swing: **bard, cleric, sorcerer, warlock.**
- A simple wooden quarterstaff: **druid, monk.**
- A shiny two-handed or versatile weapon awarded for an act of valor: **paladin.**
- A spellbook: **wizard.**

ROLE CALL

What is your primary role during combat?

- To offer magical support to my allies: **bard, cleric.**
- To draw the aggression of the enemy away from my allies and onto myself: **barbarian, fighter, paladin.**
- To take out enemies as quickly as possible: **rogue, monk.**
- Blast the first thing that moves: **sorcerer, warlock.**
- Look for a tactical advantage and then execute the plan: **druid, ranger, warlock.**

ANATOMY 101

What part of a body would describe your primary role in the party?

- The brains: **wizard.**
- The muscle: **barbarian, paladin.**
- The shadow: **rogue, monk.**
- The mouth: **bard.**
- The blood: **fighter, sorcerer.**
- The heart: **cleric, druid.**
- The eyes: **ranger, warlock.**

REST AND RELAXATION

During downtime, what do you prefer to do?

- Craft a new piece of equipment: **fighter, ranger.**
- Volunteer at a shelter for those living in squalor: **cleric, monk.**
- Carousing out on the town: **bard, sorcerer, warlock.**
- Take on an odd job of manual labor: **barbarian, paladin.**
- Spend time admiring my collection: **druid, wizard.**
- Spend time admiring a noble's collection: **rogue.**

ROAD TRIP

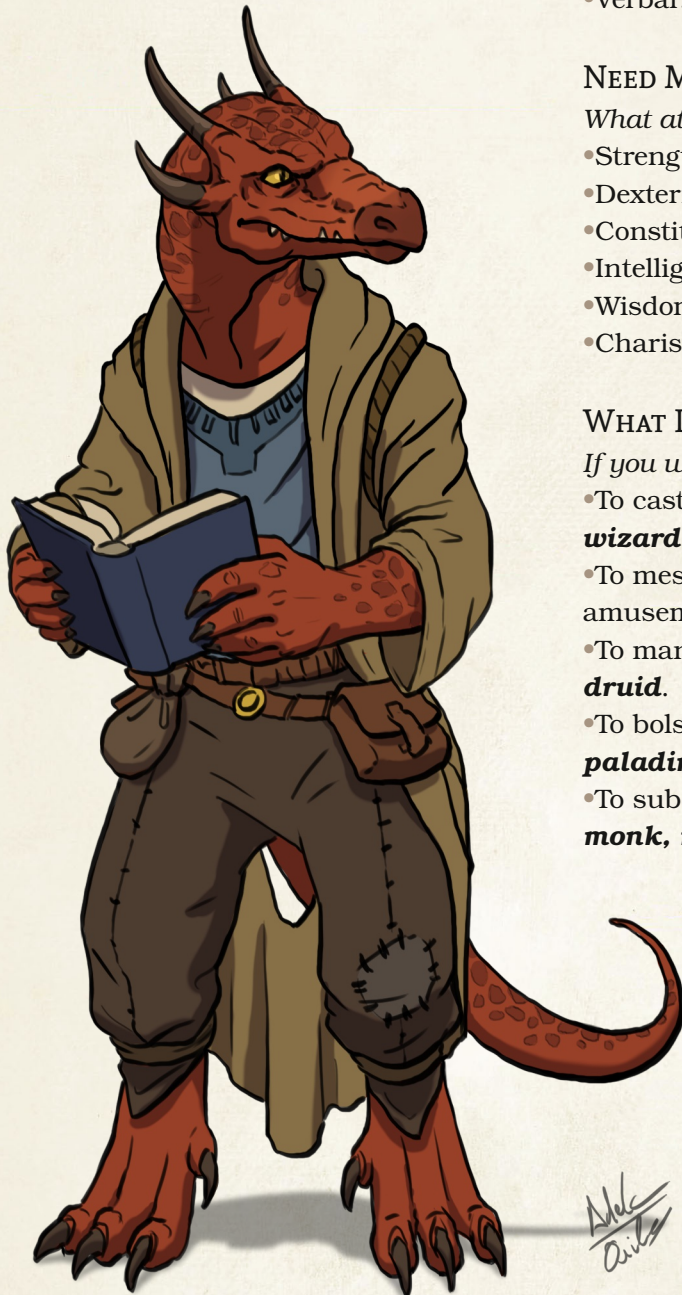
What kind of items do you most likely to pack for a long journey?

- Hand carved wooden tools or instruments: **barbarian, druid.**
- Practical survival equipment: **fighter, ranger, rogue.**
- Enough rations for the entire party: **cleric.**
- 50 pounds of armor: **paladin.**
- 50 pounds of books: **wizard.**
- Only the plain clothes my back: **monk.**
- Only the flamboyant clothes my backs: **bard, sorcerer.**

MY PRECIOUS

What kind of items are you most protective of?

- Items that have a connection to my ancestors: **barbarian, sorcerer.**
- Items that bring me more power: **bard, warlock, wizard.**
- Items that can be sold to the highest bidder: **rogue.**
- Items that were vital to my training: **fighter, monk, paladin.**
- Items that have a connection to nature: **druid, ranger.**
- Items that can protect me and others: **cleric.**



ZERO @#&%\$ GIVEN

How likely are you to start a verbal or physical altercation?

- Verbal? No. Physical? No: **cleric, druid, monk, wizard.**
- Verbal? No. Physical? Yes: **barbarian, fighter, ranger.**
- Verbal? Yes. Physical? No: **bard, sorcerer, warlock.**
- Verbal? Yes. Physical? Yes: **paladin, rogue.**

NEED MORE...

What attribute do you value the most?

- Strength: **fighter, paladin.**
- Dexterity: **monk, ranger, rogue.**
- Constitution: **barbarian.**
- Intelligence: **wizard.**
- Wisdom: **cleric, druid.**
- Charisma: **bard, sorcerer, warlock.**

WHAT IS IT GOOD FOR?

If you were given magic, how would you use it?

- To cast the biggest spell imaginable: **sorcerer, wizard.**
- To mess with people for my own financial gain or amusement: **bard, rogue, warlock.**
- To manifest my inner wild animal: **barbarian, druid.**
- To bolster my own weapon attacks: **fighter, paladin.**
- To subdue my enemy into surrender: **cleric, monk, ranger.**

GESTALT CHARACTERS

Gestalt characters were introduced as a high-powered multiclassing variant in third edition's *Unearthed Arcana*. In its original incarnation, a player chose two classes for their character and advanced both at each level. In cases where the classes had overlapping class features (such as hit dice), the character would take the more advantageous of the two. Otherwise, the character gained the class features from both. Thus, a third-level barbarian/wizard gestalt would, use a d12 to determine its maximum hit points and would have Rage and other barbarian class features of a third-level barbarian and the Spellcasting and related features of a 3rd level wizard.

In many ways, gestalt characters are a return to how multiclassing worked in first and second edition, where characters advanced in multiple classes at the same time. By default, however, gestalt characters, unlike those created through early multiclassing, do not advance more slowly than standard characters.

In this chapter, gestalt characters are updated for fifth edition. In addition to the classic gestalt option which can result in very powerful characters, several other variations are presented that allow for a variety of power levels, including some that focus more on versatility than pure power.

WHY GESTALT?

There are a number of reasons why you might want to include gestalt characters in your game. One of the best reasons is to add versatility to characters. This can be particularly helpful in a game with only a few players. A two character party consisting of a wizard and a fighter will have several gaps in their capabilities, but if that same party consists of a gestalt wizard/rogue and a gestalt fighter/cleric, they are capable of handling a wider variety of situations.

A campaign could also be built around a concept that relies upon gestalt characters.

Consider the following:

- The characters are all members of a traveling band or theater troupe (all PCs are gestalt bards)

- The characters are all graduates of a magic school (gestalt wizards)
- The characters are all part of a particular religious organization (gestalt clerics or paladins)
- The characters are all part of a thieves' guild (gestalt rogues)

Ultimately, though, gestalt characters are just fun to play. Adding a second set of class abilities emphasizes the heroism and uniqueness of the characters, and allows for some character concepts to be far more viable than they might be otherwise. Gestalt characters are certainly not for every campaign, but—when used appropriately—they can be a key part of a great gaming experience.

GENERAL RULES FOR GESTALT CHARACTERS

There are several rule considerations that must be taken into account when using gestalt characters.

STARTING WEALTH AND EQUIPMENT

Typically, a 1st-level character begins either with belongings defined by its background and class or, as a variant rule, with an amount of gold determined by its class. A starting gestalt character can use a variation on either method. In both cases, you receive the starting equipment from your background. In addition, you may choose one of the following methods:

- You select starting equipment from the items listed in your two classes, with the restriction that you may not choose more than one suit of armor, three weapons, and one equipment pack.
- You determine an amount of gold based on both of your classes, choosing the greater of the two with which to purchase additional equipment.
- If you start out with a single class and become a gestalt character after play begins, you must purchase any additional equipment in-game.

PROFICIENCIES

Most of your proficiencies are determined at 1st level. With a few exceptions, gestalt characters do not begin with significantly more proficiencies than other characters, but you do have more flexibility in your proficiency options. As a gestalt character, you begin play with

- all of the weapon and armor proficiencies of both of your classes.
- a number of skill proficiencies equal to the higher of the two numbers granted to your classes. You may choose skills from the class lists of both classes.
- Two saving throw proficiencies. These must both be saving throws which at least one of your classes is proficient with. One of them must be Dexterity, Constitution, or Wisdom. The other must be Strength, Intelligence, or Charisma.
- All of the tool, musical instrument, vehicle, or other proficiencies of both classes.
- Each time you gain a level, you may select a new skill proficiency from either of your classes' skill lists, until you have a total number of skill proficiencies equal to the sum of those granted by your two classes.

HIT DICE

You choose one of your two classes to determine your hit dice and maximum hit points based on level. This does not stop you from gaining a class feature from your other class that affects your maximum hit points. For instance, a gestalt fighter/sorcerer could use a fighter's d10 to determine its hit dice while still benefiting from the +1 per level granted by Draconic Resilience through its Sorcerous Origin.

EXPERIENCE POINTS

Gestalt characters advance as normal according to the standard Experience Point table, though you may wish to use milestone level advancement instead.

ABILITY SCORE IMPROVEMENTS AND PROFICIENCY BONUS

As a gestalt character, you determine your proficiency bonus based on your total character level. Similarly, you gain ability score improvements when you first reach levels 4, 8, 12, 16, and 19 in a single class. You do not gain these ability score improvements for each class separately. If a class feature, such as that of the fighter, grants an ability score improvement at a different level, you gain that additional improvement normally.

SIMILAR CLASS FEATURES

As a general rule, similar class features do not stack. Channel Divinity, Extra Attack, and Unarmored Defense work the same for gestalt characters as they do for multiclass characters. See the multiclass character rules in the Player's Handbook for more details.

SPELLCASTING

Spellcasting for gestalt characters works differently than it does for normal multiclassed characters. As with multiclassing, you determine your spells known and spells prepared separately for each class. Similarly, when you cast a spell known or prepared via a particular class, you use your spellcasting ability for that class to cast it. To determine your spell slots, however, you add together the slots you get for each level of both classes. If, however, you have spell slots of 6th level or greater from more than one class, you may only use the slots you gain from one of those classes to cast spells of 6th level or greater. You may still use those higher level spell slots you gain from your other class to upcast spells of 5th level or less.

PACT MAGIC

If you have spell slots from both the Pact Magic and Spellcasting class features, you need not choose between them at the end of a rest. Instead, you have access to all of these spell slots and they can be used to cast any spells you know or have prepared, regardless of the class you gain them from.

GESTALT AFTER FIRST LEVEL

There are multiple ways to create gestalt characters. If your game chooses a method other than the classic gestalt character generation method, you will not begin play as a gestalt character. Instead, you will become one after play begins. In this case, you do not gain full, immediate access to all the proficiencies of your second class. Instead, you initially gain proficiencies using the standard multiclassing rules. As you advance in level as a gestalt character, however, you gain additional proficiencies until you have all armor and weapon proficiencies of both your classes as well as a number of skill proficiencies equal to the number granted by all of your classes. For example, a character who begins play as a wizard has no armor proficiencies, proficiency in a small set of weapons, and two skill proficiencies. If that character later becomes a gestalt wizard/rogue, they immediately gain proficiency in light armor, one skill from the rogue's skill list, and thieves' tools, as per the standard multiclassing rules. Each time they gain a level after that, they may choose another proficiency until they have gained three more skill proficiencies for a total of six (two from wizard and four from rogue), as well as proficiency in simple weapons, hand crossbows, longswords, rapiers, and short swords.

TYPES OF GESTALT CHARACTERS

CLASSIC, "FULL" GESTALT

The classic method for creating a gestalt character allows you to begin with two classes which advance equally as you gain levels. This method follows all of the rules laid out above.

TIERED GESTALT

A tiered gestalt character starts out as a single class. At some point during play, you acquire a second class and begin progressing as a gestalt character. In this variation, your first class will always be a set number of levels ahead of your second class. Typically, under this method of creating gestalt characters, you gain a second class when you enter a predetermined tier of play.

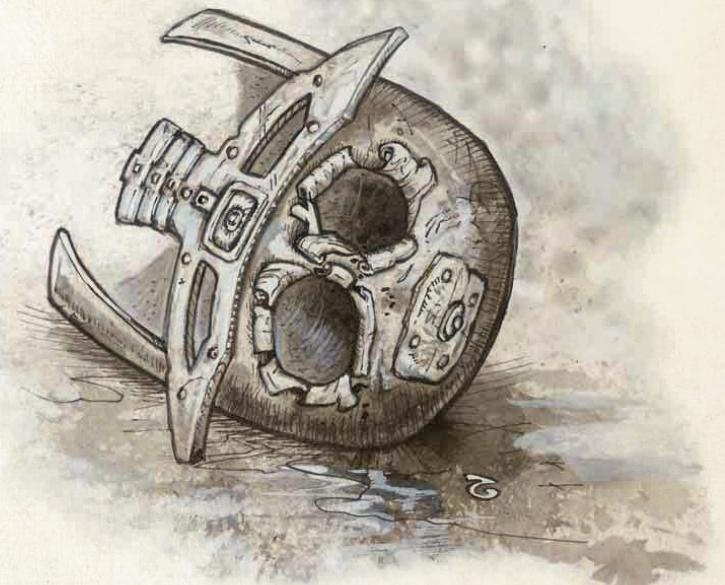
You begin play as a normal, single-classed character and when you reach, for example, the third tier (11th level) you gain a second class that is always 10 levels behind your first class.

Tiered gestalt is also an excellent choice for when you want to emphasize a significant turn that a campaign has taken, resulting in fundamental changes to the characters. For example:

- A war breaks out, and each character becomes a gestalt character with a second, martial class.
- The characters are put into a hopeless situation and each makes a pact with a powerful being to save their lives, becoming gestalt warlocks.
- The characters go undercover and take on new identities, learning new skills along the way.

Tiered gestalt characters should meet all the normal requirements for multiclassing before they add their secondary class.

A variant on tiered gestalt is a hybrid method that begins with a level of traditional multiclassing before proceeding as a gestalt character. For example, you might begin play as a wizard and, after nine levels, multiclass as a wizard 9/rogue 1. After that point, you can proceed to level equally in both classes, becoming a gestalt wizard 10/rogue 2 when you gain your eleventh character level. This variant is a good choice if you want to emphasize the transition to include the second class. For campaigns that are likely to reach 20th level, however, it should be used cautiously, if at all, as it does permit characters to reach their capstone abilities in their primary class.



LOW POWER GESTALT OPTIONS

The above options all create characters that are significantly more powerful than standard. Even gaining the first-tier abilities of a second class when you are a third-tier character can be significant—consider the addition of fighter abilities such as Action Surge and armor and shield proficiency to the repertoire of a high level wizard or sorcerer. Continuing to advance in both classes only multiplies that power boost.

There are a few methods by which you can limit the power of gestalt characters. One, which might seem like a good idea as building off of the historical origins of gestalt characters in early multiclassing rules, is to reduce the level advancement rate. Early multiclassing characters split their experience points equally between their multiple classes, advancing at roughly half the rate of other characters. While it can keep gestalt characters at a lower power level, slower advancement, is more of a delaying tactic than a solution.

Because full gestalt characters have significantly more resources than normal characters, they can go farther between rests. As an optional rule, limit full gestalt characters to a single short rest within a 12 hour period.

PERIODIC GESTALT

If a character can be considered to have a primary and secondary class, a better way is to have the character level as normal in their primary class while only taking gestalt levels occasionally. In this variation, a character gains a single level in their secondary class each time they gain a standard ability score improvement (at levels 4, 8, 12, 16, and 19). Thus, a gestalt wizard/rogue under this method would advance as a single class wizard until 3rd level; at 4th level, the character would be a gestalt wizard 4/rogue 1; at 8th level, it would be a gestalt wizard 8/rogue 2; etc. Like a tiered gestalt character, a periodic gestalt character should meet all the standard multiclassing requirements for their secondary class when they gain their first level in it. They can use their ability score improvement at 4th level to meet this requirement.

DUAL ARCHETYPE CHARACTERS

If you want to allow single class characters to have two archetypes, a variant on the periodic gestalt option is an excellent way to do this. Under this variation, a character has a single class and a primary and secondary subclass. The character advances normally in their primary subclass and, whenever they gain a standard ability score improvement, they gain the abilities of their secondary subclass that are normally granted at that level or below. For example, a cleric with the primary domain of life and the secondary domain of knowledge will gain the normal abilities of a Life Domain cleric at levels one and two. At 4th level, it will gain the corresponding abilities of a Knowledge Domain cleric as well.

BALANCING GESTALT CHARACTERS

When a player chooses their two classes for a gestalt character, there are two general strategies they can take. First, they can attempt to create a versatile gestalt character. This is a character whose classes cover each other's gaps. For instance, a wizard/monk gains melee capabilities, mobility, a hit point boost, and some skills from being a monk that ameliorate the traditional weaknesses of a wizard.

Second, they can create a focused gestalt character. Here, a wizard might choose sorcerer as their second class, giving them unmatched magical capabilities with the spell choice of the wizard and the full benefits of sorcery points. Similarly, a ranger/rogue gestalt benefits from both the rogue's sneak attack and the ranger's complementary array of combat options. Most combinations, of course, have both versatile and focused elements, and in some cases versatility can, itself, increase focus. A cleric/rogue gains versatility from the rogue's mobility, but this also allows the character to be significantly more effective with touch spells, including cure wounds. Similarly, a sorcerer/paladin looks like a very versatile option, but it also allows a character to use divine smite with more—and higher level—spell slots than a paladin of similar level. In addition, the classes share synergy around a high Charisma score, which allows for greater focus.

Because of the great variability in gestalt character building strategies, gestalt characters can have a wide range of power levels, often making them somewhat less balanced against each other than standard characters. Tiered and periodic gestalt options typically suffer less from this imbalance than full gestalt characters.

If balancing gestalt characters against each other can be difficult, balancing gestalt characters against non-gestalt characters, or even balancing different sorts of gestalt characters against each other, should not be attempted. The sole exception to this is periodic gestalt and dual-archetype characters, which advance at the same levels and are close enough in power level that they can, with caution, be used in the same campaign.




ENCOUNTER BALANCING

When designing encounters for gestalt characters, it is important to have a rough idea of their capabilities and limitations. Gestalt characters typically have more resources and are more versatile than non-gestalt characters, but having double the classes does not translate to having double the power level. Gestalt characters do not generally get more actions than normal characters, nor do they have double the hit points or armor class. As such, increasing the difficulty of encounters for gestalt characters without making them overwhelmingly difficult is usually best done through increasing the number of opponents rather than significantly increasing the power of those opponents.

If you use an experience point budget for encounters, multiply the normal budget for a party of the characters' level by 1.5 to find the appropriate budget for a party of full gestalt characters. Depending upon the specific character builds involved, you may find that you will need to adjust this slightly. In selecting individual opponents to fill the budget, do not exceed the normal challenge rating you would use with characters of that level by more than one.

Even if you use an experience point budget for encounters, you may wish to use milestone advancement instead of advancement by experience points with gestalt characters so that you have a better feel for their capabilities and can feel more comfortable planning for them.

FEATURE SWAPPING

ne of the most common issues people have with multiclassing is being locked out of high level and capstone abilities. Feature swapping addresses that problem by asking you to choose a “base” class, with the ability to swap features for those of another class. While having a roleplay-based reason for your multiclassing is still encouraged, with feature swapping you no longer need to explain your newfound connection to a monastery; you only need to explain how you gained your skills with martial arts.

When multiclassing this way, the class you choose at 1st level becomes your base class. You will always use the hit die, skill saves, and proficiencies granted by this class. Whenever you level up, you can choose to replace a feature granted by your base class with another feature of the same level or lower from another class. Choosing to do so is reflected by your level in the same way as traditional multiclassing: for example, if you are a 3rd-level fighter and choose to swap your 4th-level feature for one from the rogue class, you would write your level as Fighter 3/Rogue 1 regardless of the level of the feature you took. Like traditional multiclassing, your proficiency bonus is still based on the total of all of your class levels. Some features, like Rage and Spellcasting, are considered more powerful and have additional rules when choosing to swap another feature for them.

When you swap out a feature this way, you are essentially replacing the feature from your base class and lose access to that feature. If you would gain no features or an ASI when you level up, you cannot choose a feature from another class using this method. If you would gain multiple features when you level up, you can swap only one feature.

PROGRESSIVE ABILITIES

The following abilities are considered “progressive abilities”: Rage, Bardic Inspiration, Destroy Undead, Wildshape, Martial Arts, Sneak Attack, Metamagic, and all Spellcasting. While you can

still swap out a feature for any of the above, they only level up when you take additional features from that class. For example, if you choose to take the rogue’s Sneak Attack ability one level and later decide to also take Uncanny Dodge, your sneak attack still only functions at 2nd level.

SWAPPING PROGRESSIVE FEATURES AT 1ST LEVEL

If you would gain a progressive feature other than Spellcasting at 1st level, your DM may allow you to swap it for another progressive feature. This allows you to customize your base class without losing multiple features to multiclassing. For example you could create a Wildshape-less druid, or a bard with the ability to destroy undead instead of inspire others. When you use feature swapping this way, any features you would gain later on that would improve the missing progressive feature are instead replaced with features from the class of the new progressive feature. For example, if you swapped the druid’s Wildshape for the barbarians Rage, you could swap Wildshape improvements for a primal path. When using feature swapping this way for progressive features, the progressive feature levels up as if it were part of your base class.

SPELLCASTING

When using feature swapping to multiclass, you can only take one version of the Spellcasting feature. This does not apply to the warlock’s Pact Magic feature, however, which functions separately. Whenever you take a class’s Spellcasting feature, that is considered your base spellcasting class. Your base spellcasting class is always your base class if it grants you the spellcasting feature. If you have levels in multiple spellcasting classes, your DM may rule that your spellcasting feature continues to progress as normal anytime you swap a feature with one from another spellcasting class.

If you wish to learn spells from the spell list of another class, you can choose to swap a class feature for the following feat:

DIVERSE SPELLCASTING

Prerequisites: the Spellcasting feature, and at least one level in another spellcasting class via feature swapping)

Either through study or a divine blessing, you have gained the following features:

- Access to the spell list of any one spellcasting class that you have multiclassed into
- Ability to prepare spells from any of your spellcasting classes, with a bonus to the number of spells that you can prepare which is equal to your modifier in the new class's spellcasting ability. These spells can be of any level that you have spell slots for through your base spellcasting class.



SUBCLASSES

When using this method to swap subclass abilities, some additional requirements can be met depending on the class. You can only choose one subclass from each class to gain features from.

When multiclassing **into or out of** a class that chooses its subclass at 1st level, such as clerics and warlocks, you can swap for subclass features at any time—provided that they still meet the requirement of being a feature of your current level or lower.

When multiclassing **into** a class that chooses its subclass at a level other than 1st, you must have taken a number of features from that class equal to the level minus 1 in order to swap for subclass features. For example, if you are multiclassing into rogue, you must have taken at least two other features from the rogue class (represented as base class x/rogue 2) before you can choose a subclass and begin taking subclass features.

When multiclassing **out of** a class that chooses its subclass at a level other than 1st into another class that does the same, you must have already chosen a subclass in your base class in order to take subclass features from another class. This applies even if you meet all other requirements to take that subclass feature.

MODULAR CLASS BUILDING

This system of modular class building was designed with the intent to give the player complete control over every single facet of their character. Hit points, class features, proficiencies, and ability score increases--nothing is a given. The combinations are endless.

We regret our inability to include the artificer in this product. It was well underway before the release of the class, and we deemed it would be too much work to include it. In this section in particular, the class's ability to attune to more than one item was a balancing nightmare. We hope you'll forgive us--maybe you can find a solution!

PHILOSOPHY

As we were designing this system, we kept the following pros and cons in mind:

Pros

- Flexibility
- Unique Builds
- Explore new combinations of mechanics
- Fix certain character concepts that don't quite work as written without multiclassing
- Gives more options for classes with some disappointing high level features without abandoning the class capstone entirely
- Requires more discussion with DM over long-term plans

Cons

- Greater potential for min/maxing
- Not good for new players
- Potentially complicated system
- Possible complications with party balance and roles
- Requires more planning ahead and discussion with DM

Fifth edition front-loads some of the most powerful class abilities in the game in order to let players experience these core abilities before their campaign has a risk of folding. Many multiclass characters take advantage of this principle to dip a toe in certain classes or subclasses, getting a feature they really want and some other stuff. Players and DMs using a point buy system do not need to take multiple levels of fighter just to get

Action Surge or all the features of rogue to get Expertise or Cunning Action. However, a player who wants all the low level features of multiple classes will find they can't afford it unless they sacrifice many higher level features.

All options should be subject to the player being able to realistically role play their character obtaining said feature. Think about how a character could train in abilities to learn them, and work with players if the new abilities seem illogical. A character suddenly realizing they have magic in their blood at level 20 and taking sorcerer spellcasting is going to need a really good explanation! This is intended to provide more versatile playing, but will likely lead to slightly over powered characters. However, all characters are likely to be balanced with each other depending on how they choose to build. This method is meant for more experienced players and Dungeon Masters.

LEVEL PROGRESSION

In this system, players level by whatever system the DM prefers. However, they do not use their accumulated experience points to get new features each level. Instead, each level gives them a new amount of Feature Points (FP) to spend specifically on talents, feats, etc. All purchases must be made once you reach a new level, and no new purchases can be made until reaching the subsequent level.

To start level 1, characters receive 200 Feature Points to spend on any of the options below. Anything they don't spend is carried over to their next level. Because some classes do not get their core abilities at level 1 (a druid's Wild Shape, for example) players may need to save up points from a previous level. Unless a class gets a large number of abilities at early levels that are great throughout the game (we're looking at you paladin), costs are balanced so anyone using this system to create a single class character can level up normally. Two classes with limited features at very high levels - Ranger and Warlock - end up with FP left over at level 20.

If characters start above level 1, grant the total amount of experience from all previous levels. Players may buy any feature from any previous level as long as they meet the requirements (prerequisites, haven't bought it before, etc.).

In this system, any feature based on a character's level in a particular class (like a fighter's Second Wind) is replaced by their total level. These features are more powerful in a "classless" system, so they are more costly than they would be otherwise. DMs should pay careful attention to subclass features tied to class level, like a Fiend Pact warlock or Way of the Long Death monk's ability to get temporary hit points. In general, DMs should also pay attention to subclasses that are particularly front-loaded.

Some features are much more costly if purchased in combination with others, such as Divine Smite and the spell slots of a full caster, to limit min/maxing combinations.

RACES

Players should pick their race first when using this method. Any skill, ability score increase, feat, or proficiency granted by their race choice does not need to be purchased with FP.

HIT DIE

Hit die, and the subsequent hit points they provide, are the only thing consistent through every level in this system--a player must gain 1 (and ONLY 1) hit die per level.

A d6 hit die is always free, so a player can choose to forgo spending much needed Feature Points for a level and end up a bit less tanky. Higher tier hit die cost 10 FP per tier, as seen below.

A player may spend double the FP to guarantee that they get the full amount of hit points out of the die they buy, otherwise they may choose to take the average (rounded up) or even roll the die they buy. The 1st hit die you buy (at level 1) is always full, but costs twice as much as a consequence.

While there are no actual "classes" in this method, it is heavily inspired by skill progressions, trees, and focuses. Any feature with a digit after it requires the previous upgrade with the same name. Some features require additional prerequisites. You may not purchase a feature more than once unless otherwise noted. For example, Fighter Martial Archetypes can be purchased multiple times, representing training in different specializations.

LEVEL 1 (200 FP)

HIT DIE COST

- 1d6: 0 FP (+6 hp)
- 1d8: 20 FP (+8 hp)
- 1d10: 40 FP (+10 hp)
- 1d12: 60 FP (+12 hp)

SAVING THROWS

At level 1, a character must pick 1 commonly used saving throw and 1 rarely used saving throw to gain proficiency in. Higher levels may give a character the chance to become proficient in others, at a cost, but these initial ones are free.

Common

- Constitution
- Dexterity
- Wisdom

Rare

- Strength
- Charisma
- Intelligence

ABILITY SCORES

Under this system, it is strongly recommended to use a system like point buy or standard array where every player has the same options. Be wary of the power levels you may introduce to your campaign if players roll for stats, unless you already have experience with such a system .

PROFICIENCIES

Proficiencies include armor, weapons, tools, skills, and languages. A few of these are given for free. Others must be purchased. While no character has to take proficiency in any of these, not having skills or weapons could be a serious hindrance to a character.

ARMOR

Characters may buy proficiency in wearing armor at 1st level, or any time they level up. Because learning to use Heavy armor after first level normally requires a feat or a cleric subclass, anyone buying this feature after 1st level pays double the normal cost. These costs are intended to reflect time spent retraining, and the relative viability of retraining in the standard multiclassing rules.

- **Light Armor Proficiency** (10 FP) Includes proficiency in all types of light armor.
- **Medium Armor Proficiency** (10 FP) Includes proficiency in all types of medium armor. Requires Light Armor Proficiency.
- **Heavy Armor Proficiency** (10 FP) Includes proficiency in all types of heavy armor. Requires Medium Armor Proficiency.
- **Shield Proficiency** (10 FP) Includes proficiency with shields.

Unarmored Defense, while technically a class feature, has been included here. Benefits can be used with a shield if you are proficient with them.

You may only choose one kind of Unarmored Bonus, and may not change it in the future. Constitution and Wisdom, being the typical class-based choices for this feature, do not cost extra, while the other three will cost you additional FP on top of what you've already spent.

- **Unarmored Bonus** (15 FP)
 - *Dexterity + Constitution* (FREE)
 - *Dexterity + Charisma* (+10 FP)
 - *Dexterity + Intelligence* (+10 FP)
 - *Dexterity + Wisdom* (FREE)
 - *Dexterity x 2* (+30 FP)

WEAPONS

When choosing a weapon proficiency you may take the free option in addition to any option buy. Additional weapon proficiencies can be bought at any level.

- **3 Simple Weapons** (Free)
- **3 Martial Weapons** (10 FP)
- **All Simple Weapons** (10 FP)
- **All Martial Weapons** (20 FP)

TOOLS

Tools are any tool, kit, or instrument for which the character will have proficiency. Additional tool proficiencies besides what characters get from their backgrounds can be purchased for 10 FP.

SKILLS

Every character must have at least two skills with which they are proficient. Additional skills can be purchased at character creation with no limit. After character creation, only one new skill can be purchased per level.

- **Any 2 Skills** (FREE)
- **Each Additional** (15 FP)

LANGUAGES

Included in this section are special languages like Druidic and Thieves' Cant. Other languages are based on race or background, though your DM may allow you to purchase those other languages.

- **Each Language** (5 FP)
 - *Druidic*
 - *Thieves' Cant*

EQUIPMENT

The DM should use starting gold for players to purchase all starting equipment. Alternatively, choose one class and start with the item choices from it (ex. start with the fighter's, wizard's, or druid's weapon choices, if you are proficient with them).

FEATURES

A Character may pick any of the following features, as long as they have enough FP to spend. Some features, like Spellcasting, are prerequisites for higher level features, or prevent you from buying certain other features.

Features cannot be removed or changed at higher levels, unless this is a normal part of the feature as described in the Player's Handbook (such as warlock invocations). But any lower level features can be bought at subsequent levels.

STARTING FEAT (60 FP)

You may select a starting feat for your character. You may not select this feature again past level 1. This is in addition to any feat your race may grant.

FULL SPELLCASTING I (60 FP)

Purchasing anything in a spellcasting tree gets you additional spell slots and spells known (if applicable).

Full Spellcasting I grants you the benefits of a 1st level spell caster. You have the spell slots of a first level caster (two 1st-level spell slots). The path you choose will determine your other spellcasting features, including your access to spells and cantrips based on your purchases of this path. Some paths may cost extra.

Choose Your Path (Ability): If you wish to buy an additional full caster path later, you may purchase this feature again. Each path has separate sets of cantrips, spells known or prepared, and maximum level of spells from that tradition you can cast. You have access to the spell list of any path you choose.

If you have multiple instances of full or half-spellcasting, your caster level for determining available spell slots is the sum of all the caster levels you have from these features, and cannot exceed your total level.

• **Intelligence** (+20 FP/level)

- You follow the spell casting rules of the wizard. Each level of spellcasting costs more FP to account for the versatility of your spellbook and ability to ritually cast spells without preparing them.

• **Wisdom**

- Nature: You follow the spell casting rules of the druid. There is no additional cost.

- Clerical: In order to cast spells like a cleric, you must spend the extra FP to purchase either a set of domain spells or other features for the first level of a domain when you buy Full Spellcasting I.

- **Divine Domain: Spells** (30 FP)

You gain the domain spells appropriate to your deity, when you acquire the appropriate level spell slots. You may purchase this feature multiple times, assuming your cleric's deity has multiple domains of influence (most do).

You may also purchase this ability if you follow the spellcasting rules of a druid or bard, but only if you pay twice the normal cost and meet appropriate roleplay requirements to show devotion to a particular deity.

- **Divine Domain I: Features** (30 FP)

You gain the features appropriate to your deity, following the features for first level clerics. These features are prerequisites for higher level domain features. You may buy this feature multiple times, provided you meet the role play requirements. Deities often have multiple domains, but they may not appreciate clerics preaching the glory of multiple deities!

• **Charisma**

- Non-Origin: You follow the spellcasting rules of the bard. This rank of Full Spellcasting only costs 50 FP, not 60.

- **Sorcerous Origin I**

You cast spells like a sorcerer, and gain the benefits of a tier 1 (level 1) sorcerous origin of your choice. Purchasing higher levels grants you the benefits of a higher level sorcerous origin. You may buy this feature multiple times, gaining the tier 1 benefits of a different tradition each time.

PACT SPELLCASTING I (50 FP)

Purchasing this gains you the benefits of a 1st-level Pact Caster (2 spells known, 2 cantrips, 1 1st-level spell slot). You follow the casting rules of a warlock. Any progression in spell slots from this feature are completely separate from the full or half spellcasting features.

EXTRA SPELLCASTING

You may choose to buy extra cantrips or spells known, beyond those granted by your spellcasting feature:

- **Extra Cantrip Known** (10 FP each)
- **Extra Spell Known** (10 FP each)

PATRON I (60 FP)

Requires Pact Spellcasting I

You gain the tier 1 (level 1) benefits of a patron you choose. You may have only one patron. At higher levels you may buy higher level patron benefits, but may not switch your patron.

RAGE I (60 FP)

You gain the Rage feature. Purchasing higher levels of rage provides increased uses or damage.

BARDIC INSPIRATION I (30 FP)

You gain the Bardic Inspiration feature using the d6. Purchasing higher levels of Bardic Inspiration increases the die used. Your ability for this feature is Charisma.

FIGHTING STYLE (60 FP)

You gain a single Fighting Style. You may not choose the same one twice. If you are proficient in all martial weapons, you only need to spend 40 FP for your first fighting style.

- **Archery**
- **Defense**
- **Dueling**
- **Great Weapon Fighting**
- **Protection**
- **Two Weapon Fighting**

SECOND WIND (50 FP)

You gain the Second Wind feature. For the purpose of this feature, your fighter level equals your overall level.

MARTIAL ARTS I (80 FP)

You gain the Martial Arts feature using the 1d4 damage die. Purchasing higher levels of Martial Arts will increase your damage die.

DIVINE SENSE (40 FP)

You gain the Divine Sense feature. The number of times you can use this per long rest is based on your Charisma.

LAY ON HANDS (50 FP)

You gain the Lay On Hands feature. For the purpose of this feature, your paladin level equals your total level.

FAVORED ENEMY I (30 FP)

You gain the Favored Enemy feature. Purchasing higher levels allows additional Favored Enemy choices.

NATURAL EXPLORER I (30 FP)

You gain the Natural Explorer feature. Purchasing higher levels allows additional terrain choices.

SNEAK ATTACK I (1d6) (50 FP)

You gain the Sneak Attack feature using the 1d6. Purchasing higher levels increases your number of dice.

EXPERTISE I (50 FP)

You gain the Expertise feature.

ARCANE RECOVERY (70 FP)

Requires Int-based Full Spellcasting I

You gain the wizard's Arcane Recovery feature. For the purpose of this feature, your wizard level is equal to your character level.



LEVEL 2 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING II (60 FP)

80 FP for Int-based, 50 FP for Cha-based without a sorcerous origin

You gain an additional 1st-level spell slot (3 total). Your spells known and cantrips are based on being 2nd level in your selected path.

PACT SPELLCASTING II (50 FP)

Your spells known increase to 3 and you gain an additional spell slot (2 total).

HALF SPELLCASTING I (30 FP)

Buying this grants you the benefits of a 1st tier half-caster. You have the spell slots of a 1st-level caster. You are able to buy cantrips only if your spellcasting rules allow. You must choose which half-caster path (ability modifier) you will follow.

• **Charisma**

- You follow the spellcasting rules of the paladin.

• **Wisdom**

- You follow the spellcasting rules of the ranger.

If you wish to buy an additional half-caster path later, you may purchase this feature again. Each path has separate sets of cantrips, spells known or prepared, and maximum level of spells from that tradition you can cast.

If you have multiple instances of full or half spellcasting, your caster level for determining available spell slots is the sum of all the caster levels you have from these features, and cannot exceed your total level.

RECKLESS ATTACK (35 FP)

You gain the Reckless Attack feature. For an additional 15 FP, you may use this feature with a Dexterity-based melee attack.

DANGER SENSE (35 FP)

You gain the Danger Sense feature. If you want to purchase the Evasion feature later and do not have Rage I, you must pay an additional 35 FP for that feature.

JACK OF ALL TRADES (30 FP)

You gain the Jack of All Trades feature.

SONG OF REST I (5 FP)

You gain the Song of Rest feature using a d6. Purchasing higher levels will increase the healing die.

CHANNEL DIVINITY I (20 FP)

Requires Divine Domain I, or Half-Caster Charisma I and Sacred Oath I

You gain a use of Channel Divinity. If you have Divine Domain I, you gain the benefits of the "Turn Undead" Channel Divinity. Specialized Channel Divinity options are purchased separately with Divine Domain II or Sacred Oath I. Purchasing higher levels increases the number of times you can use Channel Divinity.

DIVINE DOMAIN II (40 FP)

You gain the tier 2 (Level 2) benefits of a Divine Domain of your choice, provided you purchased the tier 1 (Level 1) benefits of the same domain. You may buy this feature multiple times, as long as you have the matching Divine Domain I. You may not gain the benefits of your domain's Channel Divinity unless you have also purchased Channel Divinity I.

WILD SHAPE I (50 FP)

You gain the Wild Shape feature as though you were a 2nd-level druid. Purchasing higher tiers increases the capabilities of this feature (max CR, etc.) as though you were increasing your druid level. For the purpose of this feature, your total level is used to determine the length of time you can be transformed.

DRUID CIRCLE I (45 FP)

Requires Nature Spellcasting I or Wild Shape I

You gain the benefits of a tier 1 (level 2) Druid Circle your choice. You gain any circle spells, if appropriate, when you acquire the appropriate level spell slots. Purchasing higher tiers grants you the benefits of a higher tier circle. You may buy this feature multiple times, gaining the tier 1 benefits of a different circle each time. For the purposes of the Circle of the Moon, your druid level is equal to your total level.

ACTION SURGE I (80 FP)

You gain the Action Surge feature. Purchasing higher tiers increases the number of times you can use this feature. Double the cost of this feature if you can cast as a Full Spellcaster, Pact Caster, or have Divine Smite.

KI POINTS I (70 FP)

You gain the Ki feature, including the basic options for how to spend your ki. Purchasing higher levels increases your ki points and the abilities available to you.

UNARMORED MOVEMENT I (50 FP)

You gain the Unarmored Movement feature, increasing your movement speed by 10 feet under certain conditions. Purchasing higher levels increases your movement speed bonus and other benefits.

DIVINE SMITE (60 FP)

Requires 1 spell slot

You gain the Divine Smite feature. Double the cost of this feature if you have Full Spellcasting. Note that in practice, players will be unable to buy every paladin ability at this stage. This is necessary for balance over the long term.

CUNNING ACTION (80 FP)

You gain the Cunning Action feature. Every feature that increases your movement costs an additional 20 FP.

FONT OF MAGIC I (70 FP)

You gain the Font of Magic feature along with 2 sorcery points. Purchasing higher levels grants you increased sorcery points.

ELDRITCH INVOCATIONS I (60 FP)

You gain the Eldritch Invocations feature along with 2 known invocations. Purchasing higher levels increases your known invocations. You must have the prerequisites for any invocation, including the required pact, though the level requirements refer to your total level for the purposes of this feature. Unlike other features, you are free to change one invocation any time you level up.

ARCANE TRADITION I (60 FP)

The Divination Arcane Tradition cannot be purchased unless you have Int-based Full Spellcasting II.

You gain the benefits of a tier 1 (2nd-level) Arcane Tradition of your choice. Purchasing higher tiers grants you the benefits of a higher tier Arcane Tradition. You may buy this feature multiple times, gaining the 2nd-level advantages of a different tradition each time.

LEVEL 3 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING III (60 FP)

80 FP for Int-based, 50 for charisma-based non-sorcerer.

You gain the spell slots of a 3rd-level caster: an additional 1st-level spell slot (4 total) and two 2nd-level spell slots (2 total). Your spells known and cantrips are based on being 3rd level on your selected path.

HALF SPELLCASTING II (30 FP)

You gain an additional 1st-level spell slot (3 total).

PACT SPELLCASTING III (50 FP)

Your spells known increase to 4 and your spell slots increase to 2nd level.

RAGE II (20 FP)

You gain an additional use of Rage per long rest (3 total).

PRIMAL PATH I (50 FP)

You gain the benefits of a tier 1 (level 3) Primal Path of your choice. Purchasing higher tiers grants you the benefits of a higher level primal path. You may buy this feature multiple times, gaining the tier 1 advantages of a different path each time.

BARD COLLEGE I (30 FP)

Anyone purchasing the College of Lore must have Jack of All Trades, Bardic Inspiration I, or Full Spellcasting I: charisma-based non-sorcerer to avoid buying three skills at an artificial discount.

You gain the benefits of a tier 1 (level 3) Bardic College of your choice. Purchasing higher tiers grants you the benefits of a higher tier bard college. You may buy this feature multiple times, gaining the tier 1 advantages of a different college each time.

MARTIAL ARCHETYPE I (50 FP)

You gain the benefits of a tier 1 (level 3) Martial Archetype of your choice. Purchasing higher levels grants you the benefits of a higher level martial archetype. You may buy this feature multiple times, gaining the tier 1 advantages of a different martial archetype each time.

Eldritch Knight. If you purchase the Eldritch Knight archetype, you gain the cantrips, spells known, and spell slots of a 1/3 caster. You gain your third 1st-level spell slot and fourth spell known when purchasing one of the following: Extra Attack, Uncanny Dodge, Fast Movement, Sneak Attack III (3d6). Instead of paying an additional FP cost other fighter archetypes lack, you get spells slightly slower.

KI POINTS II (15 FP)

You gain an additional ki point (3 total).

MONASTIC TRADITION (50 FP)

Requires Ki Points I

You gain the benefits of a tier 1 (level 3) Monastic Tradition of your choice. Purchasing higher levels grant you the benefits of a higher level monastic tradition. You may buy this feature multiple times, gaining the tier 1 (level 3) advantages of a different monastic tradition each time. For any feature that requires monk levels you use your overall level instead.

DEFLECT MISSILE (30 FP)

Requires Ki Points II

You gain the Deflect Missile feature.

Divine Health (45 FP)

You gain the Divine Health feature. If you have Half-Casting (Charisma-based), this feature costs 20 FP instead.

Sacred Oath I (40 FP)

You gain the benefits of a tier 1 (level 3) Sacred Oath of your choice. Purchasing higher tiers grants you the benefits of a higher tier sacred oath. You may buy this feature multiple times, gaining the tier 1 (level 3) advantages of a different sacred oath each time. However, pay close attention to whether the oaths present a roleplay conflict.

RANGER ARCHETYPE I (50 FP)

You gain the tier 1 (level 3) benefits of a Ranger Archetype of your choice. Purchasing higher tiers grants you the benefits of a higher tier archetype. You may buy this feature multiple times, gaining the tier 1 (level 3) advantages of a different archetype each time.

PRIMEVAL AWARENESS (20 FP)

Requires Wisdom-based casting

You gain the Primeval Awareness feature.

ROGUSH ARCHETYPE (50 FP)

You gain the tier 1 (level 3) benefits of a Roguish Archetype of your choice. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, gaining the lower level advantages of a different tradition each time.

Arcane Trickster. If you purchase the Arcane Trickster archetype, you gain the cantrips, spells known, and spell slots of a 1/3 caster. You gain your third 1st-level spell slot and fourth spell known when purchasing one of the following: Extra Attack, Uncanny Dodge, Fast Movement, Sneak Attack III (3d6). You gain access to second level spells when you purchase either Evasion, Sneak Attack IV (4d6), or Roguish Archetype II.

SNEAK ATTACK II (2D6) (50 FP)

Your Sneak Attack damage is increased to 2d6.

FONT OF MAGIC II (20 FP)

You gain an additional sorcery point (3 total).

METAMAGIC I (60 FP)

Requires Font of Magic I

You gain the Metamagic feature. Purchasing higher levels increases your metamagic choices.

PACT BOON (40 FP)

Requires Patron I

You gain the Pact Boon feature of your choice. You may only take this option once and may not change it.

LEVEL 4 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

ABILITY SCORE INCREASE I (30 FP)

You may upgrade an ability score by 1, up to a maximum of 20. You can purchase this a maximum of two times.

FEAT I (60 FP)

You may pick one feat for which you are eligible. You may only purchase this feature once.

FULL SPELLCASTING IV (30 FP)

50 FP for Int-based

You gain an additional 2nd-level spell slots (3 total). Your spells known and cantrips are based on your selected path.

PACT CASTING IV (30 FP)

You know an additional cantrip (3 total) and spell (5 total).

WILD SHAPE II (30 FP)

Your wildshape can include CR ½ creatures and may include a swim speed. For the purposes of Wild Shape, your druid level is now your total level.

KI POINTS III (15 FP)

You gain an additional ki point (4 total).

SLOW FALL (50 FP)

You gain the Slow Fall feature. For the purposes of this feature, your monk level is equal to your total level. This feature only costs 10 points if you have Ki Points III.

FONT OF MAGIC III (20 FP)

You gain an additional sorcery point (4 total).

LEVEL 5 (100 FP)

Hit Die Cost

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING V (60 FP)

80 FP for Int-based, 50 FP for charisma-based non-sorcerer

You gain two 3rd-level spell slots (2 total). Your spells known and cantrips are based on your selected path.

HALF SPELLCASTING III (30 FP)

You gain an additional 1st-level spell slot (4 total) and two 2nd-level spell slots (2 total). Your spells known and cantrips are based on your selected path.

PACT CASTING V (50 FP)

You gain an additional spell known (5 total). Your spell slots increase to 3rd level.

EXTRA ATTACK I (60 FP)

When you purchase this, you may attack twice, instead of once, whenever you take the attack action.

FAST MOVEMENT (60 FP)

You gain the Fast Movement feature. This feature only costs 20 FP total if you have Rage I.

BARDIC INSPIRATION II (10 FP)

Your Bardic Inspiration die is increased to a d8.

FONT OF INSPIRATION (30 FP)

Requires Bardic Inspiration I

You gain the Font of Inspiration feature.

DESTROY UNDEAD I (20 FP)

Requires Channel Divinity I

When you purchase this ability, your Turn Undead is upgraded to Destroy Undead against undead of CR ½ or lower. Purchasing higher levels increases the CR of the undead you can destroy.

DMs should advise players about whether they plan on including low CR undead, as many DMs (and published adventures) veer away from weaker undead, outscaling this ability.

MARTIAL ARTS II (20 FP)

Your Martial Arts die increases to 1d6.

KI POINTS IV (15 FP)

You gain an additional ki point (5 total).

STUNNING STRIKES (30 FP)

Requires Ki Points I

You gain the Stunning Strikes feature.

SNEAK ATTACK III (50 FP)

Your Sneak Attack dice increase to 3d6.

UNCANNY DODGE (40 FP)

You gain the Uncanny Dodge feature.

FONT OF MAGIC IV (20 FP)

You gain an additional sorcery point (5 total).

ELDRITCH INVOCATIONS II (20 FP)

You may learn another Invocation (3 total).

LEVEL 6 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)



OFF LEVEL ASI (75 FP)

You may increase one ability score by 1 point. This feature can only be purchased at this level, and not more than twice.

OFF LEVEL FEAT (150 FP)

You may purchase a feat for which you are eligible. This feature can only be purchased at this level, and not more than once.

FULL SPELLCASTING VI (30 FP)

50 FP for Int-based

You gain one 3rd-level spell slot (3 total). Your spells known and cantrips are based on your selected path.

PACT CASTING VI (30 FP)

You gain an additional spell known (7 total).

PRIMAL PATH II (50 FP)

You gain the tier 2 (level 6) benefits of a Primal Path of your choice, provided you purchased the tier 1 (level 3) benefits of the same path. Purchasing higher tiers grants you the benefits of a higher tier primal path. You may buy this feature multiple times, as long as you have the matching Primal Path I.

RAGE III (20 FP)

You gain an additional use of Rage per long rest (4 total).

COUNTER CHARM (10 FP)

Requires Instrument Proficiency

You gain the Counter Charm feature.

BARDIC COLLEGE II (50 FP)

You gain the tier 2 (level 6) benefits of a Bardic College of your choice, provided you purchased the tier 1 (level 3) benefits of the same college. Purchasing higher levels grants you the benefits of a higher tier college. You may buy this feature multiple times, as long as you have the matching Bardic College I. A Swords or Valor bard who purchases Extra Attack I does not gain any benefits from this feature and does not need it to eventually gain tier 3 benefits.

CHANNEL DIVINITY II (30 FP)

Requires Divine Domain II

You are able to use your Channel Divinity feature twice per short or long rest.

DOMAIN FEATURE III (40 FP)

You gain the tier 3 (level 6) benefits of a Divine Domain of your choice, provided you purchased the tier 2 (level 2) benefits of the same domain. Purchasing higher tiers grants you the benefits of a higher level domain. You may buy this feature multiple times, as long as you have the matching Divine Domain II.

DRUID CIRCLE II (50 FP)

You gain the tier 2 (level 6) benefits of a Druid Circle of your choice, provided you purchased the tier 1 (level 2) benefits of the same circle. Purchasing higher levels grants you the benefits of a higher level circle. You may buy this feature multiple times, as long as you have the matching Druid Circle I.

KI V (15 FP)

You gain an additional ki point (6 total).

UNARMORED MOVEMENT II (20 FP)

Your movement speed increases by 5 feet to a total increase of 15 feet.

KI EMPOWERED STRIKES (10 FP)

Requires Ki I, Martial Arts I

You gain the Ki-Empowered Strikes feature.

MONASTIC TRADITION II (30 FP)

You gain the tier 2 (level 6) benefits of a Monastic Tradition of your choice, provided you purchased the tier 1 (level 3) benefits of the same tradition. Purchasing higher levels grants you the benefits of a higher level tradition. You may buy this feature multiple times, as long as you have the matching Monastic Tradition I.

AURA OF PROTECTION (50 FP)

Requires Sacred Oath I

You gain the Aura of Protection feature.

FAVORED ENEMY II (30 FP)

You may choose a second favored enemy and language.

NATURAL EXPLORER II (25 FP)

You may choose a second type of favored terrain.

EXPERTISE II (50 FP)

You may choose two additional skill proficiencies in which you gain expertise.

FONT OF MAGIC V (20 FP)

You gain an additional sorcery point (6 total).

SORCEROUS ORIGIN II (45 FP)

You gain the tier 2 (level 6) benefits of a Sorcerous Origin of your choice, provided you purchased the tier 1 (level 1) benefits of the same origin.

Purchasing higher tiers grants you the benefits of a higher tier origin. You may buy this feature multiple times, as long as you have the matching Sorcerous Origin I.

PATRON FEATURE II (50 FP)

You gain the tier 2 (level 6) benefits of a patron of your choice, provided you purchased the tier 1 benefits of the same patron. Purchasing higher levels grants you the benefits of a higher level patron benefits.

ARCANE TRADITION II (50 FP)

You gain the tier 2 (level 6) benefits of an Arcane Tradition of your choice, provided you purchased the tier 1 (level 2) benefits of the same tradition. Purchasing higher tiers later grants you the benefits of a higher tier tradition. You may buy this feature multiple times, as long as you have the matching Arcane Tradition I.

A bladesinger who purchases Extra Attack I does not gain any benefits from this feature and does not need it to eventually gain tier 3 benefits.

LEVEL 7 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

Full Spellcasting VII (60 FP)

80 FP for Int-based

You gain one 4th-level spell slot (4 total). Your spells known and cantrips are based on your selected path.

PACT CASTING VII (60 FP)

You gain an additional spell known (8 total). Your spell slots increase to 4th level.

HALF SPELLCASTING IV (30 FP)

You gain one 2nd-level spell slot (3 total).

FERAL INSTINCT (60 FP)

Requires Rage I

You gain the Feral Instinct feature.

MARTIAL ARCHETYPE II (50 FP)

You gain the tier 2 (level 7) benefits of a Martial Archetype of your choice, provided you purchased the tier 1 (level 3) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Martial Archetype I.

Eldritch Knights have four 1st-level spell slots and two 2nd-level spell slots. You learn a fifth spell from this class. If you purchase one of Indomitable or Brutal Critical before purchasing Martial Archetype III, you can also learn an additional spell.

KI POINTS VI (15 FP)

You gain an additional ki point (7 total).

EVASION (80 FP)

You gain the Evasion feature.

STILLNESS OF MIND (50 FP)

You gain the Stillness of Mind feature. This feature only costs 10 FP if you have Ki Points V.

SACRED OATH II (60 FP)

You gain the benefits of a tier 2 (level 7) Sacred Oath of your choice, provided you purchased the tier 1 (level 3) benefits of the same oath. Purchasing higher tiers grant you the benefits of a higher level oath. You may buy this feature multiple times, as long as you have the matching Sacred Oath I.

RANGER ARCHETYPE II (50 FP)

You gain the benefits of a tier 2 (level 7) Ranger Archetype of your choice, provided you purchased the tier 1 (level 3) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Ranger Archetype I.

SNEAK ATTACK IV (50 FP)

Your Sneak Attack damage is increased to 4d6.

FONT OF MAGIC VI (20 FP)

You gain an additional sorcery point (7 total).

ELDRITCH INVOCATIONS III (20 FP)

You gain an additional Eldritch Invocation option (4 total).

LEVEL 8 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

ABILITY SCORE INCREASE II (30 FP)

You may increase one ability score by 1 point. If you have not purchased an Ability Score Increase before, you may purchase the Ability Score Increase I twice each before you purchase this one. You cannot purchase this feature more than twice.

FEAT II (60 FP)

You may purchase a feat for which you are eligible. If your character does not yet have a feat, You may buy the Feat I feature first. You may not purchase this feature more than once.

FULL SPELLCASTING VIII (30 FP)

50 FP for Int-based

You gain one 4th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

PACT MAGIC VIII (30 FP)

You gain an additional spell known (9 total).

DESTROY UNDEAD II (10 FP)

Purchasing this increases the undead you can destroy to CR 1 or lower.

DIVINE DOMAIN IV (20 FP)

You gain the tier 4 (level 8) benefits of a Divine Domain of your choice, provided you purchased the tier 3 (level 6) benefits of the same domain. Purchasing higher tiers grants you the benefits of a higher level domain. You may buy this feature multiple times, as long as you have the matching Divine Domain III.

WILD SHAPE III (50 FP)

Your Wildshape can include CR 1 creatures and may include a fly speed.

KI POINTS VII (15 FP)

You gain an additional ki point (8 total).

LAND'S STRIDE (30 FP)

You gain the Land's Stride feature.

FONT OF MAGIC VII (20 FP)

You gain an additional sorcery point (8 total).

LEVEL 9 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING IX (70 FP)

90 FP for Int-based

You gain one 4th-level spell slot (3 total) and one 5th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

HALF SPELLCASTING V (35 FP)

You gain two 2nd-level spell slots (total 2). Your spells known and cantrips are based on your path.

PACT CASTING IX (70 FP)

You gain an additional spell known (10 total). Your spell slots increase to 5th Level.

BRUTAL CRITICAL I (40 FP)

You roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

RAGE IV (20 FP)

You add an additional point of rage damage (+3 total).

SONG OF REST II (10 FP)

Your Song of Rest die increases to a d8.

INDOMITABLE I (80 FP)

You gain the Indomitable feature. Purchasing higher tiers of this feature allows more uses per long rest.

KI POINTS VIII (15 FP)

You gain an additional ki point (9 total).

UNARMORED MOVEMENT III (40 FP)

You gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

SNEAK ATTACK V (50 FP)

Your sneak attack damage is increased to 5d6.

ROGUSH ARCHETYPE II (40 FP)

You gain the tier 2 (level 9) benefits of a Roguish Archetype of your choice, provided you purchased the tier 1 (level 3) benefits of the same archetype. Purchasing higher tiers later grants you the benefits of a higher tier archetype. You may buy this feature multiple times, as long as you have the matching Roguish Archetype I.

Arcane Tricksters gain an additional cantrip and spell known at level 10. They can get another spell known from this feature (for a total of 8) when buying Reliable Talent.

FONT OF MAGIC VII (20 FP)

You gain an additional sorcery point (8 total).

LEVEL 10 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

OFF LEVEL ASI (75 FP)

You may increase one ability score by 1 point. This feature can only be purchased at this level, and not more than twice.

OFF LEVEL FEAT (150 FP)

You may purchase a feat for which you are eligible. This feature can only be purchased at this level, and not more than once.

FULL CASTING X (30 FP)

50 FP for Int-based

You gain one 5th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

PACT CASTING X (30 FP)

You gain an additional cantrip known (4 total).

PRIMAL PATH III (60 FP)

You gain the tier 3 (level 10) benefits of a Primal Path of your choice, provided you purchased the tier 2 (level 6) benefits of the same path. Purchasing higher tiers grants you the benefits of a higher tier Primal Path. You may buy this feature multiple times, as long as you have the matching Primal Path II.

BARDIC INSPIRATION III (20 FP)

Your Bardic Inspiration die increases to a d10.

MAGICAL SECRETS I (30 FP)

Requires Bardic College II

You may choose two spells from any spell list, of a level which you can cast, to add to your spell list. DMs may want to consider limiting this to casters using the bard list of spells.

DIVINE INTERVENTION (50 FP)

You gain the Divine Intervention feature. For the purpose of this feature, your cleric level equals your total level.

DRUID CIRCLE III (50 FP)

You gain the tier 3 (level 10) benefits of a Druid Circle of your choice, provided you purchased the tier 2 (level 6) benefits of the same circle. Purchasing higher tiers grants you the benefits of a higher level circle. You may buy this feature multiple times, as long as you have the matching Circle II.

MARTIAL ARCHETYPE III (60 FP)

You gain the tier 3 (level 10) benefits of a Martial Archetype of your choice, provided you purchased the tier 2 (level 7) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Martial Archetype II.

Eldritch Knights gain a third cantrip, three 2nd-level spell slots, and have 7 spells known. You gain an 8th spell known when purchasing a third attack or 3rd-level spell slots. You gain an additional spell known (9 total) and two 3rd-level spell slots when purchasing Indomitable II or Martial Archetype IV.

KI IX (15 FP)

You gain an additional ki point (10 total).

UNARMORED MOVEMENT IV (20 FP)

Your Unarmored Movement speed increases by 5 feet (20 ft. total).

PURITY OF BODY (120 FP)

If you have Ki Points I, this feature costs 60 FP instead.

You are immune to disease and poison.

AURA OF COURAGE (60 FP)

You gain the Aura of Courage feature.

NATURAL EXPLORER III (40 FP)

You may choose a second type of favored terrain.

HIDE IN PLAIN SIGHT (40 FP)

You gain Hide in Plain Sight feature.

FONT OF MAGIC IX (20 FP)

You gain an additional sorcery point (10 total).

METAMAGIC II (50 FP)

You gain a metamagic option (3 total).

PATRON FEATURE III (60 FP)

You gain the tier 3 (level 10) benefits of a patron of your choice, provided you purchased the tier 2 benefits of the same patron. Purchasing higher levels grants you the benefits of a higher level patron.

ARCANE TRADITION III (60 FP)

You gain the tier 3 (level 10) benefits of an Arcane Tradition of your choice, provided you purchased the tier 2 (level 6) benefits of the same tradition. Purchasing higher levels grants you the benefits of a higher level origin. You may buy this feature multiple times, as long as you have the matching Arcane Tradition II.

Bladesingers who purchased Extra Attack I do not only need Arcane Tradition I, instead of duplicating a feature that doesn't confer extra benefits.

LEVEL 11 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING XI (90 FP)

110 FP for Int-based

You gain one 6th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

HALF SPELLCASTING VI (30 FP)

You gain one 3rd-level spell slot (3 total). Your spells known and cantrips are based on your selected path.

PACT CASTING XI (40 FP)

You gain an additional spell known (11 total). You gain an additional spell slot (3 total).

RELENTLESS RAGE (80 FP)

Requires Rage I

You gain the Relentless Rage feature.

DESTROY UNDEAD III (20 FP)

Purchasing this feature increases the undead you can destroy to CR 2 or lower.

EXTRA ATTACK II (120 FP)

When you purchase this feature, you can attack three times, instead of twice, whenever you take the Attack action on your turn. Purchasing higher levels of this ability allows you to attack more.

MARTIAL ARTS III (20 FP)

Your Martial Arts damage die increases to 1d8.

KI POINTS X (15 FP)

You gain an additional ki point (11 total).

MONASTIC TRADITION III (70 FP)

You gain the tier 3 (level 11) benefits of a Monastic Tradition of your choice, provided you purchased the tier 2 (level 6) benefits of the same tradition. Purchasing higher levels grants you the benefits of a higher level tradition. You may buy this feature multiple times, as long as you have the matching Monastic Tradition II.

DIVINE SMITE II (80 FP)

You gain the Improved Divine Smite feature.

RANGER ARCHETYPE III (70 FP)

You gain the benefits of a tier 3 (level 11) Ranger Archetype of your choice, provided you purchased the tier 2 (level 7) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Ranger Archetype II.

SNEAK ATTACK VI (50 FP)

Your Sneak Attack damage increased to 6d6.

RELIABLE TALENT (45 FP)

You gain the Reliable Talent feature.

FONT OF MAGIC X (20 FP)

You gain an additional sorcery point (11 total).

MYSTIC ARCANUM I (50 FP)

Requires Pact Casting IX

You gain the Mystic Arcanum feature. Purchasing higher levels of this feature allows you to choose higher level spells.

LEVEL 12 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

ABILITY SCORE INCREASE III (30 FP)

You may increase one ability by 1 point. If you have not purchased an Ability Score Increase before, you may purchase the Ability Score Increase I-II twice each before you purchase this one. You cannot purchase this feature more than twice.



FEAT III (60 FP)

You may purchase a feat for which you are eligible. If your character does not yet have a feat, You may buy the Feat I-II feature first. You may not purchase this feature more than once.

RAGE V (20 FP)

You can Rage an additional time per long rest (5 total).

KI POINTS XI (15 FP)

You gain an additional ki point (12 total).

FONT OF MAGIC XI (20 FP)

You gain an additional sorcery point (12 total).

ELDRITCH INVOCATION V (20 FP)

You gain an additional eldritch invocation option (6 total).

LEVEL 13 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING XII (100 FP)

120 FP for Int-based

You gain one 7th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

HALF SPELLCASTING VII (50 FP)

You gain one 4th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

PACT CASTING XII (30 FP)

You gain an additional spell known (12 total).

BRUTAL CRITICAL II (40 FP)

You can add an additional dice on critical melee weapon strikes (2 total).

SONG OF REST III (10 FP)

Your Song of Rest die becomes a d10.

INDOMITABLE II (60 FP)

You can use the Indomitable feature an additional time between long rests (2 total).

KI POINTS XII (15 FP)

You gain an additional ki point (13 total).

TONGUE OF THE SUN AND MOON (80 FP)

If you have Ki Points I the feature costs 40 FP instead.

You gain the Tongue of the Sun and Moon feature.

SNEAK ATTACK VII (50 FP)

Your Sneak Attack damage increases to 7d6.

ROGUISH ARCHETYPE III (60 FP)

You gain the tier 3 (level 13) benefits of a Roguish Archetype of your choice, provided you purchased the tier 2 (level 9) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher tier archetype. You may buy this feature multiple times, as long as you have the matching Roguish Archetype II.

Arcane Tricksters gain access to two 3rd-level spell slots and a total of 9 spells known, or 10 spells known upon hitting level 14. You gain an additional 3rd-level spell slot by purchasing Slippery Mind and hitting level 16, or purchasing Roguish Archetype IV.

Font of Magic XII (20 FP)

You gain an additional sorcery point (13 total).

Mystic Arcanum II (70 FP)

You may choose a 7th Level warlock spell for your Mystic Arcanum feature.

LEVEL 14 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

OFF LEVEL ASI (75 FP)

You may increase one ability score by 1 point. This feature can only be purchased at this level, and not more than twice.

OFF LEVEL FEAT (150 FP)

You may purchase a feat for which you are eligible. This feature can only be purchased at this level, and not more than once.

PRIMAL PATH IV (90 FP)

You gain the tier 4 (level 14) benefits of a Primal Path of your choice, provided you purchased the tier 3 (level 10) benefits of the same path.

Purchasing higher levels grants you the benefits of a higher tier primal path. You may buy this feature multiple times, as long as you have the matching Primal Path III.

MAGICAL SECRETS II (30 FP)

You may choose an additional 2 spells to add to your spell list.

BARDIC COLLEGE III (50 FP)

You gain the tier 3 (level 14) benefits of a Bardic College of your choice, provided you purchased the tier 2 (level 6) benefits of the same college. You may also purchase this feature for the College of Swords or Valor if you have only the tier 1 (level 3) benefits and the Extra Attack I feature, which confers the same benefits. You may buy this feature multiple times, as long as you have the prerequisites.

DESTROY UNDEAD IV (50 FP)

Purchasing this feature increases the undead you can destroy to CR 3 and lower.

DRUID CIRCLE IV (80 FP)

You gain the tier 4 (level 14) benefits of a Druid circle of your choice, provided you purchased the tier 3 (level 10) benefits of the same circle.

Purchasing higher levels grants you the benefits of a higher level circle. You may buy this feature multiple times, as long as you have the matching Druid Circle III.

KI XIII (15 FP)

You gain an additional ki point (14 total).

UNARMORED MOVEMENT V (30 FP)

Your unarmored movement speed increases by 5 feet (25 ft. total).

DIAMOND SOUL (120 FP)

Requires Ki I

You gain the Diamond Soul feature.

CLEANSING TOUCH (80 FP)

You gain the Cleansing Touch feature. Charisma is your ability for this feature.

FAVORED ENEMY III (40 FP)

You may pick an additional enemy for your Favored Enemy feature.

VANISH (50 FP)

You gain the Vanish feature.

BLINDSENSE (50 FP)

You gain the Blindsight feature.

FONT OF MAGIC XIII (20 FP)

You gain an additional sorcery point (14 total).

SORCEROUS ORIGIN III (80 FP)

You gain the tier 3 (level 14) benefits of a Sorcerous Origin of your choice, provided you purchased the tier 2 (level 6) benefits of the same origin. Purchasing higher levels grants you the benefits of a higher level origin. You may buy this feature multiple times, as long as you have the matching Sorcerous Origin II.

PATRON FEATURE IV (80 FP)

You gain the tier 4 (level 14) benefits of a patron of your choice, provided you purchased the tier 3 (level 10) benefits of the same patron. Purchasing higher levels grants you the benefits of a higher level patron.

ARCANE TRADITION IV (80 FP)

You gain the tier 4 (level 14) benefits of an Arcane Tradition of your choice, provided you purchased the tier 3 (level 10) benefits of the same tradition. Purchasing higher levels grants you the benefits of a higher level origin. You may buy this feature multiple times, as long as you have the matching Arcane Tradition III.

LEVEL 15 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING XIII (100 FP)

120 FP for Int-based

You gain one 8th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

HALF CASTING VIII (30 FP)

You gain one 4th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

PACT CASTING XIII (50 FP)

You gain additional spell known (13 total).

PERSISTENT RAGE (75 FP)

Requires Rage I

You gain the Persistent Rage feature.

BARDIC INSPIRATION IV (10 FP)

Your Bardic Inspiration die becomes a d12.

MARTIAL ARCHETYPE IV (80 FP)

You gain the tier 4 (level 15) benefits of a Martial Archetype of your choice, provided you purchased the tier 3 (level 10) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Martial Archetype III.

Eldritch Knights gain 3rd-level spell slots, if they have not already. They go up to 11 spells known and gain an additional 3rd-level spell slot when hitting level 16.

KI POINTS XIV (15 FP)

You gain an additional Ki point (15 total).

TIMELESS BODY (100 FP)

If you have Ki Points I this feature costs 50 FP instead

You gain the Timeless Body feature of the monk.

SACRED OATH III (80 FP)

You gain the benefits of a tier 3 (level 14) Sacred Oath of your choice, provided you purchased the tier 2 (level 7) benefits of the same oath.

Purchasing higher levels grant you the benefits of a higher level oath. You may buy this feature multiple times, as long as you have the matching Sacred Oath II.

RANGER ARCHETYPE IV (80 FP)

You gain the benefits of a tier 4 (level 15) Ranger Archetype of your choice, provided you purchased the tier 3 (level 11) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this feature multiple times, as long as you have the matching Ranger Archetype III.

SNEAK ATTACK VIII (50 FP)

Your Sneak Attack damage increases to 8d6.

SLIPPERY MIND (60 FP)

You gain proficiency in Wisdom saving throws.

FONT OF MAGIC XIV (20 FP)

You gain an additional sorcery point (15 total).

MYSTIC ARCANUM III (70 FP)

You choose an 8th-level warlock spell for your Mystic Arcanum feature.

ELDRITCH INVOCATION VI (30 FP)

You gain an additional Eldritch Invocation option (7 total).

LEVEL 16 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

ASI IV (30 FP)

You may increase one ability score by 1 point to a maximum of 20. If you have not purchased an Ability Score Increase before, you may purchase the Ability Score Increase I-III twice each before you purchase this one. You cannot purchase this feature more than twice.

FEAT IV (60 FP)

You may purchase a feat for which you are eligible. If your character does not yet have a feat, You may buy the Feat I-III feature first. You may not purchase this feature more than once.

RAGE VI (30 FP)

You gain an additional point of Rage damage (+4 total).

KI POINTS XV (15 FP)

You gain an additional ki point (16 total).

FONT OF MAGIC XV (20 FP)

You gain an additional sorcery point (16 total).

LEVEL 17 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING XIV (110 FP)

130 FP for Int-based

You gain one 9th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

HALF SPELLCASTING IX (55 FP)

You gain one 4th-level spell slot (3 total) and one 5th-level spell slot (1 total). Your spells known and cantrips are based on your selected path.

PACT CASTING XIV (45 FP)

You gain an additional spell known (14 total).

BRUTAL CRITICAL III (40 FP)

You add an additional die to your critical melee weapon hits (3 total).

RAGE VII (10 FP)

You can rage an additional time per long rest (6 total).

SONG OF REST IV (10 FP)

Your Song of Rest die becomes a d12.

DESTROY UNDEAD V (30 FP)

Purchasing this feature increases the undead you can destroy to CR 4 and lower.

DOMAIN FEATURE V (50 FP)

You gain the tier 5 (level 17) benefits of a Divine Domain of your choice, provided you purchased the tier 4 (level 8) benefits of the same domain. Purchasing higher levels grants you the benefits of a higher level domain. You may buy this feature multiple times, as long as you have the matching Divine Domain IV.

ACTION SURGE II (60 FP)

You may use your Action Surge an additional time per short or long rest (total 2).

INDOMITABLE III (40 FP)

You may use your Indomitable an additional time per long rest (total 3).

MARTIAL ARTS IV (30 FP)

Your Martial Arts damage die increases to a d10.

KI POINTS XVI (15 FP)

You gain an additional ki point (17 total).

MONASTIC TRADITION IV (60 FP)

You gain the tier 4 (level 18) benefits of a Monastic Tradition of your choice, provided you purchased the tier 3 (level 11) benefits of the same tradition. Purchasing higher levels grants you the benefits of a higher level tradition. You may buy this feature multiple times, as long as you have the matching Monastic Tradition III.

SNEAK ATTACK IX (50 FP)

Your Sneak Attack damage increases to 9d6.

ROGUSH ARCHETYPE IV (90 FP)

You gain the tier 4 (level 17) benefits of a Roguish Archetype of your choice, provided you purchased the tier 3 (level 13) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher tier archetype. You may buy this feature multiple times, as long as you have the matching Roguish Archetype III.

Arcane Tricksters get access to a 4th-level spell slot starting at level 19, and learn additional spells at both level 19 and level 20.

FONT OF MAGIC XVI (20 FP)

You gain an additional sorcery point (17 total).

METAMAGIC III (20 FP)

You gain an additional metamagic option (4 total).

MYSTIC ARCANUM IV (65 FP)

You choose a 9th-level warlock spell for your Mystic Arcanum feature.

LEVEL 18 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL SPELLCASTING XV (30 FP)

50 for Int-based

You gain one 5th-level spell slot (3 total). Your spells known and cantrips are based on your selected path.

INDOMITABLE MIGHT (30 FP)

You gain the Indomitable Might feature.

MAGICAL SECRETS III (60 FP)

You may choose two additional spells to add to your spell list.

CHANNEL DIVINITY III (30 FP)

Purchasing this feature allows you to cast your Channel Divinity three times per rest.

TIMELESS BODY (10 FP)

This feature costs 40 FP if you do not have Druidic Circle I
You gain the Timeless Body feature of the druid.

BEAST SPELLS (50 FP)

Requires Wildshape I and access to a spell slot
You gain the Beast Spells feature.

MARTIAL ARCHETYPE V (60 FP)

You gain the tier 5 (level 18) benefits of a Martial Archetype of your choice, provided you purchased the tier 4 (level 5) benefits of the same archetype. Purchasing higher levels grants you the benefits of a higher level archetype. You may buy this

feature multiple times, as long as you have the matching Martial Archetype IV.

Eldritch Knights get access to a 4th-level spell slot starting at level 19, and learn additional spells at both level 19 and level 20.

UNARMORED MOVEMENT VI (20 FP)

Your unarmored movement speed increases by 5 feet (30 feet total).

KI POINTS XVII (15 FP)

You gain an additional ki point (18 total).

EMPTY BODY (85 FP)

Requires Ki points VII
You gain the Empty Body feature

IMPROVED AURAS (120 FP)

Requires an Aura
Any aura you have purchased has its radius increased to 30 ft.

FERAL SENSES (80 FP)

You gain the Feral Senses feature.

ELUSIVE (80 FP)

You gain the Elusive feature.

FONT OF MAGIC XVII (20 FP)

You gain an additional sorcery point (18 total).

SORCEROUS ORIGIN IV (35 FP)

You gain the tier 4 (level 18) benefits of a Sorcerous Origin of your choice, provided you purchased the tier 3 (level 15) benefits of the same origin. Purchasing higher levels grants you the benefits of a higher level origin. You may buy this feature multiple times, as long as you have the matching Sorcerous Origin III.

ELDRITCH INVOCATION VII (30 FP)

You gain an additional Eldritch Invocation option (8 total).

SPELL MASTERY (100 FP)

You gain the Spell Mastery feature. For the purposes of this feature, your spell selection is based on the spell list from the path you have chosen.

LEVEL 19 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

ABILITY SCORE IMPROVEMENT IV (30 FP)

You may increase one ability score by 1 point to a maximum of 20. If you have not purchased an Ability Score Increase before, you may purchase the Ability Score Increase I-III twice each before you purchase this one. You cannot purchase this feature more than twice.

FEAT IV (60 FP)

You may purchase a feat for which you are eligible. If your character does not yet have a feat, You may buy the Feat I-IV feature first. You may not purchase this feature more than once.

FULL CASTING XVI (30 FP)

50 FP for Int-based

You gain one 6th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

HALF CASTING X (20 FP)

You gain one 5th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

PACT CASTING XV (20 FP)

You gain an additional spell known (15 total).

KI POINTS XVIII (15 FP)

You gain an additional ki point (19 total).

SNEAK ATTACK X (50 FP)

Your Sneak Attack damage increases to 10d6.

FONT OF MAGIC XVIII (20 FP)

You gain an additional sorcery point (19 total).

LEVEL 20 (100 FP)

HIT DIE COST

- 1d6: 0 FP (roll or +4 hp)
- 1d8: 10 FP (roll or +5 hp), 20 FP (+8 hp)
- 1d10: 20 FP (roll or +6 hp), 40 FP (+10 hp)
- 1d12: 30 FP (roll or +7 hp), 60 FP (+12 hp)

FULL CASTING XVI (30 FP)

50 FP for Int-based

You gain one 7th-level spell slot (2 total). Your spells known and cantrips are based on your selected path.

PRIMAL CHAMPION (130 FP)

You gain the Primal Champion feature.

RAGE VIII (20 FP)

You can Rage an unlimited number of times per long rest.

SUPERIOR INSPIRATION (60 FP)

Requires Bardic Inspiration I

You gain the Superior Inspiration feature.

DIVINE INTERVENTION II (90 FP)

Purchasing this feature ensures that your Divine Intervention always succeeds, without requiring a roll.

ARCHDRUID (140 FP)

Requires Wildshape I

You can use your Wildshape an unlimited number of times.

EXTRA ATTACK III (120 FP)

When you purchase this feature, you can attack four times, instead of three, whenever you take the Attack action on your turn.

KI POINTS XIX (15 FP)

You gain an additional ki point (20 total).

PERFECT SELF (90 FP)

Requires Ki Points III

You gain the Perfect Self feature.

SACRED OATH IV (90 FP)

You gain the benefits of a tier 4 (level 20) Sacred Oath of your choice, provided you purchased the tier 3 (level 14) benefits of the same oath.

Purchasing higher levels grant you the benefits of a higher level oath. You may buy this feature multiple times, as long as you have the matching Sacred Oath III.

FOE SLAYER (70 FP)

Requires Favored Enemy I

You gain the Foe Slayer feature.

STROKE OF LUCK (90 FP)

You gain the Stroke of Luck feature.

FONT OF MAGIC XIX (20 FP)

You gain an additional sorcery point (20 total).

SORCEROUS RESTORATION (50 FP)

You gain the Sorcerous Restoration feature.

ELDRITCH MASTER (110 FP)

Requires Patron I, Pact Casting I

You gain the Eldritch Master feature.

SIGNATURE SPELL (60 FP)

You gain the Signature Spell feature. For the purposes of this feature, your spell selection is based on the spell list from the path you have chosen.

