

PLAYER OPTIONS FOR THE NINE REALMS

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BLOOD MAGE

A young boy runs through a burning village, bandits at his heels. One of them swings at him, he barely stops the blade with his hand. The bandit takes another swing, the boy closes his eyes, knowing his fate. Suddenly a bright flash... The boy opens his eyes, an arcane shield made of blood sprouting from his new wound, the bandits backing away in fear.

A large half-orc walks towards a group of bandits, a unnerving calm across his face. The bandits unleash a volley of arrows, each finding purchase on the half-orc's body. His blood pours from his wounds, and flow up around his weapon. He swings his axe, unleashing a devastating wave of blood, that sunders the bandits.

Whether they are unleashing devastating magic, raw fury, or sacrificing their own lifeforce for preternatural abilities, Blood Mages, are the embodiment of raw power. That power, focused through by a sharp mind, has led to the rise of great heroes, and terrifying villains.

MADE BY THE BLOOD

It is not certain how a Blood Mage gets their powers, some seem to come from completely mundane heritage, and even coupled Blood Mages have failed to produce offspring who show signs of the powers. This has led many to speculate, that the arcane blood is granted by a more powerful entity.

It seems that Blood Mages are a rare breed, as so few ever rise to even minute fame, but that is misleading, as many Blood Mages simply burn out their life forces before they can do something truly great, and many more still never realise their power exists. Whether or not this is true, one thing is certain, it is the blood, that makes this mage.

ARCANE PULSE

A Blood Mage sees his life force as a means to an end. Sacrificing it as needed to achieve his goals. One might spill her own blood, so that she could save a village, while another might atrophy his muscles slightly in order to make himself run faster. All this self damage, leads to Blood Mages developing above average resistances to many things, like poison and disease. But that isn't enough to stop some from going overboard.

However, many Blood Mages don't know their limits, and as such will often overexert themselves to the point of death. Squeezing out one more spell, or pushing themselves just that extra bit further, and suddenly they drop... A candle that burns twice as bright, burns half as long.

A POWERFUL CLASS

The Blood Mage, as many experienced DMs will likely see, is extremely powerful. This class shouldn't be used without explicit discussion with the DM, even if this PDF was given the ok, just in case.

DMs, when considering whether or not you will allow this class, consider how much resting will be involved in the campaign. Due to this class' ability to spend HP and hit dice as a resource, excessive amounts of long rests will make this already powerful class, feel even more powerful. Additionally, be careful with allowing this class to multiclass, as it was designed as a standalone class.

BLOOD MAGE

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Blood Points	Max Spell Level
1st	+2	Spellcasting, Blood Magic	2	3	4	1st
2nd	+2	Blood Focus	2	4	6	1st
3rd	+2	—	2	5	14	2nd
4th	+2	ASI	3	6	17	2nd
5th	+3	—	3	7	27	3rd
6th	+3	Blood Focus Ability	3	8	32	3rd
7th	+3	—	3	9	38	4th
8th	+3	ASI	3	10	44	4th
9th	+4	—	3	11	57	5th
10th	+4	Blood Focus Ability	4	12	64	5th
11th	+4	—	4	13	73	6th
12th	+4	ASI	4	14	73	6th
13th	+5	—	4	15	83	7th
14th	+5	Blood Focus Ability	4	16	83	7th
15th	+5	—	4	17	83	8th
16th	+5	ASI	4	18	83	8th
17th	+6	—	4	19	83	9th
18th	+6	Bloodied Resilience	4	20	83	9th
19th	+6	ASI	4	20	83	9th
20th	+6	Master of Blood	4	20	83	9th

CLASS FEATURES

As a Blood Mage, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Blood Mage level

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

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Blood Mage level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Daggers, Shortswords, Longswords, Whips

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Nature, Medicine, Investigation, History, Arcana, History, Acrobatics and athletics

EQUIPMENT

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

- (a) a longsword or (b) a shortsword and a whip
- two daggers
- leather armor

SPELLCASTING

Insert Fluff here

CANTRIPS

At first level, you know 2 cantrips of your choice from the Blood Mage spell list. You learn additional Blood Mage Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Blood Mage table.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know three spells of your choice from the Blood Mage spell list. You learn an additional spell each time you level up. The new spell can be any spell from the Blood Mage spell list or the extended spell list for your Blood Focus, for which you have spell slots for.

RITUAL CASTING

You can cast a Blood Mage spell as a ritual if that spell has the ritual tag and you know the spell.

SPELLCASTING FOCUS

As a Blood Mage, your body acts as an arcane focus. You still need to follow the usual rules for material components with a listed cost.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Blood Mage spells, since your magic relies on your understanding of the arcane nature of your blood, and how to manipulate it. You use your Intelligence whenever a spells refers to your spellcasting ability.

Spell save DC = 8 + your proficiency modifier + your intelligence modifier

Spell attack modifier = your proficiency modifier + your intelligence modifier

BLOOD MAGIC

Your arcane blood can be used to greater extents when you tap into it more directly. You can spend blood points to create spell slots. In addition, To create a spell slot, you must spent a number of blood points equal to the amount specified on the chart. You must be able to use spells of the level you wish to create, and you can only cast spells you know. For example, to cast Fireball at level 4, you must know Fireball, and have a total caster level of at least 7. You may only create spells of level 6th or higher once each per long rest each using blood points.

You regain all spent blood points at the end of a long rest.

SPELL CREATION

Spell Slot Level	Blood Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

BLOOD CASTING

you can substitute hit points for blood points to create a spell slot, use the same chart as above, but multiple the cost by three. Temporary hit points can not be used for blood magic. You may not cast spells 8th level or higher using hit points.

You may not spend more hit points than you have remaining. Hit points lost this way, can not be restored until the end of your turn.

This feature can be used a number of times per long rest equal to your constitution modifier.

BLOOD FOCUS

When you reach 2nd level, you choose a blood focus, honing your blood for a specified task. You may choose to become a Visceral Blade, a Hemokenetic, a Hemotologist, or a Sanguine Skulker, all detailed at the end of the class description. Your choice grants you features at 2nd level, and again at 3rd, 6th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BLOODIED RESILIANCE

Starting at 18th level, you regain all your Blood Mage hit dice after a long rest, and half from any other classes you have.

MASTER OF BLOOD

Starting at 20th level, you can use your blood magic feature a number of times per long rest equal to two times your constitution modifier.

BLOOD FOCUSES

VISCERAL BLADE

Visceral Blades focus on close combat, using melee spells, cutting weapons, shields, and armor.

A visceral blade, is a blood mage who has fallen to a state most taboo. Visceral Blades, relish in their own pain, so much that they enter states that can only be described as a bloodlust. Despite the name, these bloodlust states, do not turn the Visceral Blades into mindless murder machines, rather into a focused force of destruction. When a Visceral Blade enters a bloodlust, he must sacrifice his natural healing ability, and the more he sacrifices, the more powerful his bloodlust makes him.

VISCERAL BLADE EXPANDED SPELLS

Spell Level	Spells
-------------	--------

1st	Compelled Duel, Wrathful Smite**
2nd	Branding Smite**
3rd	Blinding Smite**
4th	Staggering Smite**
5th	Banishing Smite**
6th	Tenser's Transformation

**deals poison damage instead

BONUS PROFICIENCY

When you choose this focus at 2nd level, you gain proficiency with medium armor, shields, and martial melee weapons

BLOODLUST

Starting at 2nd level, you may spend a number of hit dice to enter a bloodlust as a bonus action. Add up the sum of the roll of each die used, and consult the below chart to see what effects you gain. While in a bloodlust, you are unable to concentrate or cast most spells, but may still cast from your expanded spell list.

Roll Bloodlust Effect

- 1+ Your spells and melee attacks deal +1 poison damage
- 5+ Every time you are hit or use blood magic, your spells and melee attacks deal an additional 1 poison damage (up to a maximum of your constitution modifier)
- 10+ You gain resistance to bludgeoning, piercing, and slashing damage
- 15+ Every time you are hit or use blood magic, your movement speed increases by 5ft (up to a maximum number of times equal your constitution modifier)
- 20+ Any creature that hits you with a melee attack suffers 1d6 poison damage

Your bloodlust ends after 1 minute, if you are knocked unconscious, you can also end your bloodlust on your turn as a bonus action. You can use this feature twice per long rest. You gain an additional usage at 5th level and again at 10th, 15th, and 20th.

EXTRA ATTACK

Beginning at 6th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

VISCERAL STRENGTH

At 10th level, you learn to channel extra power into your muscless. Whenever you perform a strength check or saving throw, you may expend 1 hit die to add it's roll to your total roll.

INVESTURE OF BLOOD

Starting at 14th level, once per long rest, you learn to transform your body into an avatar made of blood. When you transform, you may expend any number of hit dice available to you. Roll each one expended, you gain an amount of temporary hit points equal the total roll. When you first transform, every hostile creature that can see you, must make a wisdom saving throw or be frightened of you for 1 minute

While in this form, you have every effect in the bloodlust table, you make all melee attacks with advantage, and you are immune to poison damage and the poisoned condition.

HEMOKENETIC

Hemokenetics are blood mages who devoted all of their time to learning all they could about their arcane blood. They learn more than most deem comfortable, the smells of blood, the taste of blood, some might even confuse these abilities with a derranged form of necromancy if the Hemokenetic was not careful.

A trained hemokenetic learns to control his blood in a way no other blood mages can, shaping it, altering it to the mages whims. While other blood mages might be trained in magic, a hemokenetic masters it, treating his life force as more of a tool or weapon.

HEMOKENETIC EXPANDED SPELLS

Spell Level Spells

1st Tasha's Hideous Laughter, *Hellish Rebuke****, Hex**

2nd Heat Metal, Mind Spike, Suggestion

3rd Summon Lesser Demons, Tidal Wave**

4th Locate Creature, Conjure Minor Elementals, Summon Greater Demons

5th Dominate Person, Geas, Danse Macabre, Infernal Calling, Conjure Elemental

6th Arcane Gate, Circle of Death, Disintegrate, Eyebite, Mass Suggestion, Mental Prison, Move Earth, Otiluke's Freezing Sphere, Otto's Irresistible Dance, Programmed Illusion, Scatter, Soul Cage

7th Fire Storm, Forcecage, Mirage Arcane, Plane Shift, Project Image, Reverse Gravity, Simulacrum, Symbol, Teleport

8th Antimagic Field, Antipathy/Sympathy, Clone, Demiplane, Dominate Monster, Earthquake, Feeblemind, Illusory Dragon, Incendiary Cloud, Maze, Mind Blank, Telepathy, Tsunami**

9th Gate, Mass Polymorph, Meteor Swarm, Prismatic Wall, Psychic Scream, Time Stop, True Polymorph, Wish

**deals poison damage instead

BLOOD SAVANT

Starting at 2nd level, you have gained an unnerving familiarity with blood, you can smell emotion from living blood, and follow a trail of blood that is days old, by smell alone. You can also tell if two samples of blood are different by tasting them.

You have advantage for any ability checks that involve smelling blood. For example, following a bloody trail, telling if someone who is bleeding is lying, etc.

BLOODY BOLTS

When you choose this focus at 2nd level, you gain the ability to fire bolts of blood from your hands. As an action, you may expend 1hp to fire a Blood Bolt from your palm. The bolts have a range of 60/120, and deal 1d10 + intelligence modifier poison damage. You are considered proficient with these, and your attack roll modifier is intelligence. You may fire an additional bolt at 5th level, and again at 11th level and 17th level.

HEMORRHAGIC BURST

Starting at 2nd level, you learn to channel your arcane more effectively. You may spend hit dice to create one of the below effects. Powers can be used multiple times for one casting.

- **Power of the Blood** - You may spend 1 hit die to increase the level of a spell you are casting by 1, up to a maximum level of 4. You do not need to have spell slots of that level.
- **Ichorous Burst** - You may spend one hit die to add poison damage to a spells damage equal to a roll of the hit die used. This must be added before any saves are made.
- **Hemorrhagic Explosion** - When you are cast a spell of 1st level or higher with a range of melee or self, you may spend 1 hit die to cause poison damage to all creatures within 5ft of you equal to a roll of the hit die used.
- **Sculpted Blood** - you may spend 1 hit die to cause your spell to ignore a number of targets equal to a roll of the hit die used.
- **Hemophobic** - you may spend a number of hit dice to try give one creature disadvantage versus the spell being cast. If the combined roll off all the hit dice is greater than the creatures CR, they succumb to the Hemophobia and suffer disadvantage for the save. This counts as 1 burst per creature affected, not per die used. Each die can only be assigned to one creature.

Using this ability causes 1 level of exhaustion if more than one burst is applied simultaneously.

HEMOPHILIA

Starting at 6th level, you have learned to quicken your blood. Once per combat, you may cast a spell of 3rd level or lower as a bonus action. doing so causes 5 necrotic damage to you per level of the spell cast. The spell cast must normally have a casting time of 1 action, and the spell must be cast using your blood casting feature.

Using this feature does not stop you from casting a spell using your normal action.

BLOOD STONE

Starting at 10th level, you can create a Blood Stone during a long rest. Your blood stone allows you to cast a level 1 spell for free once per short rest. The spell must be selected when you create the blood stone. You can alter the spell your blood stone has stored in it by following the same process as creating one. You can only ever have one blood stone.

BORN OF THE BLOOD

Once you reach 14th level, you become more in tuned with your blood magic. You are able to create 6th level spells once more per long rest using blood points. In addition, your total number of blood points increases for each additional blood mage level you have beyond 14th. The total blood points available to you increases to 94 at 15th level, 107 at 17th level, 114 at 18th level, 123 at 19th level, and finally to 133 at 20th level

HEMOTOLOGIST

Hemotologists, are Blood Mages who have devoted themselves to the preservation of life, albeit through very unusual means. They utilize their magic blood to heal and protect others.

This mastery of their bloods healing nature, has allowed them to more quickly recover from injury. While not exactly sought out by the masses, an astute academic, would know that a Hemotologist is possibly one of the best places to go for medical attention.

HEMOTOLOGIST EXPANDED SPELLS

Spell Level	Spells
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1st	Healing Word, Bless, Cure Wounds
2nd	Aid, Gentle Repose, Lesser Restoration
3rd	Speak with Dead, Revivify, Life Transference, Remove Curse
4th	Death Ward, Aura of Life
5th	Greater Restoration, Mass Cure Wounds
6th	Forbiddance, Heal, Sunbeam
7th	Regenerate, Ressurrection
8th	Antimagic Field, Control Weather, Sunburst
9th	Mass Heal, Power Word Heal

BONUS PROFICIENCY

When you choose this focus at 2nd level, you gain proficiency with the Herbalist's Kit, and in Medicine. If you already have proficiency with these, you may add double your proficiency bonus with them.

HEALING ICHOR

When you reach 2nd level, you gain the ability to sacrifice your own life force to heal others. You may sacrifice your own hit points or hit dice to heal you allies. You may use one of the following effects once per short rest:

- You may sacrifice 1 hit points to heal one creature for 2hp. You may sacrifice an amount of hit points up to five times your Blood Mage level. You may divide this among any number of creature within 30ft of you
- You may sacrifice hit dice to heal others around you. For each sacrificed hit die, you can heal one creature for an amount, equal to a roll of that die + your intelligence modifier. Each creature in range, may only be given one hit die to spend.

This process takes 5 minutes, and can only be done once per long rest.

QUICK CLOTTER

Starting at 10th level, you gain the ability to use hit dice to heal yourself as an action. This can be done a number of times per long rest equal to your constitution modifier

ICHOROUS WARD

At 14th level, you learn to create wards using your arcane blood. As an action, you may sacrifice an amount of hit points up to twice your Blood Mage level to give a creature within 5 feet a bloody ward. The ward has hit points equal to the amount sacrificed. If you sacrifice 15 or more hit points, the ward also gains resistance to poison damage. You may not heal the hit points sacrificed for the ward, until the ward has been destroyed. The ward is destroyed when all of it's hit points are used up, once 24 hours has passed, or if you dismiss it as a bonus action, whichever happens first. If you would be knocked unconscious while the ward on another creature, the ward is instead destroyed, and you drop to 1 hit point instead. You may only have one ward up at a time.

SANGUINE SKULKER

Sanguine Skulkers are blood mages who tend to lean towards nefarious goals. Utilizing their mastery of their blood and anatomy to deal lethal strikes. They increase blood pressure in specific parts of their body in order to gain bursts of speed and agility.

SANGUINE SKULKER EXPANDED SPELLS

Spell Level	Spells
1st	Ensnaring Strike, Hunter's Mark, Zephyr Strike
2nd	Barkskin, Pass without Trace, Cordon of Arrows, Knock
3rd	Flame Arrows**, Lightning Arrow, Nondetection
4th	Freedom of Movement
5th	Conjure Volley, Steel Wind Strike
6th	Wind Walk, Word of Recall

**deals poison damage instead

BONUS PROFICIENCY

When you choose this focus at 2nd level, you gain proficiency with the shortbow, rapier, light crossbow, and in sneak. If you already have proficiency with sneak, you may add double your proficiency bonus with it.

FEMORAL SLICE

Starting at 2nd level, whenever you have advantage on a weapon attack using dexterity, you may 2d4 poison damage to the strike. This increases by 1d4 at 5th level, and again at 8th, 11th, 14th, 17th, and 20th level. This feature may only be used once per turn.

PRESSURIZED STEP

Starting at 1st level, you are able to increase blood pressure at key locations around your body. Doing so gives you bursts of preternatural speed. As a bonus action on your turn, you can expend 1 hit point to dash, disengage, or dodge.

IMPROVED PRESSURIZED STEP

Starting at 6th level, you gain the ability to quicken yourself in combat. You may expend one hit die at the start of combat to add that die's roll to your initiative modifier. In addition, as a reaction, you may expend one hit die, to add it's roll to any dexterity saving throw, or ability check.

ENVONMED WEAPONS

Starting at 10th level, as a bonus action, you may expend a hit die to apply your blood to one weapon or arrow. The blood causes an additional amount of poison damage equal to a roll of the hit die used. Any creature struck by the poison must make a constitution saving throw vs your spell DC. On a failed save, they suffer from the poisoned condition for 1 minute. The poison expires after a creature is hit, or one minute has passed, whichever happens first.

EVISцерATE

When you reach 14th level, you've become a master of the Femoral slice. Whenever you score a critical hit, the target must make a constitution saving throw or take an additional 4d4 damage poison. This does not double from the critical hit.

BLOOD MAGE

CANTRIPS (0 LEVEL)

Acid Splash
Blade Ward
Chill Touch
Control Flames
Create Bonfire
Dancing Lights
Friends
Frostbite
Gust
Infestation
Light
Mage Hand
Mending
Message
Minor Illusion
Mold Earth
Poison Spray
Primal Savagery
Produce Flame
Ray of Frost
Shape Water
Shocking Grasp
Thaumaturgy
Thunderclap
Toll the Dead
True Strike

1ST LEVEL

Absorb Elements
Alarm
Burning Hands
Cause Fear
Charm Person
Chromatic Orb
Color Spray
Comprehend Languages
Create or Destroy Water
Detect Magic
Detect Poison and Disease
Disguise Self
Dissonant Whispers
Earth Tremor
Expeditious Retreat
Faerie Fire
False Life
Feather Fall
Find Familiar
Fog Cloud
Grease
Ice Knife
Identify
Illusory Script
Inflict Wounds
Jump

Longstrider
Mage Armor
Magic Missile
Purify Food and Drink
Ray of Sickness
Shield
Silent Image
Sleep
Tenser's Floating Disk
Thunderwave
Unseen Servant
Witch Bolt

2ND LEVEL

Aganazzar's Scorcher
Alter Self
Arcane Lock
Blindness/Deafness
Blur
Calm Emotions
Cloud of Daggers
Continual Flame
Darkness
Darkvision
Detect Thoughts
Dust Devil
Earthbind
Enhance Ability
Enlarge/Reduce
Enthrall
Flaming Sphere
Hold Person
Invisibility
Levitate
Locate Object
Magic Mouth
Maximilian's Earthen Grasp
Melf's Acid Arrow
Mirror Image
Misty Step
Nystul's Magic Aura
Phantasmal Force
Protection from Poison
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scorching Ray
See Invisibility
Shatter
Skywrite
Spider Climb
Warding Wind
Web

3RD LEVEL

Animate Dead
Bestow Curse

Blink
Catnap
Clairvoyance
Counterspell
Create Food and Water
Daylight
Dispel Magic
Enemies Abound
Erupting Earth
Fear
Feign Death
Fly
Gaseous Form
Glyph of Warding
Hypnotic Pattern
Leomund's Tiny Hut
Lightning Bolt
Magic Circle
Major Image
Meld into Stone
Melf's Minute Meteors
Protection from Energy
Sending
Sleet Storm
Slow
Thunder Step
Tiny Servant
Tongues
Vampiric Touch
Wall of Sand
Wall of Water
Water Breathing
Water Walk
Wind Wall

4TH LEVEL

Arcane Eye
Banishment
Blight
Charm Monster
Compulsion
Confusion
Control Water
Dimension Door
Divination
Dominate Beast
Elemental Bane
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Leomund's Secret Chest
Otiluke's Resilient Sphere
Phantasmal Killer
Polymorph
Shadow of Moil
Sickening Radiance

Storm Sphere
Vitriolic Sphere
Wall of Fire
Watery Sphere

5TH LEVEL

Antilife Shell
Bigby's Hand
Circle of Power
Cloudkill
Commune
Cone of Cold
Contact Other Plane
Contagion
Control Winds
Dawn
Destructive Wave
Dispel Evil and Good
Elevation
Far Step
Hold Monster
Immolation
Legend Lore
Maelstrom
Modify Memory
Negative Energy Flood
Scrying
Skill Empowerment
Telekinesis
Teleportation Circle
Wall of Force
Wall of Stone

6TH LEVEL

Contingency
Harm
True Seeing
Wall of Ice
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind

7TH LEVEL

Finger of Death
Power Word Pain
Prismatic Spray

8TH LEVEL

Abi-Dalzim's Horrid Wilting
Maddening Darkness
Power Word Stun

9TH LEVEL

Invulnerability
Power Word Kill

THE AWAKENED

An old man watches as his young student trains, when suddenly a large bear emerges from the nearby woods, and charges the young child. The child lets out a scream, and the old man leaps into action. His body swells, as he leaps towards the bear. The old man comes down like a meteor, ending the threat with a single strike.

Awakened are brawlers who hone their bodies, and minnds in order to become a peerless fighter. A body of stone, and an iron resolve... These have been used to take down tyrants, and destroy peace.

THE FLESH IS WEAK

The Awaken often strive for physical perfection, mastering their bodies in ways that seem superhuman to many. It is not uncomon for an Awakened to be seen training for days on end, working every muscle in their body, only stopping for necessities like food and sleep.

Many highly skilled Awakened, often forgo weapons and armor, because the steel is too brittle and weak when compared to their bodies. Legend has it, that some are even capable of such precise and powerful leg movements, that they can walk on the sky itself.

THE MIND IS LIKE WATER

Being physically fit is fine, but metal fitness is equally important. This fact is resonated in their training, where they may spend countless hours in meditation, focusing on honing their awareness of self and their surroundings. Some of them, become so aware of the world around them, it is said they can see the weave and strike through it, infusing magical essence into their strikes.

CLASS FEATURES

As an Awakened, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple Weapons

Tools: One Gaming Set

Saving Throws: Strength, Wisdom

Skills: Choose three from Perception, nature, medicine, Athletics, Acrobatics, Insight, stealth and Intimidation

EQUIPMENT

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

- (a) one gaming set
- (a) a dungeoneers pack or (b) an explorer's pack
- 2 daggers

THE AWAKENED

Level	Proficiency Bonus	Features	Unarmored Strikes	Unarmored Movement
1st	+2	Unarmored Defense, Strikes	1d6	-
2nd	+2	Adrenaline Surge, Fighting Spirit	1d6	-
3rd	+2	Unarmored Movement	1d6	+5ft
4th	+2	Ability Score Improvement	1d6	+5ft
5th	+3	Extra Attack	1d8	+5ft
6th	+3	Magic Strikes, Patient Mind	1d8	+5ft
7th	+3	Iron Resolve	1d8	+5ft
8th	+3	Ability Score Improvement	1d8	+10ft
9th	+4	Meteoric Strike	1d8	+10ft
10th	+4	Temple	1d8	+10ft
11th	+4	Merely a Scratch	1d10	+10ft
12th	+4	Ability Score Improvement	1d10	+15ft
13th	+5	Rapid Strikes	1d10	+15ft
14th	+5	'Harder, Better, Faster, Stronger'	1d10	+15ft
15th	+5	Immortal	1d10	+15ft
16th	+5	Ability Score Improvement	1d10	+15ft
17th	+6	Unrelenting Assault	1d12	+20ft
18th	+6	Airwalk	1d12	+20ft
19th	+6	Ability Score Improvement	1d12	+20ft
20th	+6	Adonis	1d12	+20ft

UNARMORED DEFENSE

Beginning at 1st level, while you are wearing no armor and not wielding a Shield, your AC equals 10 + your Constitution modifier + your Wisdom modifier.

STRIKES

Your practice of martial arts gives you mastery of unarmed combat.

You can roll a d6 in place of the normal damage of your Unarmed Strike. This increases when you reach certain Awakened levels, as shown in the Awakened table.

Some strikes will require saves their save DC = 8 + your proficiency bonus + your Wisdom modifier

ADRENALINE SURGE

On Your Turn, you can unleash a burst of adrenaline as a Bonus Action. Doing so causes your body mass to swell with muscle

During this time, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength Checks and Strength Saving Throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your proficiency bonus.
- You gain an amount of temporary hp equal to twice your Awakened level.

If you are able to cast Spells, you can't cast them or concentrate on them while the adrenaline is rushing through your body.

Your surge lasts for 1 minute. It ends early if you are knocked Unconscious. You can also end your surge on your turn as a Bonus Action.

You may surge a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

FIGHTING SPIRIT

Starting at 2nd level, you gain the following abilities:

- Rampage: Immediately after you take the Attack action on Your Turn, you can make two unarmed strikes as a Bonus Action. These attacks must be made against a creature you already attacked this turn.
- Haymaker: before you make an attack roll with an unarmed strike or simple melee weapon attack that does not already have disadvantage, you can declare you are swinging wild haymakers. You make all attack rolls until the end of this turn with disadvantage and when you deal damage you do not roll, but use the maximum die result instead.

UNARMORED MOVEMENT

Starting at 2nd level, your speed increases by 5 feet while you are not wearing armor or wielding a Shield. This bonus increases when you reach certain Awakened levels, as shown in the Awakened table.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WEAVE STRIKES

Starting at 6th level, in your training, you have learned to see the weave. Using this, you are able to strike through the weave and hit as though your unarmed attacks were magical weapons.

PATIENT MIND

Starting at 6th level, you are able to add half your proficiency (rounded down) on any wisdom ability checks you make, so long as you do not have proficiency with that skill.

IRON RESOLVE

At 7th level, you have advantage on wisdom saves, and are immune to being frightened

METEORIC STRIKE

At 9th level, You may use an action to make a unarmed attack as you land from a jump or fall. If the attack hits, you may attempt to knock the target prone and deal extra damage. The target must make a strength saving throw, or be knocked prone and take an additional amount of damage equal to half your Awakened level.

TEMPLE

At 10th level, your mastery of self has made you immune to disease and poison.

MERELY A SCRATCH

Starting at 11th level, your adrenaline can keep you fighting despite grievous wounds. If you drop to 0 Hit Points while you're surging and don't die outright, you can spend an additional adrenaline surge. If you do, you drop to 1 hit point instead. When your surge ends, you gain a level of exhaustion for each use of this ability.

RAPID STRIKES

Starting at 13th level, when you land a critical hit, you make an additional unarmed attack against the same target.

HARDER, BETTER, FASTER, STRONGER.

Starting at 14th level, you gain proficiency in Dexterity and Constitution saving throws. In addition, you gain advantage on initiative rolls.

IMMORTAL

Starting at 15th level, you no longer suffer the frailty of old age, and you can't be aged magically, you can not die of old age.

UNRELENTING ASSAULT

Starting at 17th level, Immediately after you take the Attack action on Your Turn, you can make eight unarmed strikes as a Bonus Action. Each enemy hit must make a strength save or be pushed 5ft away from you. You may move into the space they were in for no movement cost. This can only be used once between short rests.

AIRWALK

Starting at 18th level, you are able to cast fly on yourself as an action. This can only be used once per short rest.

ADONIS

Starting at 20th level, due to your ceaseless training, your body reaches a new height of perfection. Your Strength, Dexterity, and Constitution increase by 2, and the maximum for those stats increases by 2.

HUNTER

HUNTER

Level	Proficiency Bonus	Features	Hunter's Quarry Damage
1st	+2	Stalk your Prey, Fighting Style	—
2nd	+2	Hunter's Quarry, Field Medic	1d6
3rd	+2	Specialization	1d6
4th	+2	Ability Score Improvement	1d6
5th	+3	Extra Attack	1d6
6th	+3	Ability Score Improvement	1d6
7th	+3	Specialization Feature	1d6
8th	+3	Ability Score Improvement	2d6
9th	+4	Experienced Medic	2d6
10th	+4	Specialization Feature	2d6
11th	+4	Extra Attack	2d6
12th	+4	Ability Score Improvement	2d6
13th	+5	Hunter's Wrath	2d6
14th	+5	Ability Score Improvement	3d6
15th	+5	Specialization Feature	3d6
16th	+5	Ability Score Improvement	3d6
17th	+6	Cull the Herd	3d6
18th	+6	Specialization Feature	3d6
19th	+6	Ability Score Improvement	3d6
20th	+6	Expert Hunter	4d6

CLASS FEATURES

As a Hunter, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per Hunter level

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

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Hunter level after 1st

PROFICIENCIES

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

EQUIPMENT

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

- (a) a martial weapon and a shield or (b) two light weapon
- (a) five javelins or (b) any ranged weapon
- (a) leather armor or (b) scale mail
- (a) A Dungeoneer's Pack or (b) An Explorer's Pack

FIGHTING STYLE

At first level, choose one of the following options.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.
- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

STALK YOUR PREY

Starting at 1st level, if you spend an 1 hour, you gain advantage on any checks to track the creature. Additionally, if you spend a day or longer observing a creature, you gain advantage on any persuasion, deception or intimidation checks made against that creature, providing it understands what you are saying.

HUNTER'S QUARRY

Starting at 2nd level, as a bonus action, you may mark a creature as your quarry. You deal an extra 1d6 damage to that creature whenever you hit it with a weapon attack, and you have advantage on Perception and Survival checks to find it. This damage increases by 1d6 at 8th level, and again at 14th and 20th level. If you use this feature to target a creature that falls under your specialized foes, you deal extra damage to them, equal to half your Hunter level. This lasts until you lose trace of the creature, or until the creature is dead.

You may use this feature once per combat.

FIELD MEDIC

Starting at 2nd level, you are able to heal creatures as an action. You can heal a creature within 5ft for 1d4 + int hit points. The healing received increases by 1d4 at 8th level, and again at 14th and 20th level.

You can do this a number of times equal to your intelligence modifier per long rest (minimum 1).

SPECIALIZATION

At third level, you choose an specialization that you strive to emulate in your combat styles and techniques. Choose between Generalist, Undead Tracker, Dragon Slayer, Demon Hunter, Collosus Slayer, or Monstrosity Stalker, all detailed at the end of the class description. It grants you a feature at 1st level and again at 3rd, 7th, 10th, 15th, and 18th level.

Some of your Hunter abilities may require a target to make a saving throw. The save DC equals 8 + your proficiency bonus + your Intelligence modifier.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two Ability Scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class.

EXPERIENCED MEDIC

Starting at 9th level, you have advantage on saving throws against poison and have resistance to poison damage. Additionally, when use your Field Medic ability you may cure one poison effect on the creature you are applying it to, in addition to restoring hit points.

Dragon slayers may take fire, cold, lightning or acid resistance if they already have poison resistance.

HUNTER'S WRATH

At 13th level, you learn to harness an extra burst of energy. When you do so, you gain the following benefits for one minute:

- Your walking speed increases by 10 feet.
- You make attacks with advantage.
- Your melee weapon attacks deal an extra 1d6 damage on a hit.

You can use this ability once between long rests.

CULL THE HERD

At 17th level, your quick reflexes and preternatural skill, let you unleash a devastating barrage of attacks. Once between long rests, you may cast *conjure volley* or *steel wind strike*.

EXPERT HUNTER

Starting at 20th level, you may use your Hunter's Quarry ability twice per combat. Additionally, Creatures you designate as your quarry, must make a wisdom saving throw or be frightened of you. If the target is one of the creatures you specialize in, they suffer disadvantage on the save.

HUNTER SPECIALIZATIONS

GENERALIST

These Hunters don't target a specific category of prey, but rather anything they deem worthy of their time.

BORN HUNTER

Starting at 3rd level, you have advantage on ability checks to barter your pay for any hunt. Additionally you learn two languages of your choice. You do not have any specialized foes.

READY FOR THE HUNT

Starting at 3rd level, you gain advantage on Initiative rolls. Additionally, you gain proficiency in the Nature skill, if you are already proficient, you gain expertise.

THEY ARE NOT PREPARED

Starting at 7th level, your attack rolls have advantage against any creature that has not yet acted in combat.

STAND AGAINST THE MONSTER

Starting at 10th level, you have +2 AC against all attacks from a marked creature and add 2 to all saving throws the marked creature forces you to make.

ON MY MARK

Starting at 15th level, if you have marked a creature, when an ally deals damage to that creature with a weapon attack, you may use your reaction to attack that creature if you are within range. Additionally, the attack that triggers this ability adds your intelligence modifier to their damage roll.

KNOW THEIR WEAKNESS

Starting at 18th level, if you have marked a creature, and you have advantage from your *They Are not Prepared* feature, your first attack that hits that creature is automatically a critical hit.

This can be used once per combat.

UNDEAD TRACKER

DEATH DEALER

Starting at 3rd level, undead are considered your specialized foe, and you have advantage on ability checks to barter your pay for an undead hunt. You deal an extra 2 damage to undead whenever you hit them with a weapon attack. Additionally, you learn to speak Elvish, Dwarvish, Halfling, or Gnomish.

HUNTERS CROSSBOW

Starting at 3rd level, you gain access to a special hunter's tool, a repeating crossbow. This weapon functions exactly like a heavy crossbow, but it can fire 6 bolts before needing to be reloaded, and can hold special ammunition. During a short or long rest, you can craft up to 5 bolts. These bolts break after being fired. You can have up to 20 special bolts at a time.

Bolt Type	Damage	Additional Effect
Dragon	1d4 fire	on a failed dexterity save the target takes an additional 2d4 fire damage
Impact	1d6 bludgeoning	on a failed strength save, the target is knocked prone
Holy Water	1d4 radiant	If the creature is undead, it can't regenerate until after the end of its next turn
Stake	1d6 peircing	Vampires take an additional 3d6 damage
Tracer	1d4 fire	The next attack against this target is made with advantage
Splinter	3d4 peircing	Range 15ft cone. on a successful dex save targets take half damage

Keep track of which bolts are loaded into your crossow, order doesn't matter, but you can't fire a Stake bolt, if you haven't loaded one.

RESIST UNDEATH

Starting at 7th level, you gain resistance to necrotic damage. Additionally, your maximum hit points can never be reduced by more than 5 at a time

UNBOUND SOUL

Starting at 10th level, you have advantage against any effect that would cause you to be possessed. Additionally, all effects that would drain your ability scores, such as a shadows *strength drain* ability, you only reduce your ability score by half the usual amount.

DAWN BRINGER

Starting at 15th level, once between long rests, you may cast *dawn*. Undead have disadvantage on the save for this spell.

CROSSBOW EXPERT

Starting at 18th level, you can craft 10 bolts per rest. All the special ammunition you use, deals an extra damage die of damage. For example, the Impact bolt's damage increases from 1d6 to 2d6. This applies to all additional effects as well.

Additionally, your regular bolts now deal 1d12 damage.

DRAGON SLAYER

AIM BETWEEN THE SCALES

Starting at 3rd level, dragons are considered your specialized foe, and you have advantage on ability checks to barter your pay for an dragon hunt. You deal an extra 2 damage to dragons whenever you hit them with a weapon attack. Additionally, you learn to speak draconic.

BRING IT DOWN

Starting at 3rd level, whenever you target a flying creature that is large or larger with one or more ranged weapon attacks, you may aim for it's wings. Instead of dealing damage, on hit you force it to make a Dexterity saving throw. The DC is equal to the 8 + 3 per attack that hit as part of this action this action. You must declare the number of attacks you are going to use before making any rolls. If the target is a dragon, the DC is increased by 2 per attack that hits.

STAND BEFORE THE TYRANT

Starting at 7th level, you gain resistance to fire, cold, lightning, poison, or acid damage. Additionally, you have advantage against effects that would cause you to become frightened.

EVASION

Starting at 10th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

SCALE PIERCER

Starting at 15th level, when you make a weapon attack that deals piercing damage against a creature, you get a +2 to your attack roll if it is wearing heavy armor, or has natural armor. If the target is a dragon, the bonus becomes +4.

If the target is wearing light or medium armor, you instead deal +2 damage if the attack hits.

WYRM BUTCHER

Starting at 18th level, your Bring it Down ability deals damage in addition to its normal effect. Each hit deals 5 damage based on the weapons type. If the creature is a dragon, it instead takes the normal damage the weapon would inflict.

DEMON HUNTER

HELL RAISER

Starting at 3rd level, fiends are considered your specialized foe, and you have advantage on ability checks to barter your pay for an fiend hunt. You deal an extra 2 damage to fiends whenever you hit them with a weapon attack. Additionally, you learn to speak Abyssal or Infernal.

TEMPT ME NOT

Starting at 3rd level, you gain resistance to fire or radiant damage. Additionally, you have advantage against any charming effects.

KEEP HELL AT BAY

Starting at 7th level, you gain the protect an area from fiends. You may cast *Magic Circle* with fiends as the designated creature type, with intelligence as your spellcasting ability. You may only do this once between long rests. Additionally, you may cast *Alarm* at the start of every rest.

I WILL NOT GO

Starting at 10th level, you have advantage against any unwanted effects that would force you to be removed from the plane you are currently in.

BACK FROM WHENCE YOU CAME

Starting at 15th level, once between long rests, you may cast *Banishing Smite*. Fiends suffer an extra 2d10 damage from this spell.

HELL HATH NO FURY

Starting at 18th level, you've become renowned and feared by extraplanar creatures. As an action all creatures you can see not native to the plane on which you reside, must make a wisdom saving throw. On a failed save, they take 4d6 radiant damage. They take half as much on a successful save. Fiends have disadvantage on this saving throw.

You can use this action once between short and long rests.

COLLOSUS SLAYER

THE BIGGER THEY ARE

Starting at 3rd level, giants are considered your specialized foe, and you have advantage on ability checks to barter your pay for an giant hunt. You deal an extra 2 damage to giants whenever you hit them with a weapon attack. Additionally, you learn to speak Giant.

THE HARDER THEY FALL

Starting at 3rd level, you are able to make and use bolas, which have a range of 30/60. As an action, you can throw one of your bolas at a creatures legs, restaning their legs with the bola. You can make 3 bolas per rest, which is the maximum you can have at one time.

A creature can destroy the bolo as an action if it has arms/claws, or on a strength save if it doesn't. While tied, creatures with only two legs fall prone. Creatures with 3 to 6 or more legs move at half speed. Creatures with 7+ legs are unhindered by one bola.

Additionally, whenever you knock a creature prone, it takes 1d6 bludgeoning damage, plus 1d6 for each size category it is above medium.

CAN'T HOLD ME DOWN

Starting at 7th level, you gain 7 hit points, and gain an additional one whenever you achieve a new level in Hunter. Additionally, you have advantage when trying to escape from grapples. If the creature grappling you is a giant, you may add 2 to your escape roll.

EASY TO MISS

Starting at 10th level, all ranged attacks with thrown weapons made against you, are made with disadvantage. If the throwing creature is a giant, your AC is increased by 2 for this attack.

HAMSTRING THE TITAN

Starting at 15th level, when you make a melee weapon against a creature, you may impose disadvantage on yourself, in an attempt to cut the back of their legs. On hit, the creature's walking speed is reduced by 10ft until the end of their next turn, and you deal extra damage equal to half your hunter level. If the creature is a giant, increase the extra damage by 5.

You can do this once per round.

GIANT'S BANE

Starting at 18th level, large creatures have become easy prey for you. Your first attack each turn is made with advantage, if you are targeting a large or larger creature. If you are targeting a giant with your first attack, all attacks against that same target are made with advantage.

MONSTROSITY STALKER

MONSTER SLAYER

Starting at 3rd level, monstrosities and lycanthropes are considered your specialized enemy, and you have advantage on ability checks to barter your pay for an monstrosity or lycanthrope hunt. You deal an extra 2 damage to monstrosities and lycanthropes whenever you hit them with a weapon attack. Additionally, you learn to speak Undercommon, Deepspeech, or Sylvan.

HUNTER BOMBS

Starting at 3rd level, you gain the ability to make special grenades. You can make one during each short long rest, but can only carry 4 at a time. Only Monstrosity Stalkers may use these grenades. Throwing a grenade uses an action. The grenades have a range of 30ft.

When you throw a grenade as an action, each creature hit must make a dexterity saving throw, suffering an effect based on the grenade type used. On a success, they suffer half damage, and no additional effects. Monstrosities have disadvantage on this save.

Grenade Type	Damage	Additional Effect
Fire	4d6 fire	None
Cold	2d6 cold	Speed is reduced by 10ft for 1d6 rounds
Shock	2d6 lightning	The creature can't take reactions for 1d4 rounds
Silver	3d6 peircing	Lycanthropes take double damage, the damage is considered magical
Stun	1d6 thunder	The creature is stunned for 1d3 rounds
Net	0	The creature is restrained by a net

FISTS, CLAWS, AND FANGS

Starting at 7th level, you gain resistance to slashing, piercing, or bludgeoning damage.

MULTIATTACK DEFENSE

Starting at 10th level, whenever a creature hits you, attack rolls from that same creature against you suffer a -1 penalty until the end of the current turn.

MARKED BOMBS

Starting at 15th level, whenever you strike a marked creature with a bomb, it suffers disadvantage on its saving throw. If the creature is a monstrosity, it automatically fails the save. Additionally, damage dealt by your grenades triggers your Hunter's Quarry ability.

BIGGER BOMBS

Starting at 18th level, you've learned to make improvements to your grenades. The area affected by each grenade is increased to a 10ft sphere, and all damage dealt by non-net grenades deals an additional 2d6 damage. Net grenades now use a chain net (DC 18 athletics(strength) check to break).

You can now carry 6 grenades. Additionally, you can make 2 grenades instead of 1, whenever you rest.

BARBARIANS

PATH OF THE GHOST

The path of the Ghost is a path most secluded. The barbarian adapts to be silent, fast, and unseen.

Most tribes do not allow Barbarians to follow this path, not because they are cursed or unwanted, but because they are better served as avengers, and assassins.

SHADOW MOVEMENT

When you choose this path at 3rd level, you gain the ability to hide in dim light as a bonus action.

PRECISE STRIKES

When you choose this path at 3rd level, your rage can now apply the damage bonuses to dexterity based attacks.

GHOST WALK

Beginning at 6th level, you gain the ability to give yourself the effects of the spell *pass without trace*. You can do this a number of times equal to your wisdom modifier. You regain all expended uses when you finish a long rest.

PHANTOM STRIKE

Starting at 10th level, you gain the ability to strike at someone's very spirit. As a bonus action, you can turn your attacks for the turn, into phantom strikes. These special attacks deals an extra 1d6 psychic damage in addition to it's regular damage. This can be used a number of times equal to your wisdom modifier. You regain all expended uses after a long rest.

INVISIBLE STALKER

Starting at 14th level, you gain the ability to cast *greater invisibility* on yourself. You can do this once between long rests.

BARDS

COLLEGE OF WAVES

The College of Wave is where Bards who love to travel the seas go to learn. Spending so much time at sea, has given these bards great powers over the waves and winds.

Bards of this college, are often used on large ships, to fill the sails of ships on calm days, and deal devastating damage to enemy vessels in case of an attack.

BONUS PROFICIENCIES

When you join the College of Waves at 3rd level, you gain proficiency with medium armor, navigatore's tolls and vehicles (water).

MARINER

Starting at 3rd level, as long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to AC.

EXPANDED SPELL LIST

You can choose learn the following spells, as if they were bard spells, providing you are at least the specified Bard level. In addition, you learn the *Gust* cantrip, and *fog cloud*

Bard Level	Spells
3th	<i>gust of wind, warding wind</i>
5th	<i>tidal wave, call lightning</i>
7th	<i>storm Sphere, watery sphere</i>
9th	<i>control winds, steel wind strike</i>

SEA LEGS

At 6th level, you're so accustomed to being on a rocking ship, you have advantage on any checks to keep yourself from being knocked down. In addition, you can now breathe underwater.

MASTER OF THE SEA

At 14th level, you become a master of the waves. While on ship, or in water, your movement speed is increased by 15ft.

In addition, when you cast a spell from your expanded spell list while in water or on a ship, you may 2 to the save DC, and 2 to the attack roll, or double the range. Once you use this, you can not use it again until you finish a short or long rest..

CLERICS

THUNDER DOMAIN

THUNDER DOMAIN SPELLS

Cleric Level	Spells
1st	<i>thunderwave, Thunderous Smite</i>
3rd	<i>gust of wind, shatter</i>
5th	<i>call lightning, stormdoor</i>
7th	<i>lightning arrow, storm sphere</i>
9th	<i>control winds, destructive wave</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with the warhammer and maul as well as heavy armor.

EXPANDED SPELL LIST

At 1st level, you gain access to the following cantrips: *booming blade, gust, lightning lure, and thunderclap*. These count as *Cleric cantrips for you* (they still count towards your total known cantrips). Additionally, you automatically learn *shocking grasp**

GRASP OF THE THUNDER GOD

Starting when you choose this domain at 1st level, you can use your action to cast *shocking graps*, however using this ability, the range is increased to 15ft. This can be used a number of times equal to your wisdom modifier (minimum of 1). You regain all expended uses after a long rest.

CHANNEL DIVINITY: THUNDEROUS MIGHT

Starting at 2nd level, you can use your Channel Divinity to wield the power of the Thunder God. When you deal lightning, you can use your Channel Divinity to roll double the damage dice, as if you crit. This can not be used on a critical hit.

LIGHTNING STRIKE

Starting at 6th level, you may add your proficiency to initiative rolls. Additionally, when you strike a target who has yet to act in a combat, you may deal an additional 1d8 lightning damage to them.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 lightning or thunder damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

ONE WITH THE STORM

At 17th level, you gain immunity to lightning damage.

STORMDOOR

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V

Duration: Instantaneous

You teleport yourself to an unoccupied space you can see within range. Immediately after you land, a thunderous boom sounds, and each creature within 10 feet of the space where you land must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

At higher levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

STRENGTH DOMAIN

STRENGTH DOMAIN SPELLS

Cleric Level	Spells
1st	<i>Longstrider, Jump</i>
3rd	<i>Enhance Ability, Enlarge/Reduce</i>
5th	<i>Haste, Slow</i>
7th	<i>Freedom of Movement, Stone Skin</i>
9th	<i>Greater Restoration, Skill Empowerment</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with Athletics and martial melee weapons.

BLESSING OF MAGNI

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Strength checks and Saves. This blessing lasts for 1 hour or until you use this feature again.

CHANNEL DIVINITY: MIGHT OF MAGNI

Starting at 2nd level, you can use your Channel Divinity to wield the power of the God of Strength. You increase your Strength score by 10, to a maximum of 30, for a number of rounds equal to half of your Cleric level. During this time, you can lift, drag, carry, and push 4x more than you would normally be able to.

UNBOUND MIGHT

At 6th level, when you shove a creature, you may push them an additional 10 feet. In addition, you gain proficiency with Strength saves.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the attacks type to the target. When you reach 14th level, the extra damage increases to 2d8. In addition, this attack count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage

PARAGON OF STRENGTH

At 17th level, you may make any melee weapon attack or unarmed strike you make deal force damage instead of it's normal damage type. Additionally gain advantage on all strength checks.

DRUIDS

CIRCLE OF FLAME

Druids of the Circle of Flame, understand that destruction is sometimes necessary for nature to grow. A forest may need to be set alight, so that the dead trees can be turned to ash, to give sustenance to the seeds buried in the ground.

Members of this circle might become adventurers in order to cleanse the decay and stagnation of the world.

EXPANDED SPELL LIST

You can choose learn the following spells, as if they were druid spells, providing you are at least the specified druid level. In addition, you learn the *firebolt* cantrip.

Druid Level	Circle Spells
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1st	<i>burning hands, hellish rebuke</i>
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3rd	<i>continual flame, scorching ray</i>
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5th	<i>fireball, flame arrows</i>
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7th	<i>fire shield, wall of fire</i>
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9th	<i>flame strike, immolation</i>
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CLEANSING FLAME

When you choose this circle at level 2, you gain the ability to set dead plants and trees on fire as a bonus action. This fire can be used to cleanse poison from a creature.

INTENSE HEAT

Starting at 6th level, you may add your wisdom modifier to the damage of fire spells you cast.

BREATH OF THE PHEONIX

Starting at 10th level, you are able to covert fire damage to healing energy. When you hit a creature with a spell of first level or higher that deals fire damage, and that requires an attack roll, you may choose to have the spell heal the target instead. The healing they recieve is equal to half of the usual damage. You can use this ability a number of times equal to your wisdom modifier. You regain all uses when you finish a long rest.

FIRE BEAST

Starting at 14th level, when you wildshape into an animal, you may take the form of a flmaing beast. The statistics for this form, are the same for a normal beast, except your attacks deal an extra 2d6 fire damage, and you have resistance to fire damage.

FIGHTERS

WEAPONS EXPERT

A weapons expert is a fighter who has devoted much of their time learning to perfect their use of a multitude of weapons.

This subclass uses categories of weapons. Each category, and the weapons in each category are outlined below:

Blades: Dagger, greatsword, longsword, rapier, scimitar, and shortsword

Axes: Handaxe, sickle, battleaxe, greataxe, and war pick

Hammers: club, greatclub, light hammer, mace, flail, maul, morningstar, and warhammer

Polearms: javelin, quarter staff, spear, trident, and any weapon with the reach property

Ranged: any simple or martial ranged weapon

Throwing: any weapon with the thrown property

QUICK SWAP

When you choose this archetype at 3rd level, you can sheath one weapon and then draw one weapon as part of the same object interaction.

DEFENSIVE FIGHTING

Starting at 3rd level, you gain access to special defensive maneuvers, based on the weapons you are holding:

Blades: As a bonus action, you can enter a parrying stance. If you are holding a blade with 1 hand, you may add 1 to your AC until the start of your next turn. If you are holding a single blade weapon in two hands, you may add 2 to your AC instead. Once you reach level 18, you may make a counter attack whenever a creature fails to hit you by the amount misses by the amount your parry improves your AC by, this does not use your reaction.

Axes: When you are hit by a creature, you may use a reaction to attempt disarm the attacker. Make an attack roll against the creature, if you hit them, they drop their weapon. Once you reach level 18, if this reaction hits, you may also grapple the creature, if they are a viable grapple target.

Hammers: When you are hit by a creature, you may use a reaction to make an attack against the attacker. Once you reach level 18, if this reaction hits, you may also knock the creature prone, if they are large or smaller.

Polearms: As a reaction you may make an attack against a creature who enters your reach. Once you reach level 18, the first use of this ability no longer uses your reaction.

Ranged: You may make an attack against a creature within range, and instead of dealing damage, any ally within melee range of that creature, may use their reaction to move away from that creature without provoking an attack of opportunity. Once you reach level 18, the hit creature's speed is halved until the end of their next turn.

Throwing: As a reaction you may make an attack against a creature who attacks you with a ranged attack. Once you reach level 18, you may make two attacks, provided you have a throwing weapon in each hand already.

WEAPON KNOWLEDGE

Starting at 7th level, you are able to add half your proficiency modifier (rounded down) to any ability checks that involve knowledge about weapons or armor, provided you are not already proficient.

MARTIAL OFFENSE

Starting at 10th level, you may use the below offensive maneuvers, based on the weapon type you are using:

Blades: Attacks with blades critically hit on an attack roll of 19 or 20.

Axes: Whenever you take the attack action, you may replace two of your attacks with a special cleave attack. Make an attack roll with advantage, any creature within 5ft whose AC is equal to or less than your to hit roll takes the damage from attack.

Hammers: Whenever you take the attack action, you may replace two of your attacks with a special slam attack. Make an attack roll against a creature, on hit, the creature takes damage equal to three times the maximum damage roll of the weapon you used plus your strength modifier and any other bonuses to your normal damage rolls.

Polearms: If you move at least 20ft towards a creature, your first attack against them deals an extra 2d4 damage.

Ranged: You may fire a single quick attack as a bonus action. This attack can't have any negatives applied to it's to hit roll from abilities like sharpshooter or precise strikes.

Throwing: Thrown weapon attacks you make have their range doubled.

PRECISE STRIKES

Starting at 14th level, whenever you make an attack, you may try and land a more devastating attack. Before you roll for the attack, you may choose to take any negative modifier to your attack, and for each -5 to the hit roll you take, you may add 1d6 to the damage dealt by that attack.

MONKS

WAY OF THE SILVER ARROW

Monks of the Way of the Silver Arrow, are masters of striking with speed and precision. Preferring to strike quickly and hard, than to get into a prolonged fight.

ACCELERATION STRIKE

When you choose this tradition at 3rd level, you learn to better utilize your speed to your advantage. Whenever you move, you may spend 2 ki as a bonus action so that your next melee attack deals additional damage based on how far you move. For every 10 feet of movement (rounded down), your attack deals an extra 1d4 damage.

PRETERNATURAL INSTINCT

Starting at 6th level, your body has an unnatural instinct to act in the face of danger. As such, you may spend 1 ki to add your proficiency to your initiative roll.

IMPROVED ACCELERATION STRIKE

At 11th level, you have further improved upon your acceleration strike. For every 10ft you move, the next attack you make gains a +1 to the hit roll. In addition, the extra damage increases from 1d4, to 1d6.

TYPHOON OF BLOWS

Starting at 17th level, your Flurry of Blows now allows you to attack an additional time.

PALADINS

OATH OF THE SCHOLAR

The Oath of the Scholar is fairly new. This oath binds paladins to search, record, and utilize knowledge, typically in the pursuit to better the world.

TENETS OF THE SCHOLAR

Each temple's oath varies, but every Oath of the Scholar shares the below tenets.

Seek Knowledge. Never pass up opportunities to explore the unknown and discover lost knowledge.

Be Curious. Learning stops, when you stop looking.

Apply. Knowledge without application is wasted.

OATH SPELLS

Paladin Level	Spells
3rd	<i>comprehend Languages, identify</i>
5th	<i>locate Object, see invisibility</i>
9th	<i>clairvoyance, sending</i>
13th	<i>arcane eye, locate creature</i>
17th	<i>legend lore, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Know thy Enemy. As a bonus action, you can use your Channel Divinity to gain insight on a creature. You learn their AC, current HP, ability scores, and the highest level of spell they can cast if any. In addition, the next attack you make against them has advantage.

Turn the Ignorant. As an action, choose one creature within 60 feet of you that you can see. That creature must make a Intelligence saving throw, On a failed save, the creature is turned for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and It can't benefit from any bonus to its speed. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

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

AURA OF KNOWLEDGE

Starting at 7th level you and allies within 10ft have advantage on Intelligence saving throws and checks.

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

EXPOSE THEIR WEAKNESS

Starting at 15th level, you have learned where to strike opponents to better inflict damage. You may add your intelligence modifier to weapon attacks you make.

AVATAR OF THE ARCANE

At 20th level, you are able to harness the weave to a higher extent. As an action, you can magically become an Arcane Avatar, gaining the following benefits for 1 minute:

- You gain 4 temporary level 1 spell slots.
- Your intelligence modifier is added to your AC

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

OATH OF THE DRAGON

The Oath of the Dragon binds paladins to a specific type of dragon, typically in the pursuit to protect the world, or to utterly crush it.

TENETS OF THE SCHOLAR

Each oath's specifics varies, but every Oath of the Dragon shares the below tenets.

Honor. Never pass up opportunities to honor your draconic lords, and pay tribute.

Power. Strength in all forms.

Dominance. Never back down from the foes of your draconic lords.

OATH SPELLS

Paladin Level	Spells
3rd	<i>cause fear, absorb elements</i>
5th	<i>dragon's breath, see invisibility</i>
9th	<i>fly, fear</i>
13th	<i>elemental bane, fire shield</i>
17th	<i>control winds, flame strike</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. Additionally, choose a dragon whose type is associated with your oath.

Draconic Presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes frightened of you for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Draconic Breath. As an action, you may make an elemental breath attack as if you were a wyrmling of the type dragon associated with your oath.

TYRANT'S AURA

Starting at 7th level, the paladin, as well as any dragonborn and dragons within 10 feet of the paladin, gains a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (minimum of +1). The damage from this feature is the same type associated with your oath's dragon's breath attack. A creature can benefit from this feature from only one paladin at a time.

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

DRACONIC RESISTANCE

At 15th level, the paladin gains resistance to same damage type associated with your oath's dragon's breath attack.

AVATAR OF THE TYRANT

At 20th level, you are able to harness draconic powers to a higher extent. As an action, you can magically become an Draconic Avatar, gaining the following benefits for 1 minute:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- Once each round, immediately after another creature's turn, you may make one attack or move half your speed.

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

RANGERS

MAGE HUNTER

Mage Hunters, are rangers who specialize in tracking and slaying magic users. Many become bounty hunters, who work to end mages plaguing society, while others use their skills to assassinate mages in positions of political power.

MAGE HUNTER MAGIC

You learn an additional spell when you reach certain levels in this class. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>detect magic</i>
5th	<i>silence</i>
9th	<i>counterspell</i>
13th	<i>locate creature</i>
17th	<i>bigby's hand</i>

ARCANE SENSE

Starting at 3rd level, when you cast *detect magic* it has the following additional effect:

- If a creature within range is capable of casting spells, they faintly glow violet to you.

ARCANE SLAYER

At 3rd level, you learn to strike through the weave, inflicting more damage to creatures in tune with it.

Whenever you deal damage to a creature that can cast spells, the damage you deal is increased by your proficiency. If the target cast a spell on their last turn, your first attack against them is made with advantage. At 11th level, the damage deal increases to twice your proficiency modifier.

UNDO THE WEAVE

At 7th level, you have learned to undo the effects of magic. You can cast *dispel magic* once between long rests.

RESIST THE WEAVE

At 11th level, you have learned to resist the weave more effectively. You have advantage on any saving throws imposed by spells.

DISRUPT THE WEAVE

Starting at 17th level, when you strike a creature with your 'Arcane Slayer' feature, you can disrupt its access to the weave. They are unable to cast spells until the end of your next turn. Once you use this feature, you can't use this feature again until you finish a short or long rest.

BEAST MARKED

The Beast Marked, are rangers who have the ability to shape shift into beasts. Many work with druids to preserve the natural order.

BEAST MARKED MAGIC

You learn an additional spell when you reach certain levels in this class. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>beast bond</i>
5th	<i>barkskin</i>
9th	<i>speak with plants</i>
13th	<i>conjure woodland beings</i>
17th	<i>commune with nature</i>

WILD SHAPE

Starting at 3rd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature once. You regain expended uses when you finish a short or long rest. You gain an additional use at level 7, and again at level 17.

Your ranger level determines the beasts you can transform into, as shown in the Beast Shapes table.

level	Max CR	Limitations	Example
3rd	1/4	No flying or swimming speed	Wolf
6th	1/2	No flying speed	Crocodile
12th	1	None	Eagle

You can stay in a beast shape for a number of hours equal to 1/3 your ranger level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature's bonus is higher than yours, use the creature's bonus.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any extra damage carries over to your normal form.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment.

MAGIC FANGS

Starting at 7th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

TOUGH HIDE

At 11th level, your beast forms have extra hit points, their new hit points is equal to double their usual amount.

BEASTIAL FURY

Starting at 17th level, while in your beast forms, you have a second extra attack, for a total of 3 attacks when you take the attack action.

CREATURE TAMER

Creature Tamers, are rangers who specialize in befriending and fighting alongside beasts. Many become bounty hunters, guards, or trackers.

TAMER MAGIC

You learn an additional spell when you reach certain levels in this class. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spells
3rd	<i>animal friendship</i>
5th	<i>beast sense</i>
9th	<i>conjure animals</i>
13th	<i>charm monster</i>
17th	<i>commune with nature</i>

CREATURE TAMER

Starting at 3rd level, you gain the ability to tame beasts, that must meet the below prerequisites:

- The creature's CR must be no higher than one quarter your ranger level, rounded down.
- The creature can not have an intelligence score above 3.
- The creature is not a swarm
- The creature must not be hostile to you when you attempt to tame it.
- The creature must be aware of you while you tame it.

To tame a beast, you must make a Wisdom (Animal Handling) check. The DC for this check is equal to 8 + twice the creature's CR (minimum 10). You can have up to two tamed creatures.

Your creatures act on your turn and may move up to their speed. Using your action, you can command one of them to take the attack, dash, or dodge action. Alternatively, you can use your bonus action, to allow one of them to make a single attack as a reaction.

CREATURE TRAINING

At 3rd level, all of your Creatures have their AC, attack rolls, and damage rolls increased by half of your proficiency minus the creature's CR (minimum 1). Additionally, they all gain extra hit points equal to twice your ranger level.

MAGIC BEASTS

Starting at 7th level, your creatures attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

MONSTROUS COMPANION

At 11th level, you have learned to tame monstrosities. One of your two tamed creatures can be a monstrosity, so long as it follows the same rule under your creature tamer ability.

PACK TACTICS

Starting at 17th level, when you take the attack action, one of your tamed creatures can also make a single attack as a part of the action. If their attack is made against a creature you attacked, it is made with advantage.

ROGUES

COMBAT MEDIC

Combat medics are rogues who specialize in tending the injured. They utilize their speed to quickly respond to critical patients, and their knowledge of medicine to deal poisoning strikes to their enemies.

MEDICAL EXPERT

At 3rd level, you gain proficiency in the Medicine skill and Herbalism Kit if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Alternatively, instead of healing, you can remove the poisoned condition from the target.

STOP THE BLEEDING

When you choose this archetype at 3rd level, you gain the ability to heal others. As an action, you can heal a creature within 5ft of you. The creature is healed for 1 + your intelligence modifier.

Additionally, when you use a Healer's kit, it can be used as a bonus action.

HEALING BREW

Your time in the field, has left you realizing that a need for healing at range, is incredibly important.

Starting at 9th level, you can create special healing potions. These potions heal for 2d4 + 2 and, as an action, can be thrown with a range of 30ft, and still have them be effective, as they get absorbed through the skin. You can create one potion per short rest, or two during a long rest.

Unfortunately due to the nature of the changes needed to make the potions absorb through the skin, these potions expire if not used between long rests.

TOXIC STRIKE

At 13th level, you can apply natural poisons to your weapon as a bonus action. Your next attack with that weapon that hits, deals an extra 2d4 poison damage. You can do this twice, and regain all expended uses when you short or long rest.

MEDICAL MASTER

At 17th level, your ability to heal using your Medical Expert feature is improved to 1d6 + intelligence modifier.

Additionally, your Healing Brew ability's healing is increased to 3d4 + 3.

NINJA

Ninjas are rogues who specialize in stealth and guerilla tactics. They utilize their speed and cunning to strike foes swiftly.

FIGHTING STYLE

At 3rd level, choose one of the following options.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

- **Two-Weapon Fighting:** When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

NINJA TRICKS

When you choose this archetype at 3rd level, you gain the ability to perform 3 of the tricks described at the end of this subclass. The save DC equals 8 + your proficiency bonus + your Wisdom modifier.

Additionally, you gain proficiency with the disguise kit or poisoner's kit.

SWIFT MOVEMENT

Starting at 9th level, you gain proficiency in the athletics skill. If you are already proficient, you may double your proficiency bonus for this skill.

Additionally choose one of the following pairs of features to gain:

- Increase your movement speed by 10ft, and be able to move through, but not stop in, any other creature's space.
- You gain a climbing speed equal to your walking speed, and can use your reaction to reduce falling damage by 1d10 + your rogue level.
- You gain a swimming speed equal to your movement speed, and you can hold your breath for twice as long as normal.

HONED REFLEXES

At 13th level, you have advantage on initiative rolls.

IMPROVED TRICKS

At 17th level, you have better mastered your ninja tricks. Your ninja tricks gain their improved traits.

Additionally, you learn the Shadow Strike Trick.

Shadow Strike. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

TRICKS

The tricks are presented in alphabetical order.

Ensnaring Grapple. Using your agility and a sash like tool, you're able to grapple a creature, within 5ft of you, as a bonus action.

Improved: You may use athletics (Dexterity) instead of athletics (Strength).

Glass Packet. You throw a packet of glass shards at a creature within 30ft of you as a bonus action. The satchel is a ranged weapon that deals 1d4 piercing damage, and on hit reduces the creatures speed by 5ft until the end of their next turn. This attack can not benefit from your sneak attack feature.

Improved: The glass packet now deals 2d4 damage, and reduces the affected creatures speed by an additional 5ft.

Oil Slick. You throw a flask of a slippery substance at a creature within 30ft of you as a bonus action. The creature must make a dexterity save, or fall prone.

Improved: The oil now affects a 10ft cube area instead of only one creature

Pocket Sand. You throw a fistful of sand at a creature within 5ft of you as a bonus action. The creature is blinded until the end of the current turn.

Improved: At the end of the current turn, the creature must make a constitution saving throw. On a fail, they stay blinded until the end of their next turn.

Poison Needle. You jab a creature within 5ft of you with a poisoned needle. They must make a constitution save or be poisoned for 1d4 rounds.

Improved: The poison needle now deals 2d6 poison damage on a failed save, half as much on a success.

Smokebomb. You throw a smokebomb on to a space within 30ft of you as a bonus action. The smokebomb creates enough dense smoke to obscure the 5ft cube it lands in until the start of your next turn. The smoke is dispersed by a moderate or stronger wind.

Improved: The smokebomb now covers a 10ft cube.

SORCERERS

FLORAMANCER

Floramancers, are sorcerers who were born with a special link to nature. It's not entirely known how the bloodline was created, but many suspect it was due to breeding between druids and divine souls. These sorcerers have an uncanny bond with nature, able to communicate with animals and plants much like a druid, but still control magic like a sorcerer.

NATURE MAGIC

Your link to the planet allows you to learn spells normally associated with the Druid class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the druid spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your nature power: Preservation, Harmony, Growth, or Decay. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the druid spell list.

Affinity	Spell
Preservation	<i>goodberry</i>
Harmony	<i>speak with animals</i>
Growth	<i>entangle</i>
Decay	<i>create or destroy water</i>

ONE WITH NATURE

Starting at first level, you gain the following benefits due to your link to nature:

- Your HP increases by 1 per sorcerer level
- You gain proficiency in the Nature skill
- Your skin is tough like bark, granting you a natural AC of 12 + dex

NATURE'S ALLY

Starting at 6th level, you learn to call upon nature's wrath to assist you. As an action, you may spend a number of sorcery points between 1 and 5. For each point spent, an animal or plant strikes out against a target you select, dealing 1d4 + 1 damage.

You may spend a number of points equal to your sorcerer level between long rests.

ONE WITH THE LAND.

Starting at 14th level, you may choose a favored terrain from the list below. You gain the associated effect:

Terrain Effect

Mountain	You gain a climbing speed equal to your walking speed
Sea	You are able to breathe underwater and have a swimming speed equal to your walking speed
Forest	Your natural AC increases to 15 + dex
Plains	Your speed increases by 10ft, and you can dash as a bonus action

CHAMPION OF NATURE

At 18th level, you have become a champion of nature. As an action, you can spend 6 sorcery points, to shape shit into an elemental. You can choose between Fire, Water, Earth, and Air. Once you do this, you can't transform again until you finish a long rest.

WARLOCKS

THE BLESSING

Your patron is a powerful being of another plane. You have bound yourself to a giving fiend, loving god, or another being who loves to give boons. Your pact with that being bestows you with ability to share your patrons generosity.

EXPANDED SPELL LIST

The following spells are added to the warlock spell list for you.

Spell Level	Spells
-------------	--------

1st	<i>bless, shield of faith</i>
-----	-------------------------------

2nd	<i>enhance ability, pass without trace</i>
-----	--

3rd	<i>haste, protection from energy</i>
-----	--------------------------------------

4th	<i>greater invisibility, polymorph</i>
-----	--

5th	<i>skill empowerment, holy weapon</i>
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BONUS CANTRIPS

At 1st level you learn the *guidance* and *resistance* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

PATRON'S BLESSINGS

At first level, you gain the ability to spread your patron's blessing to others. When you do, you gain a small boon from your patron. Every time you cast a spell on another creature to aid them, you gain a number of temporary hit points equal to your charisma modifier + the spell level.

RECIPROCITY

Starting at 6th level, whenever you cast a buff spell of level 3 or lower on another creature, you can also cast that spell on yourself for no cost. Once you use this feature, you can not use it again until you finish a short or long rest.

NOTHING COMES FOR FREE

Starting at 10th level, you may cast buff spells of level 2 or lower on unwilling creatures. When you do so, all hostile creatures that were buffed, take an extra 1d6 psychic damage everytime they take damage. You can do this once between rests.

GENEROUS BLESSINGS

At 14th level, you learn to better spread your patron's blessings. When you cast a buff spell, you may target twice the number of creatures. When you do this, you can not use your 'Reciprocity' feature simultaneously. Once you use this feature, you can't use it again until you finish a long rest.

CASTING AND INVOCATIONS

For the purposes of these features, casting refers to expending a spell slot to cast a spell. Using an invocation like *Shroud of Shado*, does not work in these cases.

ELDRITCH INVOCATIONS

AGATHYS' BLESSING

When you cast *Armor of Agathys*, you may now cast it as if it had a range of touch instead of self.

BLESSED GIFT

Prerequisite: 15th level

You are permanently under the effects of the *bless* spell.

COLLECTOR'S EYE

Prerequisite: 15th level and *eldritch blast*

Whenever you hit a target with *eldritch blast*, the next attack against them is made with advantage.

SHAPELESS FORM

Prerequisite: 7th level

You can cast *polymorph* on yourself without expending a spell slot. Once you use this feature, you can't use it again until you finish a long rest.

BEYOND MY REACH

Prerequisite: 5th level

Whenever you cast a spell with a range of touch, you may cast it as if the range of that spell was 15ft.

WIZARDS

SCHOOL OF CHRONOMANCY

Chronomancy is the study of time magics such as *haste*, and *slow*. Chronomancers often have wildly different lifespans, due to their constant manipulation of time.

ARRIVE ON TIME

Starting at 2nd level, your skill with time allows you to act faster. You may add your proficiency modifier to your initiative rolls.

BORROWED TIME

Starting at 2nd level, you can use a bonus action, speed up time around yourself to give yourself an additional action this turn. Doing so expends a spell slot of first level or higher. On your next turn, you lose one action, as time around you slows down back to the natural position.

FLOW CONTROL

Starting at 6th level, your study of time, has left you with the ability to speed and slow creatures in combat. When initiative is rolled, and on a bonus action on each of your turns, you may increase or decrease a creature's initiative by up to your intelligence modifier.

FAST FORWARD

Starting at level 10, you may use an action to hurl yourself and up to one other creature, within 5 ft of you, forward in time. If the creature is unwilling, they must first make a wisdom saving throw, being hurled forward in time with you on a failed save.

You and any affected creatures disappear from your current locations, and reappear in the closest empty space up to 5 rounds later (your choice) at the end of your turn that round. Once you have used this ability, you can't use it again until you finish a short or long rest.

CHAINS OF TIME

Starting at 14th level, you may use an action to suspend a creature or object, within 30 ft of you, in the Chains of Time. These chains last for as long as you wish, but require you to maintain concentration on them. If you try to bind an unwilling creature, it must make a wisdom saving throw, and is bound on a failure.

While suspended, the creature/object is immune to all damage and conditions, it can not be aged, moved or otherwise affected by a spell, ability or attack. If the creature is bound for 4 or more hours, it is treated as having long rested.

You may only call upon the chains once per long rest.

SCHOOL OF CRYOMANCY

Cryomancy is the study of cold magics such as *cone of cold*, and *ice knife*. Cryomancers often choose to live in cold climates, to bring themselves closer to the area of expertise. Cryomancers often twist other non cold spells like *fireball* to fit themselves.

ICE SAVANT

Starting at 2nd level, whenever you prepare a spell that deals fire or lightning damage, you may instead choose that it deals cold damage and takes the form of an ice spell. You can apply this change to a number of spells equal to your proficiency modifier.

Additionally, you learn the *ray of frost* cantrip.

ICE ARMOR

Starting at 2nd level, whenever you are under the effects of the *shield* or *mage armor* spells, you gain an icy aura. Any melee attack that hits you, deals an amount of cold damage to the attacker equal to your intelligence modifier.

SLOWING COLD

Starting at 6th level, the first time you deal cold damage to a creature on your turn, their speed is reduced by 10ft and they have disadvantage on dexterity saves until the start of your next turn. This has no effect if your spell does no damage and does not stack with any other slowing effects.

ICY TERRAIN

Starting at level 10, whenever you cast a spell that deals cold damage in an area, the affected area is treated as magical difficult terrain for the next minute.

BITING COLD

Starting at 14th level, you may unleash a terrifying ice storm. This storm behaves exactly the same as the spell *ice storm*, except the duration is increased to 5 rounds. The storm deals 2d8 bludgeoning damage, and 4d6 cold damage to all creatures inside. Creatures take half the initial damage again at the end of their turn if they are still inside the storm. Once you use this feature, you can't use it again until you finish a long rest.

SCHOOL OF ELECTROMANCY

Electromancy is the study of lightning magics such as *lightning*, and *thunder step*. Electromancers are often seen as quick to act, and reckless, much like the element they study. It's not unheard of for Electromancers to "improve" other spells, by contorting them to lightning spells.

LIGHTNING SAVANT

Starting at 2nd level, whenever you prepare a spell that deals fire or cold damage, you may instead choose that it deals lightning damage and takes the form of a lightning spell. You can apply this change to a number of spells equal to your proficiency modifier.

Additionally, you learn the *shocking grasp* cantrip.

LIGHTNING REFLEXES

Starting at 2nd level, if you cast a spell that deals lightning damage, you may add 10 to your speed and 2 to your dexterity saves, until the start of your next turn.

ELECTROSHOCK

Starting at 6th level, if you make a melee weapon attack against a creature, hit or miss, you may cast *shocking grasp* against that same target, as a bonus action. If the initial attack hit, you have advantage to hit with *shocking grasp*.

THUNDERBOLT RUSH

Starting at 10th level, whenever you cast a single target spell that deals lightning damage, you may move up to 10ft directly towards the target. If this movement would move you within 5ft of the target, you may cast *shocking grasp* against that same target, as a bonus action.

LIGHTNING BURST

Starting at 14th level, you can unleash a burst of electricity from your body. Every creature you choose, within 10ft of you must make a dexterity saving throw. On a failed save, they take 4d6 lightning damage, and can not take reaction. They take half as much damage on a successful save. Once you use this feature, you can't use it again until you finish a long rest.

SCHOOL OF PYROMANCY

Pyromancy is the study of fire magics such as *fireball*, and *wall of fire*. Pyromancers are often seen as hot headed, and violent, much like the fire they shape. However, pyromancers, have also been known to use this destructive element to tear down tyrants, and save the commons.

FIRE SAVANT

Starting at 2nd level, whenever you prepare a spell that deals lightning or cold damage, you may instead choose that it deals fire damage and takes the form of a fire spell. You can apply this change to a number of spells equal to your proficiency modifier. Additionally, you learn the *fire bolt* cantrip.

ARTILLERY FIRE

Starting at 2nd level, whenever you cast a spell that requires a ranged attack and deals fire damage, you may add your dexterity modifier to the attack roll.

SPLIT FIRE

Starting at 6th level, you learn to divy up your fire magic. Whenever you cast a fire spell that requires a ranged attack, you may opt to attack multiple creatures instead. When you do this, divide the total possible damage dice for the spell amongst all targets as you choose. You must roll to hit each target individually.

BARRAGE

Starting at 10th level, whenever you cast an instantaneous spell that deals fire damage in an area, you may target each creature hit with a single scorching ray for free. When you do this, you must choose to target every creature or none of them. Once you use this feature, you can not use it again until you finish a short or long rest.

FIRESTORM

Starting at 14th level, you learn to unleash a devastating volley upon your foes. As an action, you can create a barrage of 3d4 firebolts. These firebolts are treated as if they were cast by a level 1 spell caster, and each may target any creature of your choice within range. Once you use this ability, you can't use it again until you finish a long rest.

SCHOOL OF TERRAMANCY

Terramancy is the study of earth magics such as *bones of the earth* and *earthquake*. Terramancers are often viewed as a hardy bunch, as tough and dependable as the element they study. Terramancers have been known to help build cities, or tear them down during wartime.

EARTH SAVANT

Starting at 2nd level, whenever you prepare a spell that deals fire or cold damage, you may instead choose that it deals bludgeoning damage and takes the form of a rock spell. You can apply this change to a number of spells equal to your proficiency modifier. Additionally, you learn the *mold earth* and *magic stone* cantrips, they count as wizard spells for you.

AEGIS OF STONE

Starting at 2nd level, your work with the element of earth has left you more hardy than most other wizards. Your HP increases by 2, and you gain an additional 1 HP every time you attain a new level in the wizard class.

Additionally, whenever you are under the effects of the *mage armor* spell, you gain a stony coating. This coating grants you an additional 2 AC so long as you are not wearing armor.

ROOTS OF THE MOUNTAIN

Starting at 6th level, you have advantage on any ability checks or saving throws to resist being forcefully moved.

TECTONIC STRENGTH

Starting at 10th level, when a spell you cast deals bludgeoning damage to a creature you may add your constitution to the damage dealt. This extra damage may only be applied to a creature once per turn.

UNMOVING BULWARK

Starting at level 14, so long as you don't move on your turn, you gain resistance to slashing, piercing, and bludgeoning damage until the start of your next turn.

SPELLS



The following spells have been added for this setting, and any others you may want to use them in. Each spell description will have a list of classes that have access to them.

CANTRIPS (0 LEVEL)

Arcane Buckler
Spectral Knives
Stone Hammer

2ND LEVEL

Freezing Smite
Gaze of the Chaos God
Hel's Touch
Word of Desolation

3RD LEVEL

Shape Plant
Greater Bane
Greater Bless

ARCANE BUCKLER

Abjuration Cantrip

Casting Time: 1 reaction

Range: Self

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Wizard

You quickly scrounge up a crude magical barrier. When targeted by an attack, you may use your reaction to boost your AC by 2 against the triggering attack.

FREEZING SMITE

2nd-level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Conc. Up to 1 minute

Classes: Paladin

The next time you hit a creature with a melee weapon attack, the attack deals an extra 3d4 cold damage. Additionally, the creature must make a Strength saving throw, or be restrained as it is covered in ice. The creature can use an action to make a Strength save against your spell save DC to break free.

At Higher Levels. The initial extra damage dealt by the attack increases by 1d4 for each slot above 1st.

GAZE OF THE CHAOS GOD

2nd-level Chaos

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Up to 30 seconds

Classes: Bard, Warlock, Sorcerer, Wizard,

Your gaze pierces a creature within range, inflicting a random effect on them. Roll a d10, and consult the below chart to determine what happens.

d10	Effect	Save Type	Duration
1	Blindness	Charisma	30 seconds
2	Charmed	Charisma	30 seconds
3	Deafness	Constitution	30 seconds
4	Frightened	Wisdom	30 seconds
5	Incapacitated	Intelligence	30 seconds
6	Invisible	None	30 seconds
7	Paralyzed	Intelligence	30 seconds
8	Petrified	Constitution	30 seconds
9	Poisoned	Constitution	30 seconds
10	Prone	None	Instantaneous

If the creature fails the associated save, they suffer the effect of the duration. They may make a save to end the effect at the end of each of their turns.

GREATER BANE

3rd-level Enchantment

Casting Time: 1 minute

Range: 30ft

Components: V, S, M (a drop of blood)

Duration: Conc. Up to 1 minute

Classes: Bard, Cleric

One creature of your choice that you can see within range must make Charisma saving throw. If the creature fails this saving throw and makes an attack roll or a saving throw before the spell ends, the target must roll 2d4 and subtract the total rolled from the attack roll or saving throw. On a successful save, the target must roll a d4 and subtract the number rolled from attack rolls and saving throws.

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

GREATER BLESS

3rd-level Enchantment

Casting Time: 1 minute

Range: 30ft

Components: V, S, M (a drop of blood)

Duration: Conc. Up to 1 minute

Classes: Bard, Cleric

You bless a creature of your choice within range. Whenever the target makes an attack roll or a saving throw before the spell ends, the target can roll a 2d4 and add the total rolled to the attack roll or saving throw.

HEL'S TOUCH

2nd-level Necromancy

Casting Time: 1 action

Range: 60ft

Components: V, S

Duration: Instantaneous

Classes: Warlock, Sorcerer, Wizard

You create and fire 3 spectral scythes. For each scythe, target and make a ranged spell attack against a creature within range. Each scythe deals 2d4 necrotic damage. When a creature is hit by multiple scythes, the damage for each scythe is increased by one die sized for each scythe that hits, to a maximum die size of d12. For example, when a creature is hit with 3 scythes, they take 6d8, 2d8 from each scythe.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create an additional scythe for each slot level above 2nd.

SHAPE PLANT

3rd-level Transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Druid

You spend a minute magically growing a plant and shaping it's growth. This may target a single plant such as a tree, or a cluster of plants, like a patch of flowers or grass. The plant can grow up to 10ft in any direction of your choice, slowly pushing anything not too heavy to move, out of it's way as it grows.

SPECTRAL DAGGERS

Conjuration Cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Classes: Bard, Sorcerer, Warlock, Wizard

As an an action, you summon one or two two spectral daggers into your empty hands. As part of the same action, you may make a melee spell attack against a target within 5ft. If you summoned two daggers, you can attack as a bonus action with the other dagger, following the usual dual wielding rules.

These daggers each deal 1d4 + spellcasting modifier damage. The damage increases by 1d4 at 5th, 11th, and 17th level.

STONE HAMMER

Evocation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Classes: Druid, Sorcerer, Wizard

You launch a stone fist into a creature within 5ft of you. With a successful melee spell hit, this fist deals 1d8 bludgeoning damage, and pushes the target back 5ft. The damage increases by 1d8 at 5th, 11th, and 17th level.

WORD OF DESOLATION

2nd-level Evocation

Casting Time: 1 action

Range: Self (30-foot cone)

Components: V

Duration: Instantaneous

Classes: Cleric

You utter a single word, a truth of the world's end, bringing ruin upon a location. Each creature in a 30-foot cone must make a Wisdom saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the spell deals an additional 1d8 damage for each slot level above 2nd.

COMBAT OPTIONS



The following options are designed to give more versatility in combat by offering players more ways to use the Attack action or the Cast a Spell action when utilizing cantrips meant for combat.

MELEE OPTIONS

These combat options are available whenever you make a melee weapon attack.

Aimed Strike: As a bonus action you can stand still, reducing your movement speed to 0 until the start of your next turn (provided you haven't already used any of your movement this turn) and gain advantage on your next melee weapon attack. This cannot be used in conjunction with the Extra Attack or Sneak attack class features.

Cleave: You swing your weapon in an arc around you. Make a separate attack roll against up to three creatures within 5 feet of you. These attack rolls all have disadvantage. Each successful hit deals normal weapon damage, but does not apply your ability modifier.

Disarming Strike: You try to wrest an item from an enemy's grasp with your weapon. Make a melee attack against a creature; on a successful hit, the target must succeed on a Strength saving throw (DC determined by your attack roll) or drop one item they are holding of your choosing; the item falls at the target's feet. As an interaction, you can kick the weapon a number of feet equal to your Strength score directly away from the target. This attack deals damage equal to 1 + your Strength modifier in lieu of normal weapon damage.

Dropkick: You jump and kick at a creature. On a successful hit, the target must succeed on a Strength saving throw (DC determined by your attack roll) or be knocked prone. Whether the attack succeeds or fails, you are also knocked prone. This attack deals damage equal to 1 + your Strength modifier in lieu of normal damage.

Leaping Strike: You fly through the air to deliver your attack with additional force. When you use your action to Dash and move at least 10 feet towards the target, you can use a bonus action to make one melee weapon attack. On a successful hit, the attack deals extra damage equal to 3 + your Strength modifier, and attacks against you have advantage until the end of your next turn.

Polearm Push: While wielding a weapon with the Reach property (that is not a whip), you can use your action to shove up to three creatures, all of whom must be within 5 feet of you and of each other. Each target must succeed on a Strength saving throw or be pushed 5 feet away from you. Make a Strength (Athletics) check, rolling one additional d20 for each creature you try to push beyond the first. Use the lowest roll to set the DC for all targeted creatures' saving throws.

Unrelenting Charge: You burst through an enemy's defenses with brute force and speed. When you use your action to Dash and move at least 20 feet in a straight line, you can use your bonus action to make one melee attack. This attack ignores the target's shield bonus to AC, and attacks against you have advantage until the start of your next turn.

RANGED OPTIONS

These combat options are available whenever you make a ranged weapon attack.

Aimed Shot: As a bonus action you can stand still, reducing your movement speed to 0 until the start of your next turn (provided you haven't already used any of your movement this turn) and gain advantage on your next ranged weapon attack. This cannot be used in conjunction with the Extra Attack or Sneak Attack class features.

Hamstring Shot: You take careful aim at a creature in an attempt to maim it. Make a ranged attack roll. On a successful hit, the target must succeed on a Dexterity saving throw (DC determined by your attack roll) or have its speed halved until the end of your next turn. This attack deals damage equal to 1 + your Dexterity modifier in lieu of the normal weapon damage. This option can only be performed with bows, crossbows, and weapons with both the Thrown and Finesse properties (only when the weapon is thrown).

Meteor Strike: You hurl your weapon at a creature within range. On a successful hit, the target must succeed on a Strength saving throw (DC determined by your attack roll) or be knocked prone. This attack deals damage equal to 1 + your Strength modifier. This option can only be performed using weapons with the Thrown property that deal bludgeoning damage.

Rapid Fire: If you made an Attack action this turn, you can use a bonus action to make an additional attack. This attack does not apply your ability modifier to attack or damage rolls. This option can only be performed with a short or long bow.

SPELLCASTING OPTIONS

These combat options are available whenever you use a cantrip requiring an attack roll or a saving throw.

Aimed Spell: As a bonus action you can stand still, reducing your movement speed to 0 until the start of your next turn (provided you haven't already used any of your movement this turn). If the spell requires an attack roll, you do so with advantage; if the spell requires a saving throw from the target, they make it with disadvantage.

Blinding Spell: You target a creature with a cantrip requiring a ranged spell attack. On a successful hit, the target must succeed on a Dexterity saving throw (DC determined by your attack roll) or be blinded until the end of your next turn. This attack deals 1 damage, which increases to 1d4 at level 5, 1d6 at level 11, and 1d8 at level 17.

Charged Spell: You steady yourself in order to unleash your cantrip in an exceptionally potent way. As a bonus action you can stand still, reducing your movement speed to 0 until the start of your next turn (provided you haven't already used any of your movement this turn). The next time you cast a damage dealing cantrip, the attack roll is made with disadvantage or the target's saving throw is made with advantage. On a successful hit, the spell does extra damage equal to your spellcasting ability modifier.

Forceful Impact: You channel your magical energy in such a way that it unleashes physical force upon your enemies. Target a creature with a melee cantrip. On a successful hit, the target must succeed on a Strength saving throw (DC determined by your attack roll) or be pushed 5 feet away from you. This attack deals 1 damage. The damage increases to 1d4 at level 5, 1d6 at level 11, and 1d8 at level 17.

COOPERATIVE OPTIONS

The following options require the combined efforts of two or more allies to achieve their desired result.

Buddy-Pickup: You can use your action to lift an ally onto a mount you are currently riding. The mount must be capable of supporting 2 riders and you must be able to reach the ally from your mounted position. Your mount cannot use the Dash action until the start of your next turn.

Catch: Using your reaction, you attempt to catch a falling ally. Make a Dexterity saving throw (DC = 5 + half the number of feet fallen). If you succeed, you reduce the fall damage taken by $1d6 + 6$. If you fail, your ally lands on top of you taking normal damage, and you take an amount of damage equal to $1d4$ for every 10ft they fell. You must be within 5ft of where they are landing in order to use this option.

Intervene: You throw yourself in harm's way to protect an ally. As a reaction, you can interpose yourself between an ally within 5 feet of you and an enemy attacking them. You can declare this before or after the attack roll is made, but before the DM determines if it succeeds. Once you choose to Intervene, the attack automatically hits you (regardless of the attack roll) and deals normal damage, leaving your ally unscathed.

Shield Launch: You offer yourself as a platform to launch an ally into the air. As a reaction, you brace your shield in preparation for an ally's jump. You add your Strength modifier to the height of their jump (all other rules for high jumping apply). You must have a Strength score of 12 or higher and hold a shield to use this option.

RACES

FAIRYFOLK

FAIRYFOLK TRAITS

Fairyfolk are fey creatures with the following traits.

Ability Score Increase. Your dexterity increases by 2.

Age. Fairyfolk reach physical maturity around the same age as humans, but live for much longer. The average fairy lives to the age of about 1000.

Alignment. Fairies are nomadic and free spirited creatures, and thus tend to lean towards a chaotic alignments.

Size. Fairies are about the same size as humans. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the fey wilds, fairies have superior vision in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Limited Flight. All fairies are capable of limited flight, more akin to gliding. They are always under the affects of *featherfall*, unless they are unconscious or restrained, and can move laterally while falling with a speed of 15 feet.

Languages. You can speak, read, and write Common and Sylvan.

PIXIE

Pixies are fairies with a natural ability to use nature based magics.

Ability Score Increase. Your wisdom increases by 1.

Nature's Ally. You have proficiency in Nature.

Pixie Magic. You know the *druidcraft* cantrip. Additionally, you can cast the below spells once per long rest once you reach the required level. Wisdom is your Spellcasting ability for these Spells.

Spell	Required Level
<i>entangle</i>	1st
<i>barkskin</i>	3rd

SPRITE

Sprites are fairies with a natural ability to use illusion based magics.

Ability Score Increase. Your intelligence increases by 1.

Keen Mind. You have proficiency in Investigation.

Sprite Magic. You know the *minor illusion* cantrip.

Additionally, you can cast the below spells once per long rest once you reach the required level. Intelligence is your Spellcasting ability for these Spells.

Spell	Required Level
<i>disguise self</i>	1st
<i>invisibility</i>	3rd

NYMPH

Nymphs are fairies with a natural ability to use enchantment based magics.

Ability Score Increase. Your charisma increases by 1.

Beguiling Tempter. You have proficiency in Persuasion.

Sprite Magic. You know the *vicious mockery* cantrip.

Additionally, you can cast the below spells once per long rest once you reach the required level. Charisma is your Spellcasting ability for these Spells.

Spell	Required Level
<i>charm person</i>	1st
<i>suggestion</i>	3rd