

# THE COMMONER

**N**ot all heroes wear capes. Or armor. Or chainmail bikinis, or sweet robes and hats covered in velcro stars. Some heroes wear burlap. Or linen. Wool? Whatever it is commoners wear. These are survivors, generations of helpful townsfolk who have been guiding would-be heroes along their way for as long as there have been dice to roll!

As a commoner, your never-say-die moxie and go-getter attitude has somehow led you into the jaws of adventure and danger. But we believe in you, even if your dad has his doubts.

## CLASS FEATURES

As a commoner, you gain the following class features

### HIT POINTS

**Hit Dice:** 1d6 per commoner level

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

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

### PROFICIENCIES

**Armor:** None

**Weapons:** Club, dagger, handaxe, light hammer, quarterstaff, sickle, sling, shortbow, torch, pitchfork

**Tools:** Choose any one artisan's tool, and gain expertise in it.

**Saving Throws:** Constitution

**Skills:** Choose one from Animal Handling, Athletics, Persuasion, Insight, Survival

### EQUIPMENT

You start with the following equipment. You also don't get a background. Those are way too fancy.

- one set of tools with which you are proficient
- 2d10 copper pieces
- probably a hovel somewhere

### GOOD PLAIN FOLK

You are proficient in the use of artisan's tools as weapons, and add your expertise bonus when attacking with them. They deal 1d4 of whatever damage type is appropriate for the tool.

All of your ability scores are 10, and can only be increased by magic and feats.

### GITTER DONE

Giving up never got anybody anywhere. You can give yourself advantage on any d20 roll by gritting your teeth and looking danger in the eye.

You regain the use of this ability when you use your action to Improvise. (PHB pg 193)

## THE COMMONER

### Level Proficiency Bonus Features

1st	+2	Good Plain Folk, Gitter Done
2nd	+2	The Darnedest Thing
3rd	+2	Sidekick, Questgiver
4th	+2	Ability Score Improvement
5th	+3	Commoner Combo!
6th	+3	The Gosh Darnedest Thing
7th	+3	Glass Half Full
8th	+3	Ability Score Improvement
9th	+4	Waste Not, Want Not I
10th	+4	Never Did Know My Grandma
11th	+4	Waste Not, Want Not II
12th	+4	Ability Score Improvement
13th	+5	Waste Not, Want Not III
14th	+5	Not Worth Your Time, Milord
15th	+5	Didn't Know Grandpa Either
16th	+5	Ability Score Improvement
17th	+6	Not So Common After All
18th	+6	Waste Not, Want Not IV
19th	+6	Whew, Take a Breather Champ
20th	+6	Big Damn Heroes, Sir

## THE DARNEDEST THING

Starting at 2nd level, you can survive the adventuring life through sheer coincidence. When you would be killed or reduced to 0 hp, you may tell the story (10 seconds or less) of how "the darnedest thing happened" that completely prevented the effect. You regain the use of this ability when you finish a long rest.

## SIDEKICK

You're surrounded by badasses, why not be like them!? When you finish a long rest, pick an ally you can see. Choose one piece of equipment, one skill, and one saving throw with which that ally is proficient. You gain those proficiencies until you choose a new ally or you spend more than 3 days without spending time with the chosen ally.

## QUESTGIVER

At 3rd level, whenever you finish a short or long rest, a bright yellow exclamation mark appears above your head. Choose up to three allies within 10 feet, and give them each one of the following:

- **Main Plot Quest:** Whenever your group completes an encounter that gives experience, you and the ally each heal for 1d6 per commoner level you have. Faint sparkles and a *ding* sound surround you.
- **Kill Quest:** Whenever you take the Attack or Help action against a creature, the ally can add your proficiency bonus to all damage rolls against that creature until the start of your next turn. You can Help the ally as a bonus action.
- **Escort Quest:** You and the ally each gain the effects of *Warding Bond* as if the other had cast it. These effects do not cancel one another, and only pass damage once.
- **Boring Lore Quest:** You or the ally can each reroll one attack, skill check, or saving throw relevant to your personalities, ideals, bonds, or flaws. You can also, at your DM's option, hold one additional Inspiration.

You can have no more than three active Quests, but you can duplicate or stack them as you see fit.

## ABILITY SCORE IMPROVEMENT

Just kidding, you still can't raise scores above 10. Have a feat.

## COMMONER COMBO!

Starting at 5th level, you're beginning to think you're good at this! And every *real* hero needs a kickass personal move list.

When you hit with your artisan's tools, you can shout the name of a "special move" to add 5d4 damage to the attack and choose one of the following effects:

- You Shove the target.
- The target must make a DC 12 Dexterity save. If it fails, it is blinded, grappled, poisoned, or charmed (your choice) until the start of your next turn. Explain how your tools accomplished this effect.
- One ally gains advantage on their next attack against the target.
- You gain temporary hit points equal to your commoner level.

You can use this ability 3 times, and regain all uses after a short or long rest.

## THE GOSH DARNEDEST THING

Starting at 6th level, you regain "The DarneDEST Thing" when you finish a short or long rest.

## GLASS HALF FULL

Starting at level 7, when an attack or effect would inflict more than half of your current hp, it deals half your current hp (rounded up) instead.

This ability happens a number of times equal to 2 + your charisma modifier (ha), and refreshes when you finish a short or long rest.

## WASTE NOT, WANT NOT

By level 9, you have been collecting magical scrap and hand-me-downs and somehow cobbled them into something functional. You gain an uncommon magic item of your choice, subject to DM approval and ideally based on your artisan tools expertise.

You gain a new uncommon item at level 11, a rare item at level 13, and a very rare item at level 18.

## NEVER DID KNOW MY GRANDMA

At level 10, you convince yourself that you must be something special. Maybe you're part dragon! Or part rust monster! Choose one of the following benefits:

- You gain proficiency in one saving throw and two skills.
- Your artisan's tools deal an extra 5d4 damage, and you can use "Commoner Combo!" 2 additional times per rest.
- One ability score is no longer capped at 10, and becomes 19 instead!

## NOT WORTH YOUR TIME, MILORD

At level 14, you have mastered the art of avoiding the gaze of the great and powerful. When an enemy targets you (and only you), roll a d4. On a 1 or 2, it resolves as normal. On a 3, it targets one of your allies instead, if possible. On a 4, it stares at you in confusion, wondering how a commoner got this far.

## DIDN'T KNOW GRANDPA EITHER

At level 15, you can pick another benefit from "Never Did Know My Grandma". You can choose the same one twice.

## NOT SO COMMON AFTER ALL

At level 17, you've managed to master your artisan's tools, despite all this adventuring! They add a +3 bonus to all attack, damage, and crafting rolls made with them, and you have world class skill in their use. Your DM will tell you what you can do with that, because crafting rules are too spooky for print!

## WHEW, TAKE A BREATHER CHAMP

At level 19, you have a crippling existential crisis as you ponder what it means to be a 19th level commoner.

## BIG DAMN HEROES, SIR

At level 20, you can have up to 8 Questgiver quests active at once.

### NEW FEAT: GOT THE KNACK OF IT

*Prerequisites: Commoner*

You understand magic items like you understand that one stubborn mule:

- You can "knack" a magic item, attuning to it and gaining proficiency in its use even if you normally could not.
- You can only have one knacked item at a time, but can change your knack when you attune to a different item.