

Specialties

When you create your character, you can choose a specialty. You may take the specialty suggested by your class, or you may choose a different one.

A specialty represents specialized knowledge and training that helps defines your character's approach to adventuring. A typical specialty represents something like a fighting style, training in special magical techniques, or knowledge of certain tricks of the trade frequently used by adventurers.

Two characters might both be fighters, for example, yet behave in different ways based on their specialties. One is a guardian, defending others from foes' attacks, while the other is an archer, picking off opponents from afar. Your character's specialty helps define your play style and preferred techniques.

Feats

A specialty comprises a handful of feats, which provide special abilities to your character. You gain a feat at levels 1, 3, 6, and 9.

Each feat's entry describes the feat's effect in the game world and includes a **benefit**, which explains how the feat works in the game rules.

Some feats have **prerequisites**. For example, the Aura of Souls feat requires a character to be able to cast spells. You must meet a feat's prerequisites to take that feat.

You can take a feat only once, unless a feat says otherwise.

Archer

Archers have keen eyes and steady hands, letting them hit the most difficult targets. They have perfected their techniques with ranged weapons, letting them launch missile after missile with incredible speed and precision. While many archers favor bows, some use thrown weapons, slings, and even crossbows.

As an archer, you gain the following feats at the given levels.

Level 1: Rapid Shot

You can loose two shots in rapid succession, sacrificing precision for speed.

Benefit: As an action, you can make two ranged attacks with a weapon with which you have proficiency. All the damage of each of these attacks is halved.

Level 3: Sniper

You can take a moment to aim your weapon at an opponent, giving you greater precision in your next shot.

Benefit: As an action, choose a creature that you can see. Your next attack roll using a ranged weapon with which you have proficiency has advantage against that creature, as long as it does not leave your line of sight. Additionally, that creature cannot gain a bonus to its AC from cover against that attack.

Acolyte

Acolytes are students of faith, usually initiates of a particular religion who have dedicated themselves to learning the rites, rituals, and doctrines of their order. Acolytes typically train under experienced priests.

Most acolytes are dedicated to a single deity, though some consider themselves to be general students of the divine and apprentice under the tutelage of several orders. Over the course of their studies, they learn not only religious tenets, but also how to call on divine beings for blessings.

As an acolyte, you gain the following feats at the given levels.

Level 1: Initiate of the Faith

You can call on divine forces to create minor miracles.

Prerequisite: Wisdom 11 or higher

Benefit: Choose two minor spells from the cleric's spell list. You know and can use those spells. You use Wisdom as your magic ability for these spells.

Level 3: Sanctified Weapon

When you wield a weapon in the name of your deity, you are bolstered by your faith and your god's power.

Prerequisite: Able to cast at least one spell from the cleric's spell list

Benefit: As an action, you can sanctify a weapon that you are holding. For 1 minute, any bludgeoning, piercing, or slashing damage you deal with that weapon is instead holy damage (or unholy damage, if you worship an evil god). When you miss with an attack using this weapon, you can end this effect to reroll the attack and use either result.

Dual Wielder

The art of fighting with two weapons can be difficult to master, but the dual wielder has both the grace and skill to pull off such a complex fighting style. Switching from offense to defense and back again, dual wielders keep their enemies unbalanced by striking from two directions at once, weaving their weapons in a complex pattern to turn aside strikes and set up swift counterattacks.

As a dual wielder, you gain the following feats at the given levels.

Level 1: Two-Weapon Fighting

When wielding a pair of lightweight weapons, you can strike twice.

Benefit: While you are wielding a finesse weapon in each hand and have proficiency with each weapon, you can make two attacks as an action, one with each weapon. All the damage of each of these attacks is halved.

Level 3: Two-Weapon Defense

You can use the weapon you wield in your off hand to defend yourself against incoming attacks.

Benefit: While you are wielding a finesse weapon in each hand and have proficiency with each weapon, you gain a +1 bonus to AC.

Guardian

Through conscious effort or menacing presence, the guardian commands attention on the battlefield. Guardians protect those who cannot protect themselves, often putting themselves at great risk by intercepting enemies' attacks. Alert, wary, and often selfless, guardians stand as bulwarks against the tide of enemy combatants.

Guardians arise from many different backgrounds and professions. Some might have been professional soldiers, having learned techniques from fighting in military formations. Others are valiant knights, and the act of protection

arises from a singular commitment to a chivalric code.

As a guardian, you gain the following feats at the given levels.

Level 1: Defender

You can interpose your shield between your allies and their attackers.

Prerequisite: Proficiency with shields

Benefit: When a creature within 5 feet of you is attacked while you are wielding a shield, you can use a reaction to impose disadvantage on the attack roll.

Level 3: Hold the Line

You can use your shield to stop oncoming enemies in their tracks.

Prerequisite: Proficiency with shields

Benefit: When a creature of your size or smaller moves into your reach while you are wielding a shield, you can use a reaction to cause the creature to lose the rest of its move.

Healer

Having studied the healing arts, you work to ease suffering, mend wounds, and cure sickness. You know how to brew antidotes for most poisons. You can prepare herbal remedies to promote healing. Your ministrations bring hope to the hopeless, health to the sick, and perhaps even life to the dying.

Divine magic's curative powers draw many would-be healers into the service of the gods. Temples devoted to gods of mercy, healing, and good often serve their patron deities by working in their communities to aid those in need. These good works attract healers to join the faithful and study advanced healing arts.

Still, there are limits on what a temple's devoted can provide to a population. After all, the gods do not invest magical power in all their followers. Thus it falls to wisdoms, herbalists, surgeons, and physicians to do the work the temples cannot. Rather than cast spells, these healers study the healing properties of special herbs and create poultices to clean wounds and infusions to restore the body's strength to combat sickness.

As a healer, you gain the following feats at the given levels.

Level 1: Herbalism

You have mastered the techniques that allow you to create potions, bandages, and healing kits.

Prerequisite: Intelligence or Wisdom of 11 or higher

Benefit: You can spend 1 hour to create up to three items, chosen in any combination from this list.

- ♦ antitoxin (25 gp)
- ♦ healing potion (25 gp)
- ♦ healer's kit (2 gp 5 sp)

To create an item, you must expend material components (herbs, vials, cloth, and the like) worth the amount given for each item.

Special: If you gain this feat at the time of character creation, you start play with one antitoxin, one healer's kit, and one healing potion.

Level 3: Healer's Touch

You have a knack for healing that makes your care better for your allies.

Prerequisite: Intelligence or Wisdom of 11 or higher

Benefit: Whenever you would roll dice to determine how many hit points a spell, magic item, or other effect restores, do not roll the dice but instead take the maximum possible result.

If you create a potion that heals, that potion always restores the maximum number of hit points.

Finally, when you take a rest, if you have a healer's kit you can tend to wounds and aid your allies in the healing process. You can tend to yourself and up to six other creatures, and when you do, any Hit Dice spent by tended creatures always restore the maximum number of hit points.

Jack-of-All-Trades

The jack-of-all-trades is a master of absorbing the basic knowledge needed to be competent in a wide variety of tasks. Such a person knows a little bit about everything, likely due to being widely traveled or serving multiple apprenticeships. A jack-of-all-trades is good at stepping into many different situations and acting competently, sometimes defying expectations based on race or background.

As a jack-of-all-trades, you gain the following feats at the given levels.

Levels 1 & 3: Skill Training

You have specialized training and experience that gives you an edge in certain situations.

Benefit: Choose a skill you are not trained in. You gain training in that skill.

Special: You can select this feat multiple times.

Lurker

Nowhere are lurkers more at home than in the shadows. Flitting from one pool of darkness to the next, they move unseen, unheard, and undetected. Lurkers know how to control their movements so they don't give away their positions when hidden.

As a lurker, you gain the following feats at the given levels.

Level 1: Ambusher

You strike foes with deadly precision when you catch them unaware.

Prerequisite: Dexterity 11 or higher

Benefit: When you start your turn hidden from a creature, you have advantage on your first attack roll against that creature during that turn, even if you are revealed or otherwise become unhidden during that turn.

Level 3: Skulker

When you miss your enemies at range, they do not become aware of your presence.

Prerequisite: Dexterity 11 or higher

Benefit: When you are hidden from a creature, if you miss with a ranged attack against that creature, attacking does not reveal your location.

Magic-User

Magic-users approach magic and its mastery from an academic perspective. No matter what magical tradition they embrace, whether they are clerics devoted to the god of magic or wizards who apprenticed under a master for many long years, they depend on the methods and techniques set forth by those who have come before. As a result of their studied approach, magic-users have a solid foundation for advancing their magical knowledge.

As a magic-user, you gain the following feats at the given levels.

Level 1: Arcane Dabbler

Your study of magic rewards you with two minor spells.

Prerequisite: Intelligence 11 or higher

Benefit: Choose two minor spells (cantrips) from the wizard's spell list. You know and can use those spells. You use Intelligence as your magic ability for these spells.

Level 3: Find Familiar

You have a familiar, an animal with powerful ties to the realm of spirits.

Prerequisite: Able to cast at least one spell from the wizard's spell list

Benefit: You can bond with a familiar by mastering and performing a special ritual, as described in the "Bonding with a Familiar" sidebar. You can have only one familiar at a time.

Your familiar appears only when you summon it as an action, and you can dismiss the familiar with another action, causing it to return to an extradimensional space. It acts independently of you but always obeys your commands.

While you are within 100 feet of your familiar, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears for 1 round, and you also gain the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regard to your own senses.

Finally, while within 100 feet of your familiar, you can have it deliver spells that require touching a creature, so that it touches the creature on your behalf. If the spell requires an attack roll, you use your attack modifier for the roll. The familiar cannot make attacks of its own.

Choose a familiar. Each familiar has the same statistics, modified by the type you choose.

◆ **Bat:** Cannot be blinded; has darkvision with a range of 20 feet; has a speed of 5 feet and a fly speed of 20 feet.

◆ **Cat:** Gains a +5 bonus to checks made to sneak and hide; takes no damage when falling 20 feet or less.

◆ **Hawk:** Has a speed of 5 feet and a fly speed of 30 feet.

◆ **Owl:** Has darkvision with a range of 40 feet; has a speed of 5 feet and a fly speed of 25 feet.

◆ **Rat:** Gains a +5 bonus to checks made to climb and a +5 bonus to checks made to sneak and hide.

◆ **Raven:** Has a speed of 5 feet and a fly speed of 25 feet; can mimic simple sounds (such as a person whispering, a baby crying, or a small animal chittering).

◆ **Snake:** Gains a +5 bonus to checks made to sneak and hide, and a +5 bonus when rolling for initiative.

◆ **Toad:** Can jump up to 10 feet.

◆ **Weasel:** Gains a +5 bonus to checks made to climb and a +5 bonus to checks made to sneak and hide.

Familiar

Tiny magical beast

Armor Class 12

Hit Points 9 (2d8)

Speed 20 ft.

Str 2 (-4)

Dex 12 (+1)

Con 6 (-2)

Int 2 (-4)

Wis 10 (+0)

Cha 2 (-4)

TRAITS

Familiar: When a familiar drops to 0 hit points or fewer, it disappears, leaving behind no physical form. The familiar cannot reappear until its master recalls it by spending 30 minutes performing a minor ritual.

Bonding with a Familiar

A familiar is a magical, unusually tough, and intelligent version of a small animal such as a cat, a toad, or an owl. Although it resembles a normal animal, it is, in fact, a spirit that has taken physical form. To bond with a familiar, you must learn and master a special ritual that allows you to call it forth and bind it to your service. At the time of the ritual's performance, you choose the type of familiar you seek.

The process of calling a familiar is exhausting and expensive. To do so, you must stoke a brass brazier with charcoal and add 100 gp worth of incense, herbs, and fat. For the next day, you must perform an incantation, casting out your voice into the ether. At the end of this time, your new familiar crawls out from the smoking remains of the brazier's contents, bound to serve you.

Necromancer

Necromancers are masters of the school of magic that deals with the fundamental forces of life, death, and undeath. They manipulate the energy that animates all living creatures, and can sap the vitality from a creature, transforming it into magical power that they can manipulate with ease.

Most necromancers are seen as sinister beings due to their close association with death. Not all are evil, but the forces they manipulate are considered forbidden or taboo by most societies. Couple that

distaste with the fact that such forces often manifest as spirits and other ghosts, and it is easy to see why necromancers frequently face prejudice from civilized folk.

As a necromancer, you gain the following feats at the given levels.

Level 1: Aura of Souls

When you slay an enemy, you reach out to seize its departing soul, converting it into your own vitality.

Prerequisite: Able to cast at least one spell

Benefit: As an action, you can capture the fleeing life energy of a creature that has died within the last minute, transforming it into a spirit that hovers near you. The creature's corpse must be within 50 feet of you. You can have no more than two such spirits at your disposal at any given time. These spirits dissipate after 1 minute.

When you cast a necromancy spell, you can destroy one of these spirits to give yourself advantage on one attack roll you make with that spell, or give one target disadvantage on a single saving throw made against that spell.

Level 3: Animate Servant

You have an undead servant that obeys you unquestioningly.

Prerequisite: Able to cast at least one spell

Benefit: You animate the skeleton of a slain Medium or Small creature, transforming it into a loyal servant. You can have only one animate servant at a time, but if it is destroyed, you can create a new one from another skeleton.

The animate servant follows you wherever you travel and is compelled by necromancy to do your bidding. It acts independently of you but always obeys your commands. Once created, an animate servant remains with you until it drops to 0 hit points (at which point it is destroyed) or until you willingly end the magic that animates it. If the animate servant enters an area where magic is disrupted or does not work, the servant is destroyed.

Your animate servant can perform most menial tasks that you command, but anything requiring complex instruction is beyond its capabilities. It can open doors, carry gear, wield simple weapons, or otherwise manipulate objects that a creature of its size would be able to manipulate.

While within 100 feet of your animate servant, you can use an action to command it to attack. On its turn, the animate servant makes an attack using

whatever method it can against a target you designate.

Animate Servant

Medium or Small undead

Armor Class 12

Hit Points 13 (3d6 + 3); resistant to piercing and slashing damage; vulnerable to bludgeoning and holy damage

Speed 25 ft.

Str 14 (+2)

Dex 9 (-1)

Con 10 (+0)

Int - (-4)

Wis 10 (+0)

Cha 6 (-2)

TRAITS

Fearless: The animate servant cannot be frightened.

Mindless: The animate servant cannot be charmed.

ACTIONS

Melee Attack—Slam: +2 to hit (reach 5 ft.; one creature).

Hit: 1d6+2 bludgeoning damage.

Animate Servants

To create an animate servant, you must have a basic mastery of the necromantic energy that governs life and death. Thus, only spellcasters can create animate servants, which, though mindless undead, are magically bound to their creator's will. Such servants are no mere skeletons; they are extensions of their creators' necromancy.

The process of creating an animate servant requires 10 minutes and a relatively intact skeleton. You must surround the skeleton with a ring of powdered bone dust, light black candles at five points on the circle, and invoke necromantic power. The process flenses any remaining flesh from the bones, leaving them pristine and bonding them together in magical animation. If you perform this ritual above a grave, the animate servant claws its way up through the dirt to the surface.

Survivor

A survivor is tough, and that defining trait means far more than being able to take more abuse. He or she can not only stand up to wounds that would fell a lesser warrior, but also continue to push forward when others would need to stop for extended periods of rest. Survivors possess a deep reserve of health that gives them the ability to recover more quickly than most people.

As a survivor, you gain the following feats at the given levels.

Levels 1 & 3: Toughness

You are remarkably durable for your kind, and can stand up to punishment that would send other people to death's door.

Benefit: You gain an additional Hit Die, a d8. When you gain this feat, roll the die and add the result (or 5) to your maximum hit points.

Special: You can select this feat multiple times.

Playtest