

V4

THE EXPANDED HANDBOOK

By WarfrontJack

DUNGEONS  **DRAGONS**

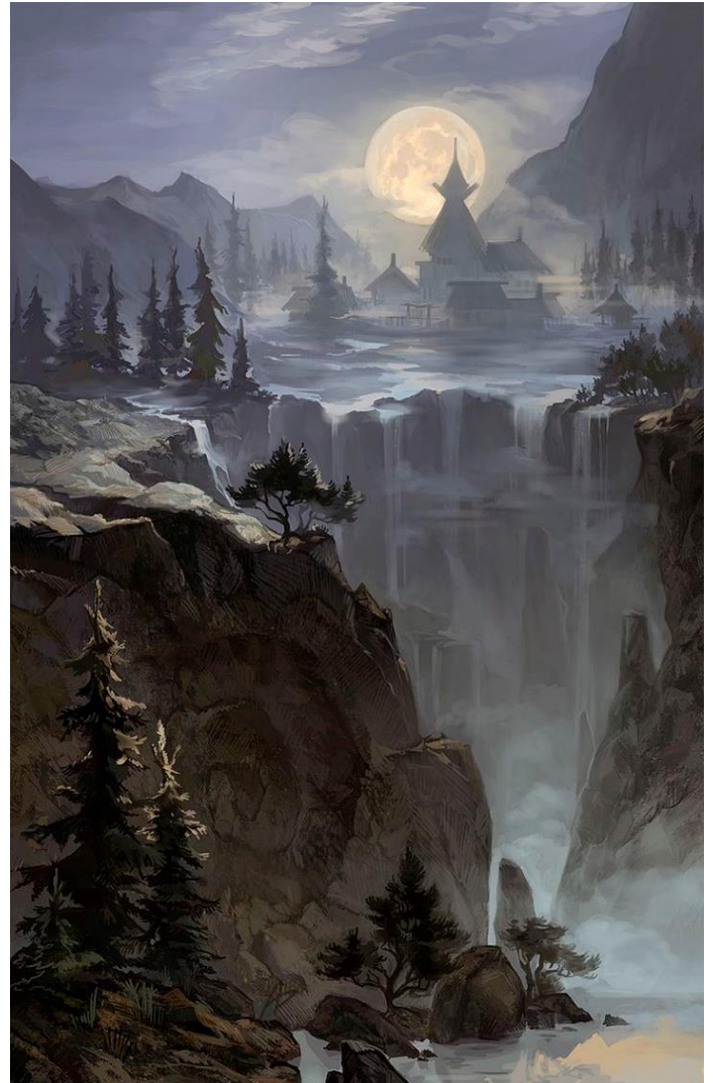
An Expansion of Character Options for the
World's Greatest Role-Playing Game

WELCOME TO THE EXPANDED HANDBOOK

Detailed below are twenty-four new subclass options available to various classes of various types, with new options for all of the classes. This is the fourth revision, featuring rebalancing for many subclasses and redesigns based on community feedback, introduction new subclasses.

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On the Cover: "Moonfalls" by AnDary depicts a quiet village under the light of a low moon. Any relation to the Expanded Handbook? Not really. It just matches the overall mood. Peaceful and Quiet. Just the way a TPK sounds. Hmmm. Or Party success. Your choice.

Disclaimer: WarfrontJack, nor any party that has aided in the creation of this document is not responsible for any possible retribution for the use of black magic, freezing of creatures, nor the regret for choosing the wrong character option, all which can potentially occur by using these subclasses. Enjoy.

BARBARIAN PATHS

At 3rd level, a barbarian can commit themselves to a path of their choice and can now choose the Path of the Bastion in addition to any other options.

PATH OF THE BASTION

This archetype focuses on protection of one's allies, whilst remaining an effective combatant. Barbarians of this path are defenders of the weak and often appear as heavily armored knights, with some of the training of monks to maintain their own internal harmony. The goals of a bastion can aim to sunder enemies or to protect allies.

HEART OF STEEL

Beginning when you begin this path at 3rd level, you gain proficiency with heavy armor. Whilst wearing heavy armor, you do not gain the benefits of your Unarmored Defense feature, but, you can still gain the benefits of your Rage feature and your Fast Movement feature that you gain at 5th level.

RESILIENT

Also, at 3rd level, when you take damage while raging, you can choose to expend your reaction to target one ally within 10ft. of you, if you do so, you and that ally gain resistance to that type of damage until the end of your next turn.

DEFENDER

At 6th, when you deal damage to a creature within your reach, you can cause that creature to have disadvantage on all attack rolls against other creatures within 10ft. of you until the beginning of your next turn.

SERENE GUARDIAN

Also, at 10th level, you can use your bonus action to end one effect on yourself or an ally within 10ft of you that is causing you or your ally to be charmed or frightened.

STRONGHOLD OF RESILIENCE

Beginning at 14th level, whenever you use your Resilient feature, you can target all allies within 10ft. of you, instead of just one.

BARD COLLEGES

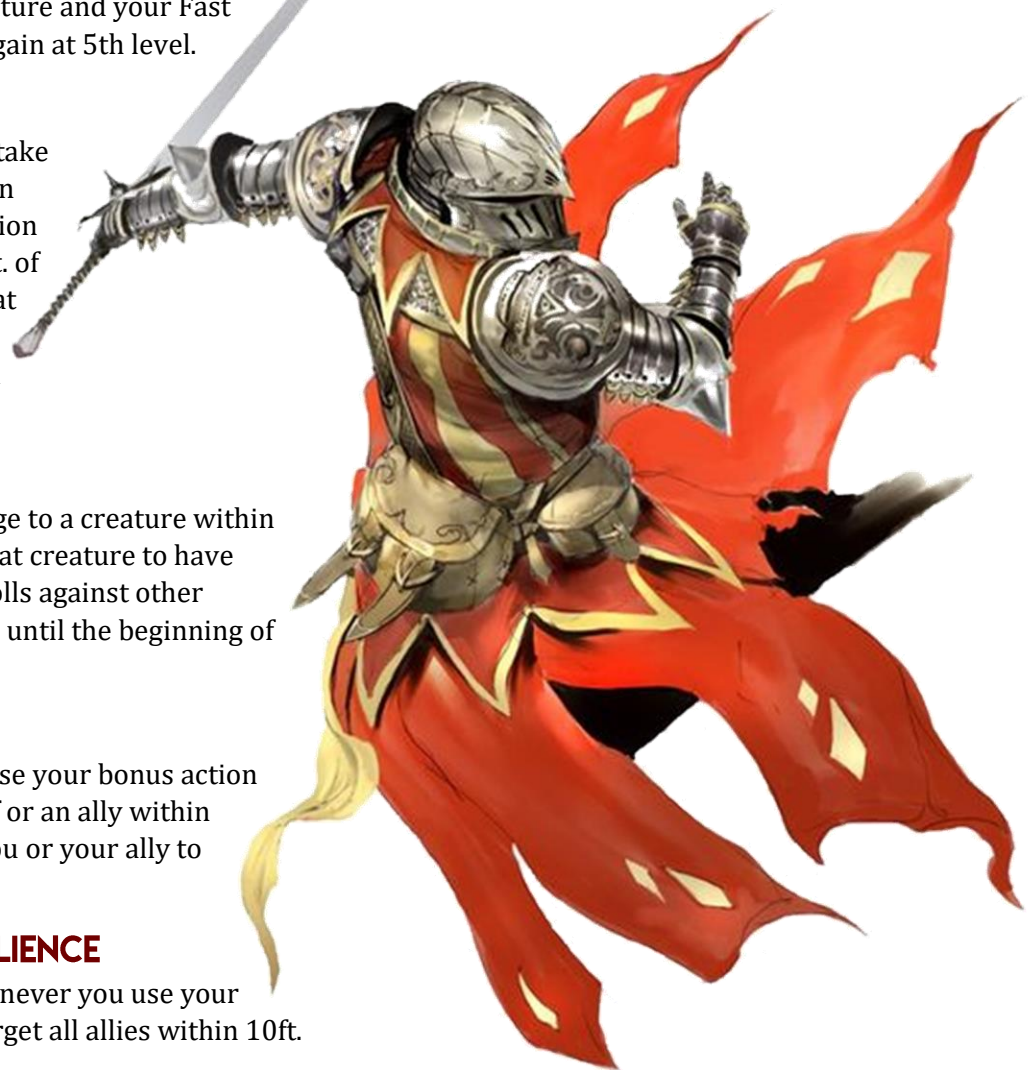
The College of the Medicine is now available to a prospective bard at 3rd level, in addition to any other options you may have.

COLLEGE OF MEDICINE

The College of the Medicine is dedicated to preserving life, and these bards weave together knowledge of spellcraft, soothing music, and a touch of alchemy, all aimed to keep allies alive.

MEDICAL TRAINING

Beginning at 3rd level, you also gain proficiency with Medium armor, and proficiency with the medicine skill and the herbalism kit. Additionally, you can create one basic healing potion with a use your herbalism kit over the course of a long rest. The potion spoils after 24 hours.



MEDIC

Beginning at 3rd level, when you expend a spell slot on a healing spell, you can also expend a use of your bardic inspiration to add extra restored hit points to the target equal to the roll of the extra die.

RAPID MEDICINE

At 6th level, you can now create a healing potion by expending a use of your herbalism kit over the course of a short rest and can create two basic healing potions over the course of a long rest.

Additionally, when an ally consumes a potion you create, you can also expend a use of your bardic inspiration to add extra restored hit points to the target equal to the roll of the extra die.

MEDICAL MASTERY

Beginning at 14th level, whenever you cast a spell of the 5th level or lower that restores hit points, you can expend a use of bardic inspiration to maximize the healing done to a single target.

BLOOD HUNTER ORDERS

The following Blood Hunter order is available to new blood hunters to join in the dark of night, in addition to any other options you may consider.

THE ORDER OF THE RONIN

The Ronin is considered a heretical individual, one that is masterless and has learned of the black arts of blood magic. Ronin are nearly unbreakable, and the enemies in a Ronin's path have but a grim choice: kill or die fighting.

CRIMSON BLADE

Starting at 3rd level, when you choose to activate a rite you know, you can choose to take additional damage equal to half your level (rounded down). If you do, you can cause an elemental blade to form in your free hand when you activate that rite upon a weapon you are wielding with one hand.

A crimson blade deals your rite damage, and when you make an attack with your crimson blade, you use your Wisdom modifier for attack and damage rolls. You can also dismiss the blade or evoke it with a free action as long as your crimson rite is still active. Additionally, using the blade does count as dual wielding, but your main weapon does not need the

light property as long as it is only being wielded with one hand.

QUICK BLADE

Starting at 7th level, you can now attack with your crimson blade as a bonus action regardless of whether you take the attack action or not, and you can expend your reaction to

DISTANT STRIKE

Starting at 11th level, your crimson blade has a range of 60ft, and whether on a hit or miss, the crimson blade reappears in your hand. The ranged attack still uses your wisdom modifier for attack and damage rolls.

SANGUINE BLADE

Starting at 15th level, whenever you manifest your crimson blade, you can instead choose to take the normal rite damage instead of half. If you do so, the damage die is doubled for the weapon attacks you make with that crimson blade.

CRIMSON ADEPT

Starting at 18th level, your mastery of crimson rites is perfected. When you suffer damage while you have a rite active, you can expend your reaction to grant yourself advantage on all weapon attacks you make your next turn.

ORDER OF THE BLOOD ANGEL

A Blood Angel is a blood hunter that swears an oath to a celestial power or with a good aligned plane: such as a Solar or Arborea. These hunters are feared by creatures of the dark, as they reject the mantle of monstrosity to become agents of the divine.

HALLOWED CRIMSON RITES

When you join this order at 3rd level, you learn either the esoteric Rite of the Dawn (detailed below) or the Rite of the Dead.

Rite of the Dawn. Your rite damage is radiant type.

If you hit a fiend with a rite that you gain from this feature, it suffers additional rite damage equal to your Wisdom modifier.

Upon reaching 11th level, any creature you hit with a rite that you gain from this feature suffers this additional rite damage.

BLOODSWORN SMITE

Beginning at 7th level, once per short rest, as a bonus action, you can flare a weapon under your one of your Rites and for cause the next weapon attack to deal an extra two rite dice of damage.

CONSUMPTIVE RITES

At 11th level, when you have a blood rite active, you can choose to take your wisdom modifier as rite damage. If you do so, you can add double the amount of your wisdom modifier as damage to all attacks you make until the beginning of your next turn.

BOON OF THE DIVINE

Beginning at 15th level, you can as a bonus action reveal spectral angelic wings. These wings grant you a flying speed equal to your walking speed, and last until you are incapacitated or you dismiss them with a bonus action. If you already have a flying speed, your flying speed increases by 10ft. when you manifest the wings.

SAINT OF CRIMSON & RITES

Beginning at 18th level, you can undergo a supernatural transformation once per long rest. This transformation grants the following benefits for 1 minute:

- **Angelic Visage.** Your form becomes like an angel's, and your flying speed from your spectral wings is doubled.
- **Heightened Rites.** You ignore resistance to your weapon attacks and treat immunity to your rite damage as resistance.
- **Rite-Infused.** You gain immunity to the damage type of your active rites.

CLERIC DOMAINS

The following domains are now available for clerics to follow and adhere to.

FIRE DOMAIN

The fire domain focuses on the passion of life, the bright burning, and then the quick extinguishment. Gods of this domain teach to focus upon the spark, and then let the flame that was kindled grow into a wild fire, regardless whether it is for good or evil. On the other side of this scale is learning to snuff out this spark, typically via incineration. Clerics of this domain use and view fire as the medium in which the

gods show themselves, and thus, even if unnecessary, these clerics often carry sources of fire, whether it be torch, lantern, or campfire.

DOMAIN SPELLS

Spell Level	Spells
1st	<i>Burning Hands, Heroism</i>
2nd	<i>Aganazzer's Scorcher, Flame Blade</i>
3rd	<i>Fireball, Beacon of Hope</i>
4th	<i>Fire Shield, Wall of Fire</i>
5th	<i>Flame Strike, Immolation</i>

BONUS CANTRIP

When you choose this domain at 1st level, you gain the Control Flames cantrips.

BOLSTERING FLAMES

Additionally, at 1st level, your fire spells can be a source of respite for your allies: whenever you make an attack roll or force a target to make a saving throw against fire damage, you can roll a die equal to one die of the fire spell. When you do so, one ally within 30ft. of you gains temporary hit points equal to the rolled die. You can use this ability a number of times equal to your wisdom modifier per a long rest.

CHANNEL DIVINITY: FOCUSED HEAT

Beginning at 2nd level, you can use your Channel Divinity to call upon the power of flame. Whenever you cast a fire-based spell, you can expend your reaction to focus the power of your fire-based spells and can reroll a number of the dice equal to your wisdom modifier.

CHANNEL DIVINITY: SKYFIRE SMITE

Starting at 6th level, you can use your Channel Divinity to call a powerful strike of flame to incinerate your foes.

As an action, you can present your holy symbol and make a melee spell attack. If the attack hits, that target takes fire damage equal your cleric level.

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 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

AVATAR OF FIRE

Beginning at 17th level, you can become an avatar of pure flame. As an action, you present your holy symbol and become an avatar of fire for one minute.

This grants several benefits to you:

- You can make weapon attacks using your wisdom modifier for attack and damage rolls.
- Whenever you suffer damage, you can cause that target as a reaction to take fire damage equal to half your cleric level.
- You shed bright light for 15ft, and dim light for an additional 15ft.

TRAVELER DOMAIN

The Traveler Domain focuses upon travel and the wandering of a free spirit. Traveler's make excellent companions on adventurers as they can aid in shortening long travel and they hold a large amount of practical knowledge. Gods of this domain are often wise, but rather than bookish, they are free spirited travelers who wander all of the cosmos.

DOMAIN SPELLS

<i>Spell Level</i>	<i>Spells</i>
<i>1st</i>	<i>Expeditious Retreat, Zephyr Strike</i>
<i>2nd</i>	<i>Levitate, Spider Climb</i>
<i>3rd</i>	<i>Fly, Tongues</i>
<i>4th</i>	<i>Contact other Plane, Freedom of Movement</i>
<i>5th</i>	<i>Legend Lore, Telekinesis</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with two types of vehicles of your choice and a language of your choice.

STRIDE OF THE TRAVELER

Starting at 1st level, whenever you cast a spell, your speed increases by 10ft. This ability stacks up to a +30 bonus. You lose this extra speed after ten minutes. You regain this ability after a long rest.

CHANNEL DIVINITY: WANDERER'S GUIDANCE

Beginning at 2nd level, you can invoke your channel divinity as a bonus action to invoke the guidance of all travelers. For one minute you gain advantage on one type ability checks or saving throws of your choice (an example being either intelligence checks or wisdom saving throws).

CHANNEL DIVINITY: LONG DISTANCE

Beginning at 6th level, you can as an action, invoke your channel divinity to cause you and your allies to become fleet of foot for the next eight hours. Eight allies within your movement range have their speed increase by 10ft. Additionally, your party can travel at a fast pace without suffering any penalties.

CHANNEL DIVINITY: CHARGING STRIKE

Starting at 8th level, as action, you invoke your channel divinity can make a weapon attack. If you hit, you deal damage equal to half the number of feet you moved this turn.

BOON OF THE TRAVELER

Beginning at 17th level, you have been blessed with the power to bend the fickle power of the travelers, and thus your strides provide greater benefit. As a bonus action, you can teleport once on each of your turns a number of feet equal to your Traveler's Stride feature and ignore all difficult terrain until the beginning of your next turn.

WINTER DOMAIN

The Winter Domain is primarily associated with death, but winter is also the time when weakness is culled, which is prettily named as survival of the fittest. Clerics of this domain often hold gauntlets to see who the superior hunter is. The gods of the Winter domain are often unflinchingly course, but not necessarily unjust or cruel.

DOMAIN SPELLS

Spell Level	Spells
1st	<i>Hunter's Mark, Snare</i>
2nd	<i>Pass without Trace, Snilloc's Snowball Swarm</i>
3rd	<i>Conjure Barrage, Nondetection</i>
4th	<i>Ice Storm, Locate Creature</i>
5th	<i>Cone of Cold, Maelstrom</i>

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with the Longbow and one of the following skills: Nature, Perception, or Survival.

HUNTER

Starting at 1st level, whenever you make a weapon attack, can cause your target to lose any benefit of cover, save total cover, against your ranged and spell attacks until the end of your next turn.

SNOW WALKER

Also, at 1st level, you have been inured to some of the snow's worst effects, and as such, you can ignore difficult terrain created by ice or snow. You also no longer leave tracks on snow.

CHANNEL DIVINITY: HUNTER'S PROWESS

Starting at 2nd level, as a bonus action, you can use your Channel Divinity to augment you and your party's hunting prowess. When you use this feature, for the next 8 hours, your party can travel at a normal pace and still forage and hunt, and additionally, gathers double the amount of food and water than normal.

CHANNEL DIVINITY: HUNTER'S ACCURACY

Starting at 6th level, you can use your Channel Divinity to succeed where most would fail. When you make an attack, ability check, or a saving throw, you can expend a use of your channel divinity to add a d10 to your roll.

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

cold damage to the target. When you reach 14th level, the extra damage increases to 2d8.

TOMB OF THE FROSTBITTEN

Starting at 17th level, when you hit a creature with an attack, you can use this feature to instantly cause the target to be incased in a thick layer of ice and rime. While incased, the creature is considered petrified with a vulnerability to fire damage.

At the end of your next turn, the ice coating shatters. The creature then takes 8d10 cold damage and loses its resistances, and its immunities become resistances.

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



DRUID CIRCLES

The following circle is available to druids looking to join a circle, in addition to any other options you may be looking at.

CIRCLE OF ELEMENTS

There are many forces of nature, from the raging flames, the frigid frosts, or the destructive storms. Druids of this circle channel the energies of forest fires, lightning strikes, blizzards, and the mountains into their wild shape forms. These druids do what others can't or won't: they reach into powerful energies in the world and let it infuse themselves, becoming living engines of destruction.



ELEMENTAL WILD SHAPE

When you initiate this path at 2nd level, whenever you complete a long or short rest, you can attune to a particular element of your choice, which affects your wild shape:

- **Attunement of Flame.** Your wild shape's weapon attacks rolls gain a bonus equal to half of your proficiency modifier. This attunement's damage type is Fire.
- **Attunement of Water.** Your wild shape's AC increases by 2. This attunement's damage type is Cold.
- **Attunement of Air.** Your wild shape's speed increases by 10 feet. This attunement's damage type is Lightning.
- **Attunement of Earth.** When you transform into your wild shape, you gain temporary hit points equal to your level. You lose these temporary hit points whenever you leave your wild shape. This attunement's damage type is Force.

MAW OF THE ELEMENTS

Starting at 6th level, whenever you make an attack, you can deal an extra 2d8 damage once per turn. This damage is determined by your attunement's damage type.

PRIMORDIAL WILD SHAPE

At 10th level, as an action, when in your wild shape, you can call on an aspect formed from one of the elements of nature. This ability also switches your current attunement to match the corresponding aspect.

- **Aspect of the Inferno.** When you initiate a connection with this attunement, you become an inferno of fire energy for one minute. As part of the action to initiate this attunement and as an action on each of your turns, you can make an attack roll against a single

enemy within 30ft. of you. This target takes 3d8 fire damage on a hit or half on a miss.

- **Aspect of the Deeps.** When you initiate a connection with this attunement, you become as a void of frothing water for one minute. You automatically are missed by opportunity attacks and when you suffer damage, you can use your reaction reduce the damage by half your level.
- **Aspect of the Storm.** When you initiate a connection with this attunement, you become a mass of raging winds for one minute. You gain a hover speed, and your weapon attacks deal lightning damage.
- **Aspect of the Mountain.** When you initiate a connection with this attunement, you become a mountain of ancient stone for one minute. You become large, and your AC increases by 3.

WILD SHAPE MASTERY

Starting at 14th level, when you change into your wild shape, you now gain two new benefits:

- **Elemental Resistance.** You gain immunity to the damage type associated with your attunement.
- **Elemental Smite.** You can as an action, make a weapon attack in your wild shape, you can expend a spell slot whilst in your wild shape to deal an extra 2d8 damage per slot level. This damage is determined by your attunement's damage type.

FIGHTER ARCHETYPES

The Nomad, Sorcerous Knight, and Psihunter are now available for a fighter to specialize into in addition to any other options you may consider.

THE NOMAD

You specialize in moving, dodging, and hitting precisely where you need to. Nomads make use of their mobility and their fluid and rapid attack style to swiftly overtake a battlefield and quickly move and attack opponent to opponent.

MOBILE

Beginning at 3rd level, you can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

PARRY

Also, at 3rd level, you can use your weapon to deflect the brunt of an attack when you are hit by an attack. When you are wielding a weapon and you take damage you can reduce the damage taken by your weapon's damage die + your damage modifier.

FEINT

At 7th level, once per turn when you make a weapon attack with a weapon that deals slashing damage and miss with that attack, you can grant your next attack roll advantage.

NOMADIC STRIKE

Beginning at 10th level, whenever you make a weapon attack and hit, you can choose to immediately move 10ft. without provoking opportunity attacks. You may only use this feature once per turn.

RAPID STRIKE

Starting at 15th level, if you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional weapon attack against that target, as part of the same action. You can only do so once per turn.

PRECISE STRIKES

At 18th level, your mastery of blades grants you the ability to strike even if you were to miss. If you miss with an attack roll using a weapon that deals piercing or slashing damage on your turn, you can reroll that attack. You can use this feature only once on each of your turns.

SORCEROUS KNIGHT

Sorcerous Knights train to bolster their physical prowess with arcane power borne from their own veins. They have powers unexplained, and those with this power tap into their sorcerous power to further their martial prowess.

SORCEROUS ORIGIN

At 3rd level, your sorcerous origins begin to emerge, and you gain a benefit based on your sorcerous origin.

- **Draconic.** Your body manifests patches of scales that make up for the gaps that may be in your armor. You gain a +2 to your AC.
- **Wild Magic.** Wild chaos stirs in your veins, and when making a melee attack, you choose to charge it with arcane energy, this attack is then considered magical. Additionally, you must roll an additional d20, and on a one, you must roll on the Wild Magic Surge Table.
- **Divine.** You are divinely resilient. As a bonus action, once per long rest, you can gain half your level, rounded down, as temporary hit points. The extra hit points last until depleted or you take a long rest.
- **Shadow:** You can see through magical and normal darkness in a 60ft range.
- **Storm.** When you make a weapon attack, you can as a bonus action inflict an extra damage die of your weapon as lightning damage on that attack. You can use this ability once per short or long rest.

MARTIAL SAVANT

Also, at 3rd level, you learn the green-flame blade and booming blade cantrips. Charisma is your spellcasting ability for these cantrips.



MARTIAL MAGIC

At 7th level, you have learned how to twist the arcane magic of your bloodline to improve your own martial ability. You gain two Martial Magic options. You can only use one martial magic option on a single attack. You gain another option at 13th level.

Martial Magic is fueled by Arcana Points. You start with five Arcana Points, and you expend one whenever you use a Martial Magic option. You regain all of your Arcana Points when you finish a short or long rest.

You gain an additional Arcana Point at 15th level.

- **Bladestorm.** When you make a melee weapon attack against a creature, you can spend an arcana point to cause two other creatures also in range to automatically take half damage from that same attack.
- **Unerring Shot.** When you make a ranged weapon attack that has a range of 5 feet or greater, you can spend 1 arcana point to double the range of the attack and to ignore $\frac{3}{4}$ and $\frac{1}{2}$ quarters cover.
- **Hit & Run.** When you make a weapon attack, you can spend an arcana point to dash as a bonus action. This dash allows you to
- **Sorcerous Smite.** When you roll damage for a weapon attack, you can spend 1 arcana point to roll an additional die of force damage to that damage roll of that attack.
- **Weapon Throw.** When you make an attack with a melee weapon that does not have the ranged property, you can spend 1 arcana point to make the range of the weapon attack 30 feet. The weapon returns to your hand automatically.
- **Power Strike.** Whenever you make a weapon attack, you can spend an arcana point to push the target 10ft. in a direction of your choice.

STUNNING CHARISMA

At 10th level, your mastery of your innate magic deepens. As a bonus action, you can spend an arcana point to stun a creature. Make a charisma check contested by that creature's charisma score. If you succeed, you stun the creature until the beginning of your next turn.

SORCERY APPARENT

At 15th level, your sorcerous bloodline is now clearly plain.

- **Draconic.** Your body manifests a set of draconic wings, giving you a flying speed equal to your walking speed.
- **Wild Magic.** Wild chaos runs rampant in your veins, whenever you roll on the Wild Magic Surge Table, you may roll twice and choose which option to use.
- **Divine.** You can as a bonus action reveal spectral wings: Eagle for Good and Lawful; Bat for Chaotic and Evil, and dragonfly for true neutral. These wings grant you a flying speed equal to your walking speed, and last until you are incapacitated, or you dismiss them with a bonus action.
- **Shadow.** As an action, you can summon a Shadow under your control. This Shadow however, shares your alignment, cannot not reduce a creature's strength score, and has no Sunlight Sensitivity. It lasts until dead, you dismiss it as a free action, or after 5 minutes.
- **Storm.** When you take the dash action, you can make an electric charge, dealing lighting damage to every target within five feet of yourself while charging, equal to your weapon's damage die. You can use this ability once per short rest.

MARTIAL SORCERER

At 18th level, whenever you roll a critical, you can automatically apply a martial magic option you know without expending an Arcana Point.

PSIHUNTER

Psihunters train to hunt the evil and magical through the use of a unique psychic discipline. They master the use of the Hunter's Focus, which allows them to singularly focus on one target, allowing them to harass and slay their prey easier than most. Psionic Hunters organize similar to other guilds, but instead of honing just pure ability, they focus on skill and training the body with a measure of psychic power, becoming masterclass hunters.

ARCANE TRAINING

Beginning when you chose this path at 3rd level, you have proficiency with the survival and arcana skills, learning how to track monsters and of the magics that monsters employ or where created from.

HUNTER'S FOCUS

Also, at 3rd level, you can cast the Hunter's Mark spell twice per long rest. At 5th level, you can cast as a 3rd level spell, and at 9th, as a fifth level spell. You regain this feature at the end of a long rest.

FOCUS PARADIGM

Beginning at 7th level, your understanding of the Hunter's Focus begins to become unique to you as you begin to alter the Hunter's Focus for your own uses. You gain one of the following new traits and another at 10th level:

- **Resilient Mind.** You cannot lose concentration on your Hunter's Focus.
- **Precise Mind.** Your target under your Hunter's Focus gains no benefits of cover from you.
- **Agile Mind.** Your speed increases by 10 ft. while you have your Hunter's Focus is active.
- **Archaic Mind.** Your Hunter's Focus damage deals a damage type of your choice, you choose this type when you gain this feature.
- **Focused Mind.** The damage imposed by your Hunter's Focus is now a d8.

HEIGHTENED SENSES

Beginning at 10th level, you gain blindsight within 10ft. of you. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act still act normally on your first turn.

FOCUS UNRIVALED

Beginning at 15th level, your Hunter's Focus gains a powerful shift in capability as you master your unique Hunter's Focus. You gain one of the following new features and another at 18th level:

- **Unbound Mind.** As a bonus action while your Hunter's Focus is active, you can teleport to be within five feet of a creature under your Hunter's Focus.
- **Clairvoyant Mind.** You have blindsight for 30 ft while your Hunter's Focus is active.

- **Vengeful Mind.** Whenever you hit by an attack made by a creature under your Hunter's Focus, you can cause the target to take your Hunter's Focus damage.
- **Fixated Mind.** Your Hunter's Focus damage changes to a d10.

MASTER'S MARK

At 18th level, you can supernaturally focus upon a quarry you designate. When you miss on an attack against a creature under your Hunter's Focus, you can cause that target to take your Hunter's Focus damage. You can use this ability once per turn.

MONASTIC TRADITIONS

At 3rd level, a monk gains a monastic tradition. The way of the Mystic Blade and the Way of the Streets are now options for new monks in the world.

WAY OF THE STREETS

Those who learn to fight in the style of this tradition often mix other types of training along with more traditional monk styles, resulting in a versatile tradition.

STREET TRAINED

When you pick this pathway at 3rd level, you have figured out how to better aid your own fighting style, choosing one of the following street styles of your choice. You can only gain a street style once.

- **Arcane Style.** You learn one cantrip of your choice. Wisdom is your spellcasting ability for this cantrip.
- **Weapon Style.** Choose two weapons that do not have the heavy or two-handed property. You are now proficient with these weapons and can treat them as monk weapons.
- **Dual Style.** When you use your flurry of blows and are wielding two monk weapons in your hands, you can use your monk weapons instead of your unarmed strikes.

TAKING FULL ADVANTAGE

Beginning at 6th level, you have figured out how you can make your



enemies suffer, you can spend a Ki point to gain advantage on an attack roll. Additionally, whenever you have advantage on an attack roll you make; you can reroll the damage roll as well and use either the original roll or the rerolled roll.

LONG-TIME TRAINED

At 11th level, your time in the streets have taught you how to engage the enemy and your skills have only been honed. You gain another Street Style of your choice.

STREET FIGHTER

Beginning at 17th level, you have learned how to direct all of your effort into your attacks. You can expend 2 Ki points when you make an attack and instead of rolling, you can automatically hit.

PALADIN OATHS

The following paladin oaths are available to a paladin seeking to swear an oath to continue their divine path.

OATH OF THE PYRE

The Oath of the Pyre is another oath that binds a paladin to a solemn oath to smite evil. These paladins are not on a quest for revenge, but rather a crusade against horrors of absolute evil. Often called Torchlights, these paladins are often found in service gods of fire and volcanoes. The ideals of this path emphasize the importance of striking out evil and rooting it out, often absolutely with fire and immolation. Evil paladins that swear this oath typically are call Hellfires, and use fire to extinguish life in their quest for evil.

TENETS OF THE PYRE

Though the exact words and strictures of the Oath of the Pyre vary, paladins of this oath share these tenets.

Vigilance. Evil must be found, extinguished, and burned away, it is not good enough for any remnant of it to survive, for then it will then fester.

Courage. One must be courageous and must take the charge, with fire, there is no hesitation.

Reverence. Fire is also the gate to afterlife and the divine, so make sure to do rites properly and respect the purpose flames serve.

OATH SPELLS

Paladin Level	Spells
3rd	<i>Burning Hands, Hunter's Mark</i>
5th	<i>Aganazzer's Scorcher, Continual Flame</i>
9th	<i>Fireball, Protection from Energy</i>
11th	<i>Locate Creature, Wall of Fire</i>
17th	<i>Dispel Evil & Good, Immolation</i>

CHANNEL DIVINITY

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

Flaming Weapon. As an action, you can imbue one weapon that you are holding with the power of flame, using your Channel Divinity. For 1 minute, you add an extra dice of the weapon's type, but this extra die deals fire damage.

Additionally, the weapon is lit ablaze, so it also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Burning Standard. A banner of raging flame ignites and you can cause each hostile creature within 10 feet of you to make a Wisdom saving throw. If the creature fails its saving throw, it takes your level as fire damage and gain vulnerability to fire damage until the end of your next turn. If it succeeds its saving throw, it takes half your level as fire damage. At 18th level, the range of this channel divinity feature increases to 30 feet.

FIRE AEGIS

Starting at 7th level, you emanate an aura of ash and cinders that empowers you and protects your allies from the brunt of fire's effects. You and friendly creatures within 10 feet of you have resistance to fire damage.

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

ASHEN ONE

Beginning at 15th level, your skin gains an ashen appearance; you are always considered under the effects of Heroism.

PYREBORN

At 20th level, you can invoke the power of your deity to make your form like an inferno, with eyes of flame and skin of ash, this lasts for 1 hour.

- **Heart of the Inferno.** Your weapon attacks deal an extra die of fire damage, and you have immunity to fire damage.
- **Beacon of Fire.** You create an area of bright light for 15 ft, through mundane and magical darkness.
- **Shroud of Flame** All enemies within your aura gain a bonus to all damage rolls, whether mundane or magical, equal to your weapon's damage die as fire damage.

OATH OF WINTER

The Oath of Winter binds a paladin to an oath to protect their allies. These paladins hold that you must be able to pull your own weight within a group, in one form or another. If you can't then you must learn another way to. Just because you lost your fighting ability doesn't mean you can't learn magic. The ideals of this path emphasize the importance of a group, and being strong for the group, similar to wolves.

TENETS OF WINTER

Though the exact words and strictures of the Oath of Winter vary, paladins of this oath share these tenets.

Survival. Survival must always be kept in mind.

Righteousness. One must never commit evil, nor be tempted into evil; otherwise you are weak, and then drain the pack of strength.

Strength. If you are strong, then your allies will be strong as well.

Loyalty. You must always be loyal to your allies, and trust they will protect you, as you protect them.

OATH SPELLS

Paladin Level	Spells
3rd	<i>Hunter's Mark, Longstrider</i>
5th	<i>Pass without Trace, Warding Wind</i>
9th	<i>Sleet Storm, Protection from Energy</i>
11th	<i>Elemental bane, Ice Storm</i>
17th	<i>Cone of Cold, Control Winds</i>

CHANNEL DIVINITY

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

Icebound Weapon. As an action, you can imbue one weapon that you are holding with the power of winter, covering it in a spikey coating of rime using your Channel Divinity. For 1 minute, you add an extra die of the weapon's type, but this extra die deals cold damage.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Winter's Stride. As a bonus action, you can increase your speed by 5ft. for the encounter, and every hostile target you defeat increases this bonus by an additional 5ft in those ten minutes. This bonus stacks up to a +20 bonus.

PACK AURA

Starting at 7th level, when you cast a spell with range of touch or self, you can choose one friendly creature within 10 feet of you to gain the benefits of that spell you cast, as long as they are conscious, and you wish for them to gain the benefits. Any ally can only gain the benefit of this feature once per short rest.

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

SWIFT HUNTER

Beginning at 15th level, you are considered quick on your feet and you are always under the effects of an Expeditious Retreat spell.

AVATAR OF WINTER

At 20th level, you can invoke the power of winter to make your form like that of a savage and wintry avatar, for one hour.

- **Pack Hunter:** You grant advantage to all attacks targeting enemies within 5ft. of you.
- **Bane of Winter.** A 10ft patch of ice surrounds you, acting as difficult terrain and causing an enemy who stands within 10ft. of you to take 1d6 cold damage at the beginning of their turn.

RANGER CONCLAVE

At 3rd level, a fledgling ranger joins either the Erudite or Haunter conclaves, learning their new conclave's secret ways.

ERUDITE CONCLAVE

The Erudite Conclave is a group of rangers that dedicate themselves to mixing their traditional spellcasting with a small number of spells commonly used by wizards. This is in aim to understand and better combat arcane magic. This unique training allows these rangers to ultimately harness the power of arcane magic to their own purpose.

CONCLAVE SPELLS

<i>Ranger Level</i>	<i>Spells</i>
3rd	<i>Searing Smite</i>
5th	<i>Magic Weapon</i>
9th	<i>Counterspell</i>
11th	<i>Staggering Smite</i>
17th	<i>Banishing Smite</i>

RIGOROUS TRAINING

Beginning at 3rd level, you have begun to emulate the behaviors and habits of the Erudite Conclave. You now can speak an additional language of your choice, and you have proficiency with the Arcana skill. Additionally, you have an additional favored enemy of your choice.

MYSTIC ERUDITE

Beginning at 7th level, you become familiarized with how spells affect the senses. Any creature that is your

favored enemy that attempts to charm, frighten, paralyze, petrify, or poison you, does so at disadvantage if they target you with any their magical abilities or spells that impose the said conditions aforementioned.

MAGIC DEFENSE

Beginning at 11th level, whenever you hold a weapon in your hand and you are targeted by an attack; you can add your wisdom bonus to your AC by expending your reaction before that attack hits.

ARCANE STRIKE

Beginning at 15th level, once per long rest, as a bonus action when you make a weapon attack, you can call on the powers of the ancient and arcane to infuse your strike, and you can deal an extra 3d10 Force damage on a single attack, and impose an effect of your choice:

Shunting Strike. The target must make a strength saving throw, on a failure, the creature is pushed 40ft away from you. If they succeed, they are only pushed 20ft.

Dual Strike. You can make another attack as part of this ability against another creature within range of your weapon. The second target takes an extra 3d10 force damage from this second attack.

Binding Strike. The target makes a saving throw against your ranger spell DC. If failed, the target is magically restrained until the beginning of your next turn. If it saves, then the target's speed is halved until the beginning of your next turn.

HAUNTER CONCLAVE

The Haunter Conclave is a group of rangers who set themselves to manipulating the boundary between material world and that of the Shadowfell, in all its dark beauty and blasphemous secrets. The rangers that make up this conclave are a not highly known, and the few that are known are generally known as Reapers, and they are only known as a "scary lot" who can manipulate the forces of life and death into their favor.

HAUNT'S MAGIC

Your understanding of dark magic has allowed you to cause your Hunter's Mark spell to deal necrotic damage and you to learn the Toll the Dead cantrip.

CONCLAVE SPELLS

You learn the following spells at certain levels as you advance in your understanding in manipulating the line between the life and death. These spells are treated as Ranger spells.

<i>Ranger Level</i>	<i>Spells</i>
<i>3rd</i>	<i>Inflict Wounds</i>
<i>5th</i>	<i>Shadow Blade</i>
<i>9th</i>	<i>Vampiric Touch</i>
<i>11th</i>	<i>Phanstasmal Killer</i>
<i>17th</i>	<i>Enervation</i>

DARK VISAGE

At 3rd level, you gain the ability to cause your body to partially drift into the Shadowfell by expending your bonus action, gaining resistance to one type of damage of your choice until the end of your next turn. You can sustain this ability by using additional bonus actions. The portion of your body in the Shadow manifests in the material plane as an unnatural and perhaps ghostly version of your own form.



RESILIENT MIND & SOUL

Beginning at 7th level, you have managed to permanently affix yourself partially into the Shadowfell, and as such, cannot be possessed by any creature, and attempts to charm, read your mind, or to petrify you are done so at disadvantage.

BLADE OF A HAUNT

At 11th level, you can cause a weapon you touch to become a Haunt Weapon until the end of your current turn. A Haunt Weapon deals extra necrotic damage equal to your wisdom modifier, and a target hit by a

haunt weapon has disadvantage on all saving throws against necromancy spells you cast until the end of your next turn.

REAPER

Beginning at 15th level, once per turn, you can deal an extra 1d8 necrotic damage on an attack, and you regain half of any necrotic damage dealt on that attack (minimum 1).

ROGUISH ARCHETYPES

At 3rd level, a rogue chooses their specialization in the craft, with the Marksman and Vanguard options now available.

MARKSMAN

There are those that have mastered ranged combat, called marksmen. Wielding all manners of ranged weapons, they master long distance combat.

MARKSMAN'S TRAINING

Beginning at 3rd level, you gain proficiency with two ranged weapons of your choice. Additionally, switching between a two-handed ranged weapon and a one-handed weapon is now a free action.

TINKERER

Also, at 3rd Level, you gain proficiency in Tinker's tools. These allow you to craft 10 pieces of ammunition with half the normal price of materials.

QUICK EYES

At 9th level, you gain a bonus to perception checks to find creatures hiding from you equal to your dexterity modifier.

LONG DISTANT COMBATANT

Beginning at 13th level, whenever you use a ranged weapon within its maximum range, you may add an extra die of damage of the weapon's type on a successful hit.

HEADSHOT

Beginning at 17th level, once per long rest when you make a ranged weapon attack and hit, you can make that attack a headshot, the target must make a constitution saving throw. If it fails, it automatically drops to 0 hit points. If it succeeds, it instead takes 10d10 damage of your weapon's type.

VANGUARD

The Vanguard is an individual trained with the skills of a rogue and a knight to deftly fight opponents. The



SORCEROUS ORIGINS

At 1st level, a sorcerer's origin makes itself plain, now with the Soulstone available as a Sorcerous Origin.

SOULBLADE ORIGIN

You are an individual whose soul lies in a magical bound blade. This allows you to grant yourself with unnatural weapon prowess. Soulblades often occur as flukes, but also can appear as scions of entities renowned for their martial prowess.

SOULBLADE

At 1st level, you gain proficiency with medium armor, and you also gain a soulblade. A soulblade is a melee weapon you mystically bind to your soul using a 10-minute ritual, in which you must touch the weapon the entire time. Once bonded, the weapon becomes magical, if it is not already, and you become proficient with the now bound weapon, with the ability to use your charisma modifier for attack and damage rolls with that weapon. The bonded weapon can also serve as an arcane focus to your spells. If you lose your soulblade; you can perform an hour-long ritual of transference where you can transfer your soul to another weapon worth at least 1sp. You can transfer your soul to magical weapons as well, but not to sentient weapons or artifacts. You only need to be on the same plane as your soul blade for the ritual of transference to work.

BLADE MAGIC

Additionally, at 1st level, you learn the Zephyr Strike spell, which you can cast for 1 sorcery point. At 9th level, you learn the Steel Wind Strike spell, which you can cast for 5 sorcery points.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SOUL WARD

Beginning at 14th level, any creature you hit with a weapon attack on your turn cannot make opportunity attacks against you until the end of your next turn. Additionally, you can expend your reaction

ability to attack and move unparalleled gives these rogues a dangerous edge when they strike.

BONUS PROFICIENCY

At 3rd level, you gain proficiency with martial weapons and medium armor.

VANGUARD'S TRAINING

Also, at 3rd level, when you use martial weapons, you can use your dexterity modifier, rather than strength, for attack and damage rolls, along with your sneak attack feature on any martial weapon that does not have the heavy or two-handed property.

QUICK STRIKES

Finally, at 3rd level, when you make a weapon attack with your action, you can attack once as a bonus action using your cunning action.

FLEETFOOTED

Starting at 9th level, whenever you take the dash action, you have an additional 10 feet of movement on top of your normal dash speed.

LIGHTNING REFLEXES

Starting at 13th level, whenever you are attacked and suffer damage, you can use your reaction to make a single attack against that target, but sneak attack cannot be used on this reactive attack.

UNCANNY SWIFTNESS

Beginning at 17th level, when you make a sneak attack, you automatically move 10ft. without triggering opportunity attacks.

to gain resistance to one type of damage of your choice until the end of your next turn.

BLADE MASTERY

Beginning at level 18, you can make one weapon attack as a bonus action whenever you use your action to cast a spell.

OTHERWORLDLY PATRONS

At 1st level, a warlock gains the Otherworldly Patron feature. The Stars and Warlord patrons are now available to a prospective warlock.

THE STARS

You are a warlock who has uncovered power in the readings of the stars. You know their secret names and can call upon their power, this is how your pact works; you draw from the power of unseen truths, draw fate to your favor, and yet ultimately, you are an agent of fate.

EXPANDED SPELL LIST

<i>Spell Level</i>	<i>Spells</i>
<i>1st</i>	<i>Guiding Bolt, Identify</i>
<i>2nd</i>	<i>Detect Thoughts, Moonbeam</i>
<i>3rd</i>	<i>Clairvoyance, Magic Circle</i>
<i>4th</i>	<i>Divination, Locate Creature</i>
<i>5th</i>	<i>Dawn, Legend Lore</i>

EYE OF FATE

At 1st level, you gain two fated dice at the end of a long rest. When you finish a long rest, roll two d20 and record the numbers rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with one of these fated rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each fated roll can be used only once. If you change the roll of a creature, you can choose whether that creature also takes half your level as radiant damage (minimum 1). When you finish a long rest, you lose any unused fated rolls.

STAR-BOUND SPELLS

Beginning at 6th level, you can call upon the fickle nature of one of the stars to shore up your magical abilities. Once per long rest, you can cause a spell you

cast to deal radiant damage instead of its normal damage type.

BENDER OF FATES

At 10th level, your understanding of the stars now allows you to exploit the fates of enemies and allies alike. When you or an ally you can see, rolls a saving throw or weapon attack, as a reaction you can grant that check advantage. You can use this feature a number of times equal to your charisma bonus per long rest.

PROPHET OF THE STARS

At 14th level, your understanding of the stars has revealed a deeper understanding, one that has shown you how to utter words to cause failure to your enemies. As a reaction, you can cause a target you see who succeeds a check to fail, as if they rolled a 1, and cause them to take your level in radiant damage. You can use this ability once per short or long rest.

THE WARLORD

You are a warlock who has trained alongside knights and other fighters. You have forged your pact with your own resolve and blood with an interplanar warlord. Your patron that answered you is an unpredictable and cunning entity, yet one thing remains clear: this entity channels its thirst for violence and its dark knowledge through you, allowing you to draw the power and knowledge of what it knows of the universe: that being violence and war. Its predisposition for violence becomes thirst within yourself, whether you desire it or not. It desires infamy, territory, and power, and you are a means to that end, whether as a ruler, a fell knight, or as a renowned adventurer.



EXPANDED SPELL LIST

<i>Spell Level</i>	<i>Spells</i>
1st	<i>Wrathful Smite, Zephyr Strike</i>
2nd	<i>Flame Blade, Pass without Trace</i>
3rd	<i>Elemental Weapon, Haste</i>
4th	<i>Find Greater Steed, Faithful Hound</i>
5th	<i>Dispel Evil & Good, Steel Wind Strike</i>

GRIM KNOWLEDGE

Beginning at 1st level when you forge your pact with the Warlord, you gain proficiency with medium armor and martial weapons. Additionally, whenever you make a skill check related to warfare or tactics, you gain a bonus to the check equal to your charisma modifier.

BLADE FOCUS

Also, at 1st level, you can perform a 10-minute ritual of mystic binding: choose one weapon of your choice, that weapon now uses your charisma score, rather than strength or dexterity, when determining your bonus weapon attack and damage rolls. This benefit extends to any weapon you conjure if you choose the Pact of the Blade at 3rd level.

ARCANE FIGHTING STYLE

Beginning at 6th level, due to the knowledge that your patron has imparted you with, you have learned a fighting style that allows you to still attack when you cast spells. You can make an attack as a bonus action if you take your action to cast a spell on your turn.

BLADE CASTING

At 10th level, you have learned how to channel your spells through magic weapons. Weapons that possess magical enhancements, such as a +1 longsword, can have their bonuses applied to spell attacks and their damage rolls.

BOON OF THE IMMORTAL

At 14th level, your time spent slaying enemies in the Warlord's name has allowed for the Warlord to grant you its boon, it now channels its magic through your mortal form, and thus removing your immediate weakness to general combat. At the end of a long rest, choose three types of damage. You are resistant to those types of damage until the end of your next long rest.

NEW INVOCATIONS

The following are several new invocations for warlocks looking to expand their repertoire of invocations.

BOOK OF ASTROLOGY

Prerequisite. The Pact of the Tome and the Stars Patron

Using your Book of Shadows, you have made a series of star charts that you have gathered through study. While the Book is on your person, you have expertise with navigator's tools, cannot become lost, and you always know which way is north.

QUICK STRIKES

Prerequisite. *The Pact of the Blade*

When you make a weapon attack with your pact weapon using your action, you can make a single weapon attack as a bonus action.

ARCHAIC CASTING TECHNIQUES

Prerequisite. *The Pact of the Tome*

Your Book of Shadows has revealed techniques on how to better bolster your concentration: whilst your book of shadows is on your person, you gain a bonus to your concentration checks equal to your charisma modifier.

MASTER OF CHAINS

Prerequisite. *Pact of the Chain, 5th level*

Whenever you create your familiar, you can create any sort of creature, except a humanoid, that is of a challenge rating 1 or lower.

WARLORD'S KNOWLEDGE

Prerequisite. *The Warlord Patron*

The Warlord is knowledgeable in all matters of politics, warfare, and general history. As such, you now gain proficiency with the History and Insight skills.

WIZARD TRADITIONS

When you reach 2nd level, you can choose an arcane tradition, with the following options now available: the School of Pyromancy, the School of Sagecraft, or the School of Versatility.

SCHOOL OF PYROMANCY

You are a Pyromancer, a wizard who specializes in using and honing fire magic. Like the other elemental studies, this school is evocation based, and focuses on

increasing the general effectiveness of your fire-based spells.

FIRE SAVANT

Beginning when you select this school at 2nd level, you learn the Fire Bolt cantrip if you do not already know it. Additionally, the gold and time you must spend to copy a spell dealing with fire damage into your spellbook is halved.

WREATH OF FIRE

Beginning at 2nd level, you can bend the magic from your fire-based spells to further the brute power of other fire-based spells.

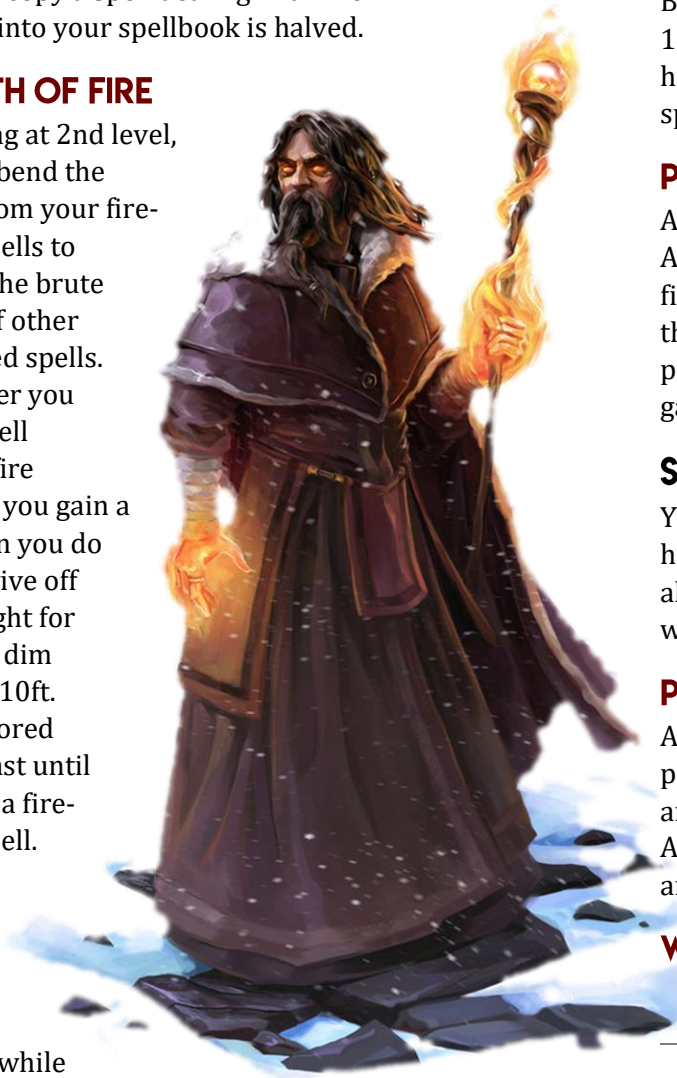
Whenever you cast a spell dealing fire damage, you gain a d6. When you do so, you give off bright light for 10ft and dim light for 10ft. These stored flames last until you cast a fire-based spell.

If you cast a spell dealing fire damage while having these stored fire dice, you can roll a number of fire dice up to your intelligence modifier as extra damage to the damage rolls of that spell using a bonus action.

Your Wreath of Fire can hold a number of dice equal to your intelligence modifier.

FIRE SYPHON

Additionally, at 2nd level, if you are within 10ft. of an area of fire, you can snuff out an area of flame when you cast a fire spell, as bonus action. The area snuffed can be up to a 20ftx20ft area, with a 5ftx5ft area granting an extra d6 of damage.



BURNING CANTRIPS

Starting at 6th level, your fire based cantrips are even more potent, allowing you to add your intelligence modifier to damage rolls of your fire based cantrips.

FIRE MASTERY

Beginning at 10th level, your Wreath of Flame feature now can hold up a number of fire dice equal to your spellcasting modifier.

PYROMANCER ADEPT

At 14th level, your mastery of pyromancy is evident. As a reaction, you can expend a spell slot to absorb fire damage, with you absorbing damage based on the spell slot absorbed, with 2d6 damage absorbed per spell slot level. When you do so, your fire wreath gains fire dice equal the dice of fire damage absorbed.

SCHOOL OF SAGECRAFT

You spent your time focusing on the white arts of healing magic, mastering the ways to mend your allies and keeping them alive. Wizards who study the white arts are called a white mages or sages.

PRACTITIONER OF THE WHITE ARTS

At 2nd level, you can learn the following spells, provided they are of a level you can learn and cast, and they are considered wizard spells for you. Additionally, you gain expertise with the healer's kit and medicine skill.

WHITE ARTS EXPANDED SPELL LIST

<i>Spell Level</i>	<i>Spells</i>
1st	<i>Cure Wounds, Healing Word</i>
2nd	<i>Lesser Restoration</i>
3rd	<i>Aura of Vitality, Mass Healing Word</i>
4th	<i>Aura of Life</i>
5th	<i>Greater Restoration, Mass Cure Wounds</i>

SAGACITY

At 6th level, you mastered healing magic to an extent that you can regain hit points equal to the level of the spell + your intelligence modifier when you cast a healing spell targeting another creature.

HEALER'S BOON

At 10th level, you know the best ways to use a healer's kit, and thus you have double the number of charges of a normal kit. And if you have no charges left at the end of a long rest, you gain two at the beginning of a long rest.

SAGACITY MASTERY

At 14th level, you can maximize the dice of a healing spell you cast once per short rest. Additionally, when a creature recovers from wounds using a charge of your medicine kits; double the number of hit points healed.

SCHOOL OF VERSATILITY

There are wizards who don't devote themselves to a particular school of magic, instead they devote themselves to more versatile practices, such as wearing armor and using weapons, learning practices which allows them to make use of their innate magical talent, and to know more spells than the regular Mage. They wear robes of red and remain typically neutral in alignment.

UNORTHODOX TRAINING

At 2nd Level, you gain either:

- **Arcane Studies:** one metamagic option that can be used once per short rest or long rest
- **Armor Training:** proficiency with one type of medium armor
- **Language Studies:** proficiency with two languages
- **Skill Training:** proficiency with one skill or tool
- **Weapon Training:** proficiency with three weapons of your choice

EXPANDED SPELLBOOK

Also, at 2nd Level, since you do not devote yourself to one school of magic, you can add one spell of your choice that is of a level you can cast from any list and treat it as a wizard spell. You gain another spell like this at 5th level, 11th level, and 17th level.

VERSATILE IN ALL THINGS

At 6th Level, your time dabbling allows you to gain another Versatile Training option of your choice.

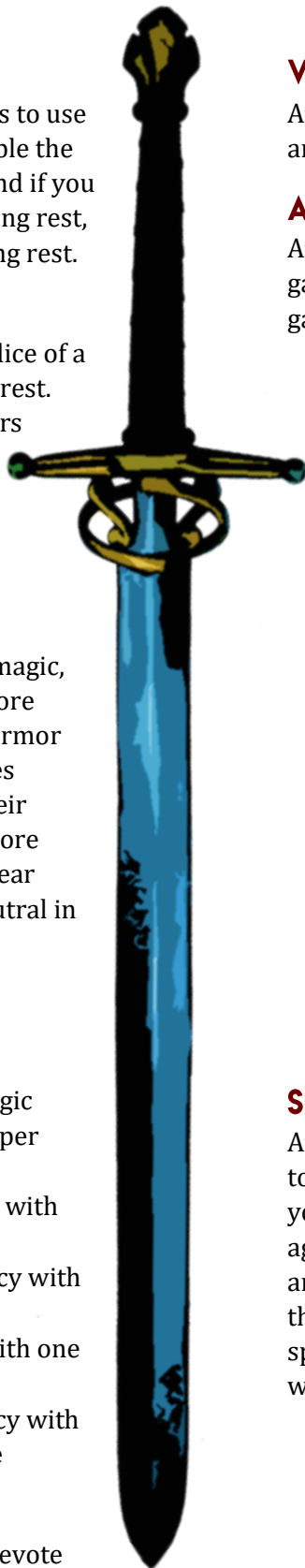
ADVANCED TRAINING

At 10th Level, your sheer versatility allows you to gain an Advanced Training option of your choice, you gain another Advanced Training option at level 14th.

- **Advanced Arcane Studies.** You know two metamagic options of your choice, and each can be used once per long or short rest.
- **Arcane Armor Mastery:** You can use your intelligence modifier when determining your bonus to your AC when wearing medium armor.
- **Language Mastery:** You gain proficiency with three more languages of your choice.
- **Skill Mastery:** You gain expertise with two skills of your choice.
- **Spell Mastery:** Choose a number of spells equal to your intelligence modifier, you always have these spells prepared, and can switch these prepared spells with spells in your spellbook.
- **Spell-Blade Training:** You can use any weapon you are proficient with as an arcane focus and can apply weapon enhancements to the attack and damage rolls of your spells.

SNAP VERSATILITY

At 14th Level, you are skilled in the practice of magic to the point that when you see a spell cast within your line of sight, you can make an intelligence check against the spellcaster's spell save DC. If you succeed, and if that spell is of a level you can cast, you can use this ability to learn how to cast that spell as a wizard spell until the end of your next long rest, which is when you regain this ability.



EXPANDED FIGHTING STYLES

MOBILE FIGHTING STYLE

As long as you are not wearing heavy armor, your walking speed increases by 10ft. Additionally, you gain a swimming speed and a climbing speed equal to your walking speed.

Available to the Fighter, College of Swords Bard, and Ranger.

CLOSE QUARTERS FIGHTING STYLE

When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks gain a +1 bonus against targets within 30 feet of you.

Available to the Fighter and Ranger.

PHALANX FIGHTING STYLE

As a bonus action, you can focus on defending yourself with a shield, increasing your AC and granting a bonus to Strength, Dexterity, and Constitution saving throws by 2 and until the end of your next turn.

Available to the Blood Hunter, Fighter, and the Paladin.

NEW FEATS

ADVANCED SHADOW ARTS

Prerequisite. Shadow Arts Feature

You have studied the ancient ways of the monks in your order, and after studying their ways, you have gained the following spells, all of which cost 4 Ki points to cast:

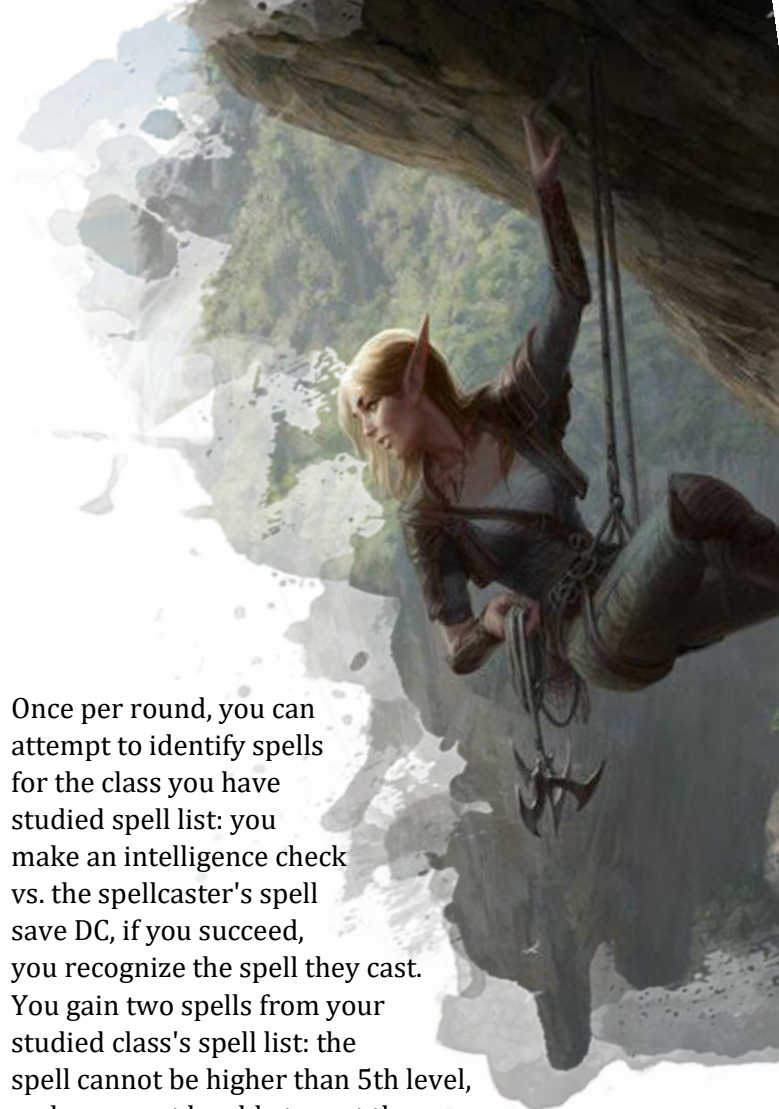
- Bestow Curse
- Nondetection
- Gaseous Form

And you also gain the Hex spell, for which you can cast for 1 Ki point. These spells are treated the same as your other Shadow Arts spells.

ARCANE STUDIES

Prerequisite. The ability to cast 5th level spells.

You have delved into the secrets of another kind of spellcaster. Choose either Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Warlock, or Wizard. Learning some of their lore, you have gained several benefits:



Once per round, you can attempt to identify spells for the class you have studied spell list: you make an intelligence check vs. the spellcaster's spell save DC, if you succeed, you recognize the spell they cast. You gain two spells from your studied class's spell list: the spell cannot be higher than 5th level, and you must be able to cast the chosen spells using your own spell slots, and finally, you always have this spell prepared if applicable. Additionally, you can treat these learned spells as spells of your own class, using your own spellcasting modifier in place of the spellcasting modifier of the class you learned the spell from.

DEFENSIVE PARRYING

Prerequisite: Requires proficiency with a melee martial weapon

You have learned how to better defend yourself using only your dodging capabilities and your weapon to its best for your defense. Otherwise, you might just be attached to your clothes. Regardless, while wielding at least one weapon, your AC now equals 8 + your weapon attack modifier, to a maximum of 20. Your AC can become higher than 20 if you are using a magic weapon with a bonus to attack rolls and damage, but otherwise, cannot become higher than twenty. You cannot wield a shield, benefit from a spell increasing your armor class, nor wear armor, to gain this benefit.

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