

SIDEKICKS

BEYOND THE ESSENTIALS



SIDEKICKS: BEYOND THE ESSENTIALS

CREDITS

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THE ESSENTIALS

The bestselling *Sidekicks Essentials*, available on DMsGuild.com, embraced and extended the official mechanics for sidekicks as presented in Appendix A of the *Essentials Kit Rulebook* by providing options for playing with sidekicks, a collection of sidekick personalities, and all new sidekick stat blocks.

The stat blocks were expanded from the original sidekick types *Expert*, *Spellcaster*, and *Warrior* to include *Archer*, *Berserker*, *Criminal*, *Knight*, *Magician*, *Medic* and *Minstrel*. Each of these new sidekick types featured a leveling table progressing them through 6th level.

GOING BEYOND

This supplement takes the seven sidekick types originally published in *Sidekicks Essentials* and expands their progression to level 20.

SIDEKICK FEATURES

Sidekicks are less powerful than player characters of the same level, and gain comparable features more slowly. This is especially true in the first six levels. As we go beyond, the sidekicks gain interesting new features at each level but remain very one-dimensional, filling in the missing gaps of an adventuring party while allowing the PCs to shine.

ABILITY SCORES

When a sidekick gains an ability score improvement adjust the following items in the stat block accordingly:

Saving Throws. The saving throw modifier for an ability is equal to the ability modifier plus proficiency bonus (if applicable).

Skills. Although they are not explicitly listed on the stat block, the ability score modifier for a skill is the same as listed on a player character sheet. For example, Arcana uses the Intelligence modifier. A sidekick need not have a skill listed in order to use it; the listed skills merely indicate that the sidekick is *proficient* in that skill (i.e., the proficiency bonus is also added).

Weapon Attacks. The to-hit and damage bonuses of a weapon attack are based on Strength for melee attacks, Dexterity for ranged attacks, or your choice of either for weapons that are thrown or have the finesse property.

PROFICIENCY BONUS

The proficiency bonus for sidekicks is specifically stated in the stat block. A sidekick is proficient in the items on the stat block, and assumed to not be proficient in those omitted.

When a sidekick's proficiency bonus increases, adjust the bonuses to listed saving throws, skills, spellcasting, and weapon attacks.

ARCHER SIDEKICK

1st-level Medium humanoid

Armor Class 14 (studded leather)

Hit Points 13 (2d8+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4

Skills Perception +3, Stealth +4, Survival +3

Senses passive Perception 13

Languages Common, plus one of your choice

Archery Expert. The archer gains a +2 bonus to ranged weapon attacks (this bonus is included in the archer's longbow action)

ACTIONS

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 6 (1d8+2) piercing damage.

Rapier. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8+1) piercing damage.

ARCHER SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Stealth Attack. When the archer hits with a ranged weapon attack and has advantage on the attack roll or the target is surprised, the attack does an additional 1d6 damage.
3rd	26 (4d8+8)	Quick Reload. Once on each of their turns when the archer makes a ranged weapon attack, they can make another attack with the same weapon against a different creature that is within 5 feet of the original target.
4th	32 (5d8+10)	Ability Score Improvement. The archer's Dexterity score increases to 17 (+3).
5th	39 (6d8+12)	Proficiency Bonus. The archer's proficiency bonus increases to +3.
6th	45 (7d8+14)	Extra Attack. The archer can attack twice, instead of once, whenever they take the attack action on their turn.
7th	60 (8d10+16)	Ambush. The archer has a +2 bonus to initiative rolls and advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.
8th	67 (9d10+18)	Ability Score Improvement. The archer's Dexterity score increases to 19 (+4). Sniper. Attacking at long range doesn't impose disadvantage on the archer's ranged weapon attack rolls.
9th	75 (10d10+20)	Proficiency Bonus. The archer's proficiency bonus increases to +4. An Arrow to the Knee. When the archer hits a Medium or smaller creature with a ranged weapon attack, the creature's speed is reduced by 10 feet until it regains at least one hit point. Additionally, the creature must succeed on a DC 12 Strength saving throw or be knocked prone.



10th	82 (11d10+22)	Plan B. When the archer makes a ranged weapon attack, they may choose an additional target in a 30 foot cone behind the first. If the attack misses the original target, they may reroll the attack roll against the second target.	15th	120 (16d10+32)	Devastating Critical. The archer scores a critical hit with ranged weapon attacks on a roll of 19 or 20. When the archer rolls a 1 or 2 on a damage die for such a critical hit, they can reroll the die and must use the new roll, even if the roll is a 1 or 2.
11th	90 (12d10+24)	Close Combat. Being within 5 feet of a hostile creature doesn't impose disadvantage on the archer's ranged weapon attack rolls. When the archer uses the attack action to make an attack with their bow, they may take a bonus action to make a melee attack wielding the bow with two hands as though it were a quarterstaff (+5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d8+1) bludgeoning damage).	16th	127 (17d10+34)	Another Extra Attack. The archer can attack three times, instead of twice, whenever they take the attack action on their turn.
12th	97 (13d10+26)	Ability Score Improvement. The archer's Dexterity score increases to 20 (+4) and their Strength score increases to 14 (+2). Volley. The archer can use its action to make a ranged attack against any number of creatures they can see within 10 feet of a point of their weapon's range. The archer must have ammunition for each target and make a separate attack roll for each target.	17th	135 (18d10+36)	Proficiency Bonus. The archer's proficiency bonus increases to +6. Spell Disruptor (Recharges after a Short or Long Rest). When the archer sees a spell requiring a somatic component being cast they can use their reaction to attempt to disrupt the casting. When they do so they make a ranged weapon attack against the spellcaster. On a hit, the target takes no damage, but must instead make a Constitution saving throw with a DC equal to 10 + the amount of damage that would have been dealt. On a failure, the spell fails and has no effect.
13th	105 (14d10+28)	Proficiency Bonus. The archer's proficiency bonus increases to +5. Split Arrow. When an ally within 60 feet is hit with a ranged weapon attack using a missile small enough to be held with one hand, the archer can use their reaction to make a ranged weapon attack against the missile (AC 15). On a hit, the missile deals no damage.	18th	142 (19d10+38)	Unerring Accuracy. When the archer misses with a ranged weapon attack on their turn, they can reroll the attack roll. The archer can use this feature only once on each of its turns.
14th	112 (15d10+30)	Focused Stillness. If the archer doesn't move on their turn, they can use a bonus action to make their ranged weapon attacks more accurate. When they do so, they add 1d4 to attack rolls with ranged weapons until the end of their turn.	19th	150 (20d10+40)	Intuitive Sight. When the archer attacks a creature they can't see, their inability to see it doesn't impose disadvantage on their attack rolls against it. The archer is also aware of the location of any invisible creature within 30 feet, provided the creature isn't hidden from the archer and the archer isn't blinded or deafened.
			20th	157 (21d10+42)	Exit Wound. Once on each of their turns, the archer can add their Strength modifier to the damage roll of a ranged weapon attack. A creature on the line of the attack within 10 feet behind the first target also takes 4 (1d8) piercing damage.

BERSERKER SIDEKICK

1st-level Medium humanoid

Armor Class 13 (unarmored defense)

Hit Points 17 (2d12+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Saving Throws Str +4, Con +4

Skills Athletics +4, Intimidation +3, Survival +3

Senses passive Perception 10

Languages Common, plus one of your choice

Two-handed Axe Fighting. When the berserker rolls a 1 or 2 on a damage die for an attack they make with their greataxe wielded with two hands, they can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Two Handaxe Fighting. When the berserker makes a melee or ranged weapon attack with a handaxe in one hand, they can use their bonus action to make a melee or ranged attack with the handaxe they are holding in the other hand. The ability modifier is not added to the damage of this attack.

Unarmored Defense. While the berserker isn't wearing any armor, their Armor Class equals 10 + their Dexterity modifier + their Constitution modifier.

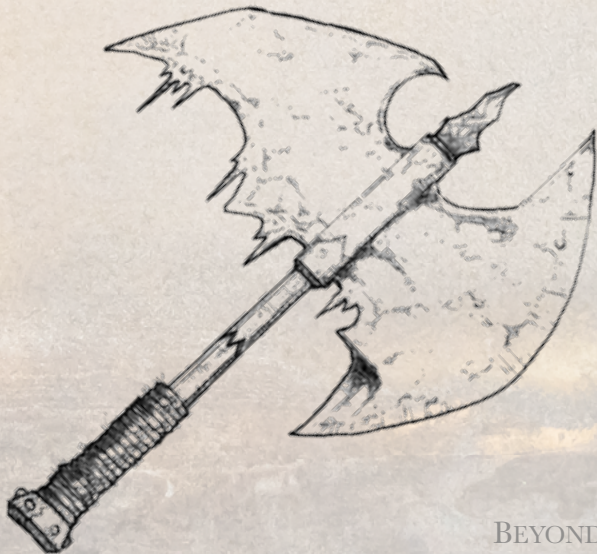
ACTIONS

Greataxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+2) slashing damage.

Handaxe. *Melee or Thrown Weapon Attack:* +4 to hit, reach 5 ft., range 20/60ft, one target. *Hit:* 6 (1d8+2) piercing damage.

BONUS ACTIONS

Second Handaxe. *Melee or Thrown Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage. This bonus action may only be taken if the berserker used their action to attack with a handaxe using one hand.



BERSERKER SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	25 (3d12+6)	Rage. As a bonus action on their turn, the berserker may enter a rage which lasts until the end of combat. While in a rage, the berserker has +2 to damage with melee attacks and resistance to bludgeoning, piercing, and slashing damage. Once this feature has been used, the berserker must finish a long rest before it can be used again.
3rd	34 (4d12+8)	Reckless Attack. When the berserker makes the first attack on their turn, they may choose to do so recklessly. Doing so grants them advantage on all melee attack rolls during this turn, but all attack rolls against the berserker have advantage until the start of their next turn.
4th	42 (5d12+10)	Ability Score Improvement. The berserker's Strength score increases to 17 (+3).
5th	51 (6d12+12)	Proficiency Bonus. The berserker's proficiency bonus increases to +3.
6th	59 (7d12+14)	Extra Attack. The berserker can attack twice, instead of once, whenever they take the attack action on their turn.
7th	68 (8d12+16)	Frenzied Rage. The berserker can use their rage feature three times per long rest. While raging, the berserker can make a single melee weapon attack as a bonus action.
8th	76 (9d12+18)	Ability Score Improvement. The berserker's Strength score increases to 19 (+4). Fast and Free. The berserker's speed increases by 10 feet while they aren't wearing armor.
9th	85 (10d12+20)	Proficiency Bonus. The berserker's proficiency bonus increases to +4. Feral Instinct. The berserker has advantage on initiative rolls. If the berserker is surprised at the beginning of combat and isn't incapacitated, they can act normally on their first turn, but only if they enter a rage before doing anything else that turn.

10th	93 (11d12+22)	Weave through the Fray. While in a rage, other creatures have disadvantage on opportunity attacks against the berserker, and the berserker can take the Dash action as a bonus action.
11th	102 (12d12+24)	Powerlifter. The berserker has advantage on Strength checks made to push, pull, or lift objects, and their carrying capacity is doubled.
12th	110 (13d12+26)	Ability Score Improvement. The berserker's Strength score increases to 20 (+4) and their Dexterity score increases to 14 (+2). Singular Focus. While raging, the berserker can't be charmed or frightened while raging. If the berserker is charmed or frightened when they enter their rage, the effect is suspended for the duration of the rage.
13th	119 (14d12+28)	Proficiency Bonus. The berserker's proficiency bonus increases to +5. Battle Intensity (Recharges upon rolling Initiative). While in a rage, the berserker can use a bonus action to give themselves advantage on weapon attack rolls until the end of the current turn. When they do so, they also gain 10 temporary hit points.
14th	127 (15d12+30)	Fanatical Rage. The berserker can rage five times per long rest. Once per rage, if the berserker fails a saving throw they can reroll it and must use the new roll.
15th	136 (16d12+32)	Brutal Critical. The berserker can roll one additional weapon damage die when determining the damage for a critical hit with a melee weapon attack.
16th	144 (17d12+34)	Menacing Feint. Once per turn, the berserker can forego one of their attacks to intimidate a creature they can see within 30 feet. If the creature can see or hear the berserker, they must succeed on a DC 14 Wisdom saving throw or be frightened of the berserker until the end of the berserker's next turn.

17th 153
(18d12+36) **Proficiency Bonus.** The berserker's proficiency bonus increases to +6.

Covered in Blood. While raging, the berserker gains a cumulative +1 bonus to AC for the duration of the rage when they score a critical hit on a creature that reduces it to 0 hit points.

18th 161
(19d12+38) **Too Angry to Die Yet.** While they are raging, having 0 hit points doesn't knock the berserker unconscious. The berserker still must make death saving throws, and they suffer the normal effects of taking damage while at 0 hit points. However, if the berserker would die due to failing death saving throws, they don't die until the rage ends.

19th 170
(20d12+40) **Indomitable Might.** If the berserker's total for a Strength check is less than their Strength score, they can use that score in place of the total.

20th 178
(21d12+42) **Embodiment of Rage.** The berserker's Strength score increases to 24 (+7) and their Constitution score increases to 18 (+4). The number of times the berserker can enter a rage is now unlimited.



CRIMINAL SIDEKICK

1st-level Medium humanoid

Armor Class 14 (studded leather)

Hit Points 11 (2d8+2)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex. +4, Int. +3

Skills Acrobatics +4, Deception +4, Intimidation +4, Sleight of Hand +4, Stealth +4,

Senses passive Perception 10

Languages Common, plus one of your choice

Double Daggers. When the criminal makes a melee or ranged weapon attack with a dagger in one hand, they can use their bonus action to make a melee or ranged attack with the dagger they are holding in the other hand. The ability modifier is not added to the damage of this attack.

Criminal Contact. The criminal has a reliable and trustworthy contact who acts as their liaison to a network of other criminals. The criminal knows how to get messages to and from their contact, even over great distances.

Tools. The criminal has a disguise kit, forgery kit, gaming set, poisoners kit, and thieves' tools.

ACTIONS

Dagger. *Melee or Thrown Weapon Attack:* +4 to hit, reach 5 ft., range 20/60ft., one target. *Hit:* 4 (1d4+2) piercing damage.

BONUS ACTIONS

Second Dagger. *Melee or Thrown Weapon Attack:* +4 to hit, reach 5 ft., range 20/60ft., one target. *Hit:* 2 (1d4) piercing damage. This bonus action may only be taken if the criminal used their action to attack with a dagger.

CRIMINAL SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8+3)	Fast Hands. The criminal can use a bonus action to make a Dexterity (Sleight of Hand) check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.
3rd	22 (4d8+4)	Second Story Work. Climbing no longer costs the criminal extra movement.
4th	27 (5d8+5)	Ability Score Improvement. The criminal's Dexterity score increases to 17 (+3).
5th	33 (6d8+6)	Proficiency Bonus. The criminal's proficiency bonus increases to +3.
6th	38 (7d8+7)	Uncanny Dodge. When an attacker that the criminal can see hits them with an attack, the criminal can use their reaction to halve the attack's damage.
7th	44 (8d8+8)	Skulking in Shadows. The criminal can attempt to hide when they are only lightly obscured. When the criminal is hidden from a creature and misses it with a ranged weapon attack, making the attack doesn't reveal the criminal's position.
8th	49 (9d8+9)	Ability Score Improvement. The criminal's Dexterity score increases to 19 (+4). Discerning Courtier. When in a social situation, the criminal adds their Wisdom modifier to Charisma (Deception) checks and their Charisma modifier to Wisdom (Insight) checks.
9th	55 (10d8+10)	Proficiency Bonus. The criminal's proficiency bonus increases to +4. Silent Creeping. The criminal has advantage on Dexterity (Stealth) checks if they move no more than half of their speed on the same turn.



10th 60 (11d8+11) **Assumed Identity.** After spending at least 25 gp and 7 days establishing the history, profession, and affiliations for a unique false identity (one that can't belong to anyone else), the criminal can assume the new identity. Other creatures believe the criminal to be that person until given an obvious reason not to.

11th 66 (12d8+12) **Adroit Yegg (Recharges after a Short or Long Rest).** When the criminal rolls an ability check to pick mundane or magical locks with thieves' tools, they can treat any result on the die roll as a 20. Upon using this feature, an *arcane lock* spell is suppressed for 10 minutes.

12th 71 (13d8+13) **Ability Score Improvement.** The criminal's Dexterity score increases to 20 (+4) and their Intelligence score increases to 14 (+2).

Skilled Practitioner. When the criminal makes a check that allows them to use their proficiency bonus, they can treat a d20 roll of 9 or lower as a 10.

13th 77 (14d8+14) **Proficiency Bonus.** The criminal's proficiency bonus increases to +5.

Reverse Engineer. The criminal can ignore all class, race, and level requirements on the use of magic items.

14th 82 (15d8+15) **Imposter.** If the criminal spends 3 hours studying another person's speech and mannerisms, the criminal can assume the identity of that person in a manner that is indiscernible to the casual observer. If a wary creature suspects that something is amiss, the criminal has advantage on any Charisma (Deception) check made to avoid detection.

15th 88 (16d8+16) **Slippery.** Unless the criminal is incapacitated, they gain a +2 bonus to AC and can use their reaction when missed with a melee weapon attack to disengage and move up to half their speed without provoking opportunity attacks.

16th 93 (17d8+17) **A Nose for Loot.** Whenever the criminal and their companions recover treasure worth at least 200 gp, the criminal discovers additional treasure by rolling once on the "Treasure Hoard: Challenge 0-4" table on page 137 of the *Dungeon Master's Guide*.

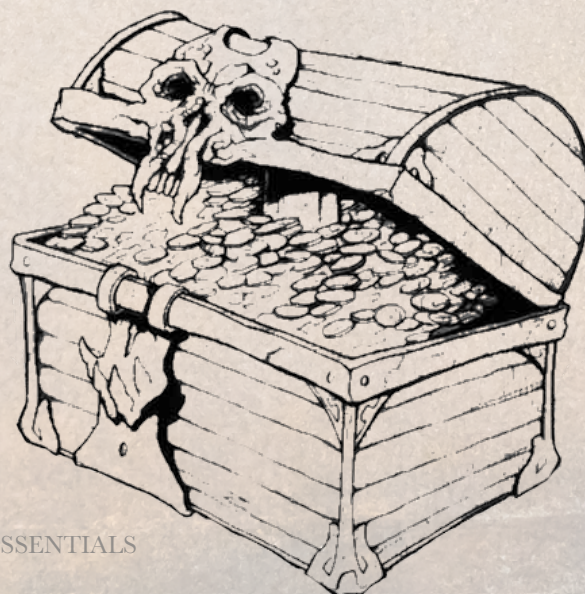
17th 99 (18d8+18) **Proficiency Bonus.** The criminal's proficiency bonus increases to +6.

Master of Tongues. The criminal can understand all spoken languages, even if they can't speak them. When the criminal can see a creature's mouth while it is speaking they can interpret what it is saying by reading lips.

18th 104 (19d8+19) **Mendacious Mind.** The criminal's thoughts can't be read by telepathy or other means unless the criminal allows it. The criminal can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check. Additionally, magic that would determine if the criminal is telling the truth always indicates that the criminal is being truthful if they choose, and they can't be compelled to tell the truth by magic.

19th 110 (20d8+20) **Discern Realities.** The criminal gains truesight 60 ft.

20th 115 (21d8+21) **Clutch Performance (Recharges after a Short or Long Rest).** If a criminal misses an attack against a target in range, they can turn the miss into a hit. Alternatively, if the criminal fails an ability check, they can treat the d20 roll as a 20.



KNIGHT SIDEKICK

1st-level Medium humanoid

Armor Class 16 (chain shirt, shield)

Hit Points 15 (2d10+4)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Str. +4, Cha. +3

Skills Athletics +4, Religion +3

Senses passive Perception 11

Languages Common, plus one of your choice

Divine Authority. When one of the knight's features requires a creature to make a saving throw, the DC is equal to 8 + the knight's proficiency bonus + their Charisma modifier (11 at 1st level).

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 +2) slashing damage.

REACTIONS

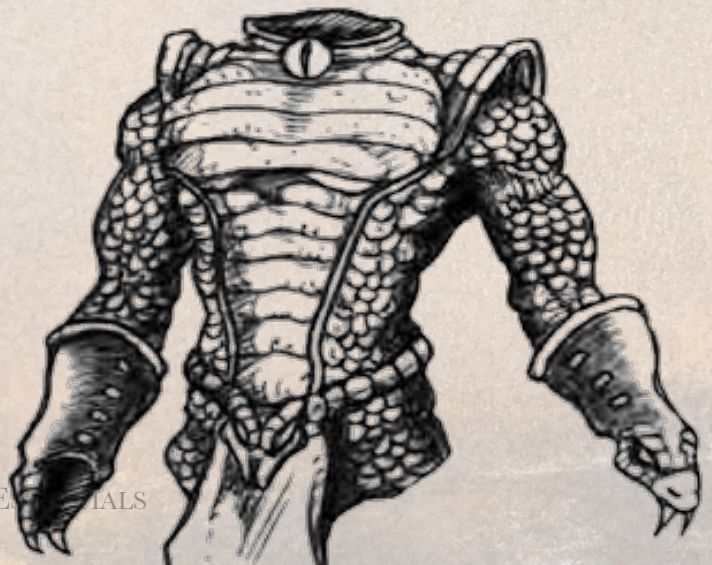
Noble Sacrifice. When a creature the knight can see targets an ally within 5 feet of them with an attack, the knight can swap places with the ally and become the target of the attack instead.

KNIGHT SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	22 (3d10+6)	Lay on Hands (Recharges after a Long Rest). The knight can use an action to restore a number of hit points equal to 5 x their level.
3rd	30 (4d10+8)	Rebuke Evil (Recharges after a Long Rest). The knight can use an action to frighten evil-aligned creatures. Each evil creature within 30 feet must succeed on a Wisdom saving throw or be frightened for 1 minute or until it takes damage. While frightened, a creature must spend its turn trying to move as far away from the knight as it can.
4th	37 (5d10+10)	Ability Score Improvement. The knight's Strength score increases to 17 (+3).
5th	45 (6d10+12)	Proficiency Bonus. The knight's proficiency bonus increases to +3.
6th	52 (7d10+14)	Extra Attack. The knight can attack twice, instead of once, whenever they take the attack action on their turn.
7th	60 (8d10+16)	Divine Smite. The knight has a number of smite slots equal to their level. When the knight hits a creature with a melee weapon attack, they can expend up to 3 smite slots to deal radiant damage to the target in addition to the weapon's damage. The extra damage is 1d8 per smite slot. Expended smite slots are regained when the knight finishes a long rest.
8th	67 (9d10+18)	Ability Score Improvement. The knight's Strength score increases to 19 (+4). Aura of Protection. While the knight is conscious, whenever a friendly creature within 10 feet must make a saving throw, the creature gains a bonus to the saving throw equal to the knight's Charisma modifier.



9th	75 (10d10+20)	<p>Proficiency Bonus. The knight's proficiency bonus increases to +4.</p> <p>Holy Blade. The knight's weapon attacks are magical and deal additional radiant damage equal to the knight's Charisma modifier.</p>	16th	127 (17d10+34)	<p>On a High Horse. While the knight is mounted, other creatures provoke an opportunity attack when they enter and leave the knight's reach, even if they take the Disengage action.</p>
10th	82 (11d10+22)	<p>Divine Mount. The knight can innately cast <i>find steed</i> once per day. Mounting or dismounting the creature summoned costs only 5 feet of movement, and the knight has advantage on saving throws made to avoid falling off the mount.</p>	17th	135 (18d10+36)	<p>Proficiency Bonus. The knight's proficiency bonus increases to +6.</p> <p>Aura of Purity. The knight and friendly creatures within 10 feet are always under the effects of a <i>protection from evil and good</i> spell.</p>
11th	90 (12d10+24)	<p>Jousting. The knight gains the following attack while on their mount: <i>Lance</i>. Melee Weapon Attack. +8 to hit, reach 10 ft., one target. <i>Hit</i>: 10 (1d12+4) piercing damage. If the knight moved at least 20 feet straight toward the target, the attack deals an extra 7 (2d6) piercing damage.</p>	18th	142 (19d10+38)	<p>Stunning Smite. When the knight hits with a melee weapon attack, they may expend three smite slots to force the target to succeed on a Constitution saving throw or be stunned until the start of the knight's next turn.</p>
12th	97 (13d10+26)	<p>Ability Score Improvement. The knight's Strength score increases to 20 (+4) and their Charisma score increases to 14 (+2).</p> <p>Aura of Courage. The knight and friendly creatures within 10 feet can't be frightened while the knight is conscious.</p>	19th	150 (20d10+40)	<p>Martyrdom. When an ally within 60 feet that the knight can see dies, the knight can choose to die instead. If they do so, that ally gains temporary hit points equal to the number of hit points the knight had remaining when they died. If a knight dies this way, they cannot be brought back to life by any means short of a <i>wish</i> spell.</p>
13th	105 (14d10+28)	<p>Proficiency Bonus. The knight's proficiency bonus increases to +5.</p> <p>Aura of Warding. The knight and friendly creatures within 10 feet have resistance to damage from spells.</p>	20th	157 (21d10+42)	<p>Protective Champion (1/day). The knight can use their action to provide the following benefits to allies while they are within 30 feet:</p> <ul style="list-style-type: none"> • The ally gains 10 temporary hit points at the start of their turn. • The allies have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. • The allies have advantage on death saving throws. <p>This effect ends early if the knight is incapacitated or dies.</p>
14th	112 (15d10+30)	<p>Tactical Smite. When the knight uses their <i>divine smite</i> they may expend an additional smite slot to determine if the target has any damage immunities, resistances, or vulnerabilities. If they do so, the knight may choose to deal damage of the type of their choice rather than radiant damage.</p>			
15th	120 (16d10+32)	<p>Cataphract. While the knight is mounted and isn't incapacitated, the mount's armor class is the same as the knight's, and the knight has advantage on melee attack rolls against any unmounted creature that is smaller than their mount.</p>			



MAGICIAN SIDEKICK

1st-level Medium humanoid

Armor Class 11 (14 with *mage armor*)

Hit Points 9 (2d6+2)

Speed 30 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	15 (+2)	14 (+2)	10 (+0)

Saving Throws Int +4

Skills Arcana +4, Sleight of Hand +3

Senses passive Perception 12

Languages Common, plus one of your choice

Spellcasting. The magician's spellcasting ability is Intelligence.

Spell Save DC = 8 + proficiency bonus + Intelligence modifier

Spell attack modifier = proficiency bonus + Intelligence modifier

(at first level: spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): *acid splash*, *prestidigitation*, *shocking grasp*
1st level (2 slots): *magic missile*, *mage armor*

ACTIONS

Quarterstaff. *Melee Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.



MAGICIAN SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d6+3)	Spellcasting. The magician gains one 1st-level spell slot. The magician also learns another 1st-level spell: <i>thunderwave</i> .
3rd	18 (4d6+4)	Ritual Casting. The magician learns the following first-level spells and gains the ability to cast them as rituals: <i>comprehend languages</i> , <i>detect magic</i> , and <i>identify</i> .
4th	22 (5d6+5)	Ability Score Improvement. The magician's Intelligence score increases to 17 (+3). Cantrip: The magician learns the <i>minor illusion</i> cantrip.
5th	27 (6d6+6)	Proficiency Bonus. The magician's proficiency bonus increases to +2. Spellcasting. The magician gains one 1st-level spell slot and two 2nd-level spell slots. The magician also learns two 2nd-level spells: <i>misty step</i> and <i>scorching ray</i> .
6th	31 (7d6+7)	Arcane Recovery. Once per day when the magician finishes a short rest, they may regain expended spell slots. The spell slots can have a combined level that is equal to or less than half the magician's level (rounded up), and none of the slots can be 6th level or higher.
7th	36 (8d6+8)	Spellcasting. The magician gains one 2nd-level spell slot and two 3rd-level spell slots. The magician also learns two 3rd-level spells: <i>counterspell</i> and <i>fireball</i> .
8th	40 (9d6+9)	Ability Score Improvement. The magician's Intelligence score increases to 19 (+4). Cantrip: The magician learns the <i>mage hand</i> cantrip.
9th	45 (10d6+10)	Proficiency Bonus. The magician's proficiency bonus increases to +4. Spellcasting. The magician gains one 3rd-level spell slot and two 4th-level spell slots. The magician also learns two 4th-level spells: <i>banishment</i> and <i>polymorph</i> .

10th 49 (11d6+11) **Lessened Collateral.** When the magician casts a spell that forces other creatures to making a saving throw, the magician can choose a number of creatures equal to the spell's level that they can see. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

11th 54 (12d6+12) **Spellcasting.** The magician gains one 4th-level spell slot and two 5th-level spell slots. The magician also learns two 5th-level spells: *hold monster* and *passwall*.

12th 58 (13d6+13) **Ability Score Improvement.** The magician's Intelligence score increases to 20 (+4) and their Dexterity score increases to 14 (+2).

Durable Magic. While the magician maintains concentration on a spell, they have a +2 bonus to AC and all saving throws.

13th 63 (14d6+14) **Proficiency Bonus.** The magician's proficiency bonus increases to +5.

Spellcasting. The magician gains one 5th-level spell slot and one 6th-level spell slot. The magician also learns two 6th-level spells: *disintegrate* and *Otto's irresistible dance*.

14th 67 (15d6+15) **Double Down (Recharges after a Long or Short Rest).** When the magician expends a spell slot to cast a spell that deals damage, they may expend an additional spell slot of the same level to deal maximum damage, instead of rolling.

15th 72 (16d6+16) **Spellcasting.** The magician gains one 7th-level spell slot. The magician also learns one 7th-level spell: *teleport*.

16th 76 (17d6+17) **Spell Resistance.** The magician has advantage on saving throws against spells and resistance to the damage of spells.

17th 81 (18d6+18) **Proficiency Bonus.** The magician's proficiency bonus increases to +6.

Spellcasting. The magician gains one 8th-level spell slot. The magician also learns one 8th-level spell: *feeblemind*.

18th 85 (19d6+19) **Effortless Missiles.** The magician can cast *magic missile* at 1st-level at-will, without expending a spell slot.

19th 90 (20d6+20) **Spellcasting.** The magician gains one 9th-level spell slot. The magician also learns one 9th-level spell: *wish*.

20th 94 (21d6+21) **Signature Spells.** The magician can cast *counterspell* and *fireball* at 3rd-level once each per short rest without expending a spell slot.



MEDIC SIDEKICK

1st-level Medium humanoid

Armor Class 16 (chain shirt, shield)

Hit Points 13 (2d8+4)

Speed 30 ft.

Proficiency Bonus +3

STR	DEX	CON	INT	WIS	CHA
10 (+1)	13 (+1)	14 (+2)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Wis. +4,

Skills Medicine +4, Religion +3, Survival +4

Senses passive Perception 13

Languages Common, plus one of your choice

Spellcasting. The medic's spellcasting ability is Wisdom.

Spell Save DC = 8 + proficiency bonus + Wisdom modifier

Spell attack modifier = proficiency bonus + Wisdom modifier

(at first level: spell save DC 12, +4 to hit with spell attacks).

Cantrips (at will): *spare the dying*, *thaumaturgy*, *toll the dead*
1st level (2 slots): *healing word*

ACTIONS

Mace. *Melee Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 +1) bludgeoning damage.

MEDIC SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8+6)	Spellcasting. The medic gains one 1st-level spell slot. The medic also learns another 1st-level spell: <i>goodberry</i> .
3rd	26 (4d8+8)	Potioncraft. The medic can take one full day of uninterrupted work and 25 gp worth of ingredients to create one <i>potion of healing</i> .
4th	32 (5d8+10)	Ability Score Improvement. The medic's Wisdom score increases to 17 (+3).
5th	39 (6d8+12)	Proficiency Bonus. The medic's proficiency bonus increases to +3. Spellcasting. The medic gains one 1st-level spell slot and two 2nd-level spell slots. The medic also learns two 2nd-level spells: <i>lesser restoration</i> and <i>prayer of healing</i> .
6th	45 (7d8+14)	Gifted Healer. Whenever the medic uses a spell to restore hit points to a creature, the creature regains additional hit points equal to the medic's proficiency bonus.
7th	52 (8d8+16)	Spellcasting. The medic gains one 2nd-level spell slot and two 3rd-level spell slots. The medic also learns two 3rd-level spells: <i>remove curse</i> and <i>revivify</i> .
8th	58 (9d8+18)	Ability Score Improvement. The medic's Wisdom score increases to 19 (+4). Cantrip: The medic learns the <i>guidance</i> cantrip.
9th	65 (10d8+20)	Proficiency Bonus. The medic's proficiency bonus increases to +4. Spellcasting. The medic gains one 3rd-level spell slot and two 4th-level spell slots. The medic also learns two 4th-level spells: <i>death ward</i> and <i>freedom of movement</i> .
10th	71 (11d8+22)	Critical Healing. As a reaction when the medic sees a creature within 30 feet suffer a critical hit, the medic can restore hit points to the creature equal to half of the damage taken.



11th 78 (12d8+24) **Spellcasting.** The medic gains one 4th-level spell slot and two 5th-level spell slots. The medic also learns two 5th-level spells: *mass cure wounds* and *raise dead*.

12th 84 (13d8+26) **Ability Score Improvement.** The medic's Wisdom score increases to 20 (+4) and their Dexterity score increases to 14 (+2).

Potionmaster. When the medic uses their *Potioncraft* ability they can produce two *potions of healing* or one *potion of greater healing*.

13th 91 (14d8+28) **Proficiency Bonus.** The medic's proficiency bonus increases to +5.

Spellcasting. The medic gains one 5th-level spell slot and one 6th-level spell slot. The medic also learns two 6th-level spells: *heal* and *heroes' feast*.

14th 97 (15d8+30) **Battlefield Caster.** When the medic uses an action to cast a spell using a spell slot, they can also cast *toll the dead* as a bonus action.

15th 104 (16d8+32) **Spellcasting.** The medic gains one 7th-level spell slot. The medic also learns one 7th-level spell: *regenerate*.

16th 110 (17d8+34) **Revitalizing Spirit.** When a friendly creature who has fewer than half of their hit points remaining ends their turn within 60 feet of the medic, the creature regains hit points equal to half the medic's level.

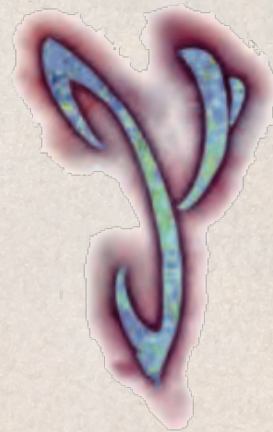
17th 117 (18d8+36) **Proficiency Bonus.** The medic's proficiency bonus increases to +6.

Spellcasting. The medic gains one 8th-level spell slot. The medic also learns one 8th-level spell: *holy aura*.

18th 123 (19d8+38) **Max Healing.** When the medic would normally roll one or more dice to restore hit points using a spell, they instead use the highest number possible for each die.

19th 130 (20d8+40) **Spellcasting.** The medic gains one 9th-level spell slot. The medic also learns one 9th-level spell: *mass heal*.

20th 136 (21d8+42) **Power Word: Heal (1/day).** The medic can cast *power word heal* without expending a spell slot.



MINSTREL SIDEKICK

1st-level Medium humanoid

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft.

Proficiency Bonus +2

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +4, Cha +4

Skills History +3, Performance +4, Persuasion +4

Senses passive Perception 11

Languages Common, plus one of your choice

By Popular Demand. Among friendly humanoids, a minstrel can always find a place to perform songs of their companions' triumphs and misfortunes, earning their party free lodging and food of a modest standard.

ACTIONS

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6+2) piercing damage.

Rapier. Melee Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) piercing damage.

Satirical Song. A creature within 60 feet must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it takes before the end of its next turn. The DC is equal to 8 + the minstrel's proficiency bonus + the minstrel's Charisma modifier (12 at 1st level).

REACTIONS

Inspiring Song. When an ally within 60 feet of the minstrel who can hear them makes an ability check, attack roll, or saving throw, the minstrel adds a song die, 1d6, to the roll. The number of times this ability may be used between each long rest is determined by the minstrel's Charisma modifier (2 at 1st level).

MINSTREL SIDEKICKS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Song of Rest. When the minstrel performs soothing music during a short rest, they and any companions regain an extra 1d6 hit points.
3rd	18 (4d8)	Distracting Chords. The minstrel may use their <i>Inspiring Song</i> reaction to instead subtract the song die from the ability check, attack roll, or saving throw from an enemy within 60 feet who can hear them.
4th	22 (5d8)	Ability Score Improvement. The minstrel's Charisma score increases to 17 (+3).
5th	27 (6d8)	Proficiency Bonus. The minstrel's proficiency bonus increases to +3.
6th	31 (7d8)	Potent Satire. The damage from the minstrel's <i>Satirical Song</i> increases to 2d4.
7th	36 (8d8)	Riff of Rescue. When the minstrel takes the disengage action and moves away from an enemy, one ally can choose to take their reaction to move up to their speed towards the minstrel.
8th	40 (9d8)	Ability Score Improvement. The minstrel's Charisma score increases to 19 (+4). Expanded Repertoire. The song die for the minstrel's <i>Inspiring Song</i> reaction increases to 1d8.
9th	45 (10d8)	Proficiency Bonus. The minstrel's proficiency bonus increases to +4. Word Travels Fast. When the minstrel and their companions encounter a humanoid, the minstrel must make a DC 15 Charisma (Performance) check. On a success, that humanoid is familiar with an embellished account of the party's recent actions and behaves accordingly.



10th	49 (11d8)	Call for Encore. When an ally takes the attack action on their turn, the minstrel can use their reaction to allow that ally to attack one additional time as part of that action.	16th	76 (17d8)	Discombobulate (Recharges after a Short or Long Rest). The minstrel can use their reaction when a creature is in the process of casting a spell to attempt to disrupt the casting. If the minstrel succeeds on a Charisma (Performance) check with a DC equal to the caster's spell save DC, the spell fails and has no effect, and the caster must roll on the Wild Magic Surge table on page 104 of the <i>Player's Handbook</i> .
11th	54 (12d8)	Keep Strumming. The minstrel can use an action to grant each ally within 30 feet 10 temporary hit points. The temporary hit points are immediately lost at the start of the minstrel's next turn, or if the minstrel uses their reaction or becomes restrained or incapacitated.	17th	81 (18d8)	Proficiency Bonus. The minstrel's proficiency bonus increases to +6. Expanded Repertoire. The song die for the minstrel's <i>Inspiring Song</i> reaction increases to 1d12.
12th	58 (13d8)	Ability Score Improvement. The minstrel's Charisma score increases to 20 (+4) and their Intelligence score increases to 14 (+2). Stinging Satire. The damage from the minstrel's <i>Satirical Song</i> increases to 3d4.	18th	85 (19d8)	Uncharacteristically Heroic Stupidity. When an ally within 30 feet of the minstrel would be reduced to 0 hit points by a physical effect the minstrel can see, the minstrel may use their reaction to move that distance to the ally without taking opportunity attacks and take the damage themselves instead. If the amount of damage would not reduce the minstrel to 0 hit points, it does so.
13th	63 (14d8)	Proficiency Bonus. The minstrel's proficiency bonus increases to +5. Expanded Repertoire. The song die for the minstrel's <i>Inspiring Song</i> reaction increases to 1d10.	19th	90 (20d8)	Wait, Do You Mean... Once per cycle of the moon, the minstrel inexplicably has credible knowledge on a topic of their choice, and treats the result on all Intelligence checks regarding that topic as a 19 on the d20 roll. Devastating Satire. The damage from the minstrel's <i>Satirical Song</i> increases to 4d4.
14th	67 (15d8)	Focusing Melody. When an ally fails a saving throw to maintain concentration on a spell, the minstrel can use their reaction to allow the ally to reroll the saving throw at advantage.	20th	94 (21d8)	Master of Improvisation. When the minstrel rolls initiative and has no uses of their <i>Inspiring Song</i> reaction left, they regain one use.
15th	72 (16d8)	Crowd Pleaser. When the minstrel performs for at least ten minutes, they can cause humanoids who watched and listened to succeed on a DC 15 Wisdom saving or be charmed for one hour. While charmed in this way, the crowd idolizes the subject of the minstrel's performance, speaking glowingly of them and nonviolently hindering anyone who opposes them. If a member of the crowd succeeds on their saving throw, they don't understand what all the fuss is about.			