

FlexTale™

# Solo

## Character Compendium



Rules & Resources for Solo RPG Play  
by J. Evans Payne



# Colophon

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Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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## Dedication

This book is dedicated to my middle-school friends, who took me to the Compleat Strategist for the first time that fateful day in seventh grade, and introduced me to what would become a lifetime of hobby entertainment.

# Table of Contents

<b>Colophon</b> .....	<b>2</b>	<i>Avoid It</i> .....	27
Infinium Game Studio is:.....	4	<i>Harmony &amp; Synergy</i> .....	27
Legal Stuff.....	4	<i>Primary/Secondary Splits</i> .....	27
Dedication.....	4	<i>Harmonious Combinations</i> .....	29
<b>Table of Contents</b> .....	<b>5</b>	<i>Multiclassing Archetypes</i> .....	29
<b>Fifth Edition Foreward</b> .....	<b>6</b>	Scaling Considerations.....	29
<b>About Infinium Game Studio</b> .....	<b>7</b>	Addendum PCs.....	29
<i>Values and Key Differences</i> .....	7	<i>Adding Characters In Mid-Stream</i> .....	29
<b>FlexTale</b> .....	<b>8</b>	<i>Addendum Removals</i> .....	29
What is FlexTale?.....	8	<b>OPOC Character Design</b> .....	<b>30</b>
<i>FlexTables</i> .....	8	Overview.....	30
Contexts.....	8	The Vital Three.....	30
<b>Introduction</b> .....	<b>10</b>	<i>Crying Uncle with OPOC</i> .....	30
<b>Overview, Usability, &amp; Conventions</b> .....	<b>11</b>	Majors and Minors.....	30
What Is This Book?.....	11	Multiclassing Emphasis.....	31
<i>Strengths</i> .....	11	Scaling Considerations.....	31
<i>When to Use This Book</i> .....	11	<b>Character Reference: OPMC</b> .....	<b>32</b>
What This Book is NOT.....	11	<b>Character Reference Notes</b> .....	<b>33</b>
How to Use This Book.....	11	Quadded Statblocks.....	33
<i>On Its Own</i> .....	11	<i>Selection Flexibility</i> .....	33
<i>As a PC/NPC Quickstart</i> .....	11	FlexAI Role Badges.....	33
<i>Inspiration for Character Design</i> .....	11	Barbarian A.....	34
<i>Inspiration for Traditional Party Composition</i> .....	12	Bard A.....	36
<i>With the FTEG SAT</i> .....	12	Cleric A.....	38
<i>With FTEG Core &amp; Context Books</i> .....	12	Druid A.....	40
Notes & Conventions.....	13	Fighter A.....	42
<i>Player Descriptive Text</i> .....	13	Monk A.....	44
<i>GM-Only Notes</i> .....	13	Paladin A.....	46
<i>Designer's Soapbox</i> .....	13	Ranger A.....	48
<i>Quests</i> .....	13	Rogue A.....	50
<i>Obstacles</i> .....	13	Sorcerer A.....	52
<i>Skill Checks</i> .....	13	Wizard A.....	54
<i>Skill Challenges</i> .....	13	Barbarian B.....	56
<i>Rewards</i> .....	14	Bard B.....	58
<i>Traps</i> .....	14	Cleric B.....	60
<i>Items</i> .....	14	Druid B.....	62
<i>NPCs and Monsters</i> .....	14	Fighter B.....	64
Variable Challenge.....	14	Monk B.....	66
<i>Experience Points and Reward Nuggets</i> .....	15	Paladin B.....	68
<i>"Quadded" Stat Blocks</i> .....	16	Ranger B.....	70
<i>Quadded Challenge Blocks</i> .....	17	Rogue B.....	72
<b>PC Roles</b> .....	<b>18</b>	Sorcerer B.....	74
Overview.....	18	Wizard B.....	76
<i>A Note on Classes Mentioned</i> .....	18	<b>Character Reference: OPOC</b> .....	<b>79</b>
<i>PC Roles in Solo Play</i> .....	18	Fighter/Cleric.....	80
PC Role Selection.....	18	Barbarian/Wizard.....	82
<i>Roles by Design</i> .....	18	Rogue/Druid.....	84
<i>Roles by Roleplaying</i> .....	18	Monk/Fighter.....	87
<i>Roles by Accident</i> .....	19	Ranger/Wizard.....	90
<i>PC Role Gaps</i> .....	19	Paladin/Cleric.....	93
<i>Majors &amp; Minors</i> .....	19	Rogue/Fighter.....	96
<i>Context &amp; Game Style Matters!</i> .....	19	Fighter/Bard.....	98
The Quick Essentials.....	19	Monk/Bard.....	100
<i>The Vital Three</i> .....	19	Druid/Monk.....	103
<i>Vital Three Class Summary</i> .....	20	<b>Appendix</b> .....	<b>106</b>
Combat Roles.....	21	<b>FlexAI</b> .....	<b>107</b>
Noncombat Roles.....	22	What is FlexAI?.....	107
<i>Rules System Skill Mapping</i> .....	22	<i>Summary vs. Full Version</i> .....	107
<i>Combat Roles Summary</i> .....	22	How to Use FlexAI.....	107
<i>Noncombat Roles Defined</i> .....	23	<i>Sanity Checks &amp; Rerolls</i> .....	107
<i>Noncombat Roles Summary</i> .....	24	<i>Three Tiers of Complexity</i> .....	107
Campaign Downtime Roles.....	25	<i>Behavior Common Concepts</i> .....	107
Background & Plot Roles.....	25	<i>Combat Outcomes</i> .....	107
<b>OPMC Party Composition</b> .....	<b>26</b>	<i>Combat Targeting</i> .....	107
Overview.....	26	Simple AI Rules.....	109
Party Size & Composition.....	26	Full AI Rules.....	110
<i>Too Small: 1-3 PCs</i> .....	26	<i>Additional Factors: Role &amp; Stance</i> .....	110
<i>Too Large: 6+ PCs</i> .....	26	<i>Combat Roles</i> .....	110
<i>Just Right: 4-5 PCs</i> .....	26	<i>Combat Stances</i> .....	111
Ticking the Boxes.....	26	<i>FlexAI &amp; FlexTable Listing</i> .....	113
<i>The Vital Three (recap)</i> .....	26	Advanced AI Rules.....	113
<i>Majors &amp; Minors</i> .....	26	<i>Surges &amp; Lulls</i> .....	113
Multiclassing.....	27		

<i>Combat Surges</i> .....	113	<i>Skirmisher / Fresh</i> .....	121
<i>Types of Surge</i> .....	113	<i>Contexts</i> .....	121
<i>Combat Lulls</i> .....	115	<i>Lurker / Fresh</i> .....	122
<i>Types of Lull</i> .....	115	<i>Contexts</i> .....	122
<b>AI FlexTables</b> .....	<b>117</b>	<i>Controller / Fresh</i> .....	123
Full Edition vs. Solo CC.....	117	<i>Contexts</i> .....	123
<i>Brute / Fresh</i> .....	118	<i>Leader / Fresh</i> .....	124
<i>Contexts</i> .....	118	<i>Contexts</i> .....	124
<i>Soldier / Fresh</i> .....	119	<b>Open Gaming License (OGL)</b> .....	<b>125</b>
<i>Contexts</i> .....	119		
<i>Artillery / Fresh</i> .....	120		
<i>Contexts</i> .....	120		

## Fifth Edition Foreward

By design, the rules for the Fifth Edition of the world's most popular roleplaying game (hereinafter referred to simply as "5E", for convenience) are streamlined in comparison to many other systems, including prior iterations of itself.

Reasonable people can disagree on whether this is, ultimately, a good thing, or a bad thing. There certainly seem to be plenty of advocates on each side of the argument.

Those against this simplicity can point to the nuanced feel that character design, combat, magic items, spellcraft, and most other game mechanics that are all lacking in 5E, made bluntly straightforward or eliminated altogether in the pursuit of simplicity and ease of use. They can decry the lack of detail and modifiers as subtle, yet very present, ways to alter the game and its circumstances. They might, if they get high up enough on their horse of perceived elitism, even lament that the changes have made their favorite game more open to less "serious" players, whatever that might mean.

Those who have embraced the streamlined nature of 5E can easily point to the massive sales figures, the enormous surge in popularity, and to the legions of celebrity figures who have taken up the sword, staff, pen, and paper. They can point out that Session 0 no longer involves tedious mathematics and spreadsheets, that creating a new character takes minutes, not hours. They can sing the praises of a game where, by design, players spend more time roleplaying, discussing, and exploring than in the deep mechanics of a combat laden with dozens of modifiers and effects.

Regardless of where one lands on this discussion, the differences themselves, between 5E and Pathfinder, are difficult to ignore.

5E, and in particular, PC/NPC design in 5E, is simply easier, quicker, and more straightforward than it is in Pathfinder.

That's an enormous boon to those wishing to pick up and play right away, and to remove impediments to any who might be interested in playing, but who balk at what is necessary to do so. Those who prefer Pathfinder's complexity—which, in full disclosure, the author counts himself among the ranks of—can still create a meaningful, useful, and compelling PC, and have a blast playing the game that, in the end, maybe really should be more about pizza and pals than modifiers and math.

In fact, there are only some very few situations in which the streamlined 5E approach to things is objectively lacking and suffers unavoidably in comparison to Pathfinder.

One, unfortunately, is largely the topic of this book: character design, creation, and advancement.

It's simply not possible to create PCs who are tailor-made for compelling and successful solo play in 5E as you can in Pathfinder. Completely separate from the licensing limitations and differences between 5E and Pathfinder—which themselves represent a significant difference in what can be presented in a book such as this—there are fundamental restrictions on what is purely possible. You can't load up a PC with a bunch of gear designed to move the needle of combat mechanics in her favor in every circumstance.

Again, this is by design: one of the key differences between the two systems is in the paring-down of magical items so as to make them feel more special in 5E as compared to Pathfinder, in which even the most ardent fans must admit, past a certain level of difficulty, powerful and expensive magical items are less special and more required for entry to play.

So, where does that leave us? And what does it mean for this book?

It means that the characters herein are created from scratch using all of the rules that can apply to PC creation. It means that care has been taken to outfit each character with the best equipment and best advantage for succeeding in the context of solo play as this book is designed to provide. It means that these several dozen PCs are the very best that the author was able to provide for the purpose.

But it also means that the experience may fall short of that in Pathfinder. Or, more accurately, that the PCs herein may be individually less capable of surviving and succeeding in solo play, particularly as OPOC (One Player, One Character).

However, it's still quite possible and feasible, especially using OPMC (One Player, Many Characters), to use these characters to fuel an outstanding 5E solo play experience. And the discussion that is contained in preface to those characters, around character creation, party composition, and advancement decisions, applies even moreso.

J. Evans Payne

Malvern, Pennsylvania

November 2019

# About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

## Values and Key Differences

### Plays Well With Everyone

**IGS** products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

### Comprehensive and Immersive

Each **IGS** product should “feel real” and come with everything the referee might require to make the setting, context, environment, or other content come alive.

### Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It’s so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

### Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

### Pervasive Maps

Don’t put a building on a map if I can’t go inside it.

### Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it’s fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn’t be there!

### Thoroughness: But What If...?

It’s possible to have a 16-page adventure that’s wonderful and exciting. It’s also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

### Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the “intended” Adventure Path or associated suite of **IGS** products; or to insert into an existing ongoing campaign.

### Reusable

No **IGS** product is “one and done” by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

### Production Quality

Our goal is to produce world-class products with high production values.

# FlexTale

## What is FlexTale?

**FlexTale™** is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.



### Dynamic Content


“**Dynamic content**” is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

**Dynamic Content** is made possible by something called a **FlexTable™**.

## FlexTables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

### A Traditional RPG Lookup Table

“: **Traditional Lookup Table**” is a typical “what’s in the treasure chest” table that requires rolling a  **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

**Table 1: Traditional Lookup Table**

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.

D%	Result	Description
81-100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

### The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in **probabilities** for the individual outcomes.
- “**Scalable**” **monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards**, measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

“: **Sample Treasure Chest Contents**” is the same table we saw earlier, modified to be a **FlexTable**.

## Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context “A” (D%A)**, the next one is “**B**”, and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

**Different Probabilities:** **Context C** is the most favorable, since it provides a much bigger range of rolls under which you would receive the “Major Reward”. **Context B** is the next best, since it, too, expands the range that **Context A** has.

**Circumstantial Results:** In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context**: “**Cursed Reward**”.

**Determining Context:** When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party’s relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to




**FlexTable 1: Sample Treasure Chest Contents**

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	<b>Nothing</b>	The treasure chest is empty.
31-40	21-50	21-30	31-40	<b>Minor Reward</b>	<b>1d20 gp</b> and a silver locket worth <b>5 pp</b> .
41-80	51-60	31-50	41-45	<b>Average Reward</b>	<b>3d12 gp</b> , a gold-hilted dagger worth <b>10 pp</b> , and two <i>potions of cure light wounds</i> .
81-100	61-100	51-100	46-50	<b>Major Reward</b>	<b>2d20 pp</b> , a potion of cure moderate wounds, and a <i>scroll of fireball</i> (CL 12).
n/a	n/a	n/a	51-100	<b>Cursed Reward</b>	<b>6d6 cp</b> , a rusted dagger (useless in combat), and whomever opens it is struck with a <i>bestow curse</i> spell (CL 8).




represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

-  **Use Context A:**  
If the party's relationship to the wizard is **Unfriendly** or

**Indifferent.**

-  **Use Context B:**  
If the party's relationship to the wizard is **Friendly**.
-  **Use Context C:**  
If the party's relationship to the wizard is **Helpful**.
-  **Use Context D:**  
If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.



# Introduction

# Overview, Usability, & Conventions

## What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A standalone tool, used for character selection
- Standalone inspiration for character creation and design in a traditional social tabletop RPG game.
- A pool of ready-to-play PCs for use by players joining an in-process game, or those starting having skipped Session Zero.
- A trove of ready-to-play advanced NPCs for use by GMs in a hurry.
- A companion to the *FlexTale Solo Adventuring Toolkit (FTEG SAT)* to fuel complex and engaging solo RPG play.
- A companion to the *FlexTale Encounter Generator* core book to fuel dynamic solo content generation.

In short, how you use this book is really dependent upon you and your needs as a GM and as a player.

## Strengths

In broad strokes, this book consists of two things.

First, it contains an **Introduction** section, which provides a great deal of discussion around character design, adventuring party design, character progression and advancement, multiclassing, solo play styles, and related topics.

The second part of the tome contains the “meat” of the effort: a detailed listing of ready-to-play PCs, designed with solo play in mind.

## When to Use This Book

- If you intend to pursue solo play of a tabletop RPG.
- If you are in need of zero-preparation, ready-to-use PCs (as a GM or solo player) or NPCs (as a GM in traditional group social play).
- If you are curious about whether solo play is for you, and are looking for a discussion on character design related to solo play.

## What This Book is NOT

This book does not contain full rules on how to conduct solo adventuring with the Pathfinder and/or 5E rules systems. Although there is much discussion herein on this subject, it falls short of a complete exploration of the topic, which is left to the *FlexTale Solo Adventuring Toolkit*.

This book also lacks any adventure content in and of itself. It is intended foremost as a resource of PCs and NPCs for solo play.

## How to Use This Book

There is no wrong way to use this book. However, as the approach used is perhaps somewhat different than other takes on similar material, some guidance may be useful to consider.

### On Its Own

The *FlexTale Solo Character Compendium* is designed to be fully usable on its own, without any other IGS or FlexTale products. The FTEG SCC contains enough of an introduction and preamble in these chapters to frame its use as a tool to single-handedly drive enable solo play in Pathfinder or 5E.

However, it may be challenging, particularly for players new to tabletop roleplaying games or to GMing in general, to tackle the myriad other challenges of solo roleplaying.

### As a PC/NPC Quickstart

**Infinium Game Studio** has several other products that showcase dozens of characters in the quadded-statblock format. The various **Character Compendium** books for Pathfinder are of course excellent examples of this, but nearly every adventure book also holds a wealth of NPC crunch.

In this vein, the **FTEG SCC** can be used as a tool for GMs in a hurry to mine for ready-to-play NPC statistics. It can also be used by players who are trying to quickly create a more advanced character or join an existing party in progress: just pick a PC, and it's ready to run as-is!

One quick note on this approach: by design, the characters in this book are more capable, have better ability scores, more levels, and more expensive gear and wealth than one might normally expect to find in a game. This is intentional, as the primary purpose of this tome is to enable solo play, which almost by definition means doing more with less. As such, care should be taken in any attempt to take a PC in this book and use it in a traditional PC party context--chances are good that any such PC inserted into a normal game would be overpowered compared to her peers.

Before you use any PC in this book in a traditional manner, be sure to check with the DM/GM to ensure that the character is acceptable. Unless you are joining a game already in progress with PCs who have already gained several levels, chances are good that any GM you ask would request that you make handicaps to PCs in this book to avoid them having too easy a time with the challenges faced by the rest of the party!

### Inspiration for Character Design

The **FTEG SCC** contains dozens of well-designed, intentionally-constructed characters, each forged from scratch with a certain role and/or use in mind. As a result, the characters that you will find herein form something of a masterclass in intentional character design, and can be used

completely apart from any intention of solo play as a means of illustrating various approaches to PC and NPC creation.

New players, GMs looking for NPCs to use as friends or foes, or those seeking a new slant on character design may find ample inspiration in these pages.

## Min/Maxing

“Min/maxing” has long been an element of character design. This refers to the practice of making choices in character design and level advancement that provide the greatest overall mechanical benefit to the character, either in terms of dealing damage, casting spells, or some other core element of gameplay. Supporters of this practice will claim that using the rules to design a more powerful character is part of the nature of any system of rules, and is the most logical way to design a PC so as to improve their chances of success in the game. Detractors--many of whom are GMs--will point out that at the extremes of this approach, it does tend to break the sense of immersion and takes the focus off of actual roleplaying.

Your gaming group’s, and your own personal, perspective on this subject is of course a function of how you prefer to play, and the type of campaign setting and game that you are involved in. Campaigns that are more exclusively combat-oriented tend to result in an increased focus on min/maxing; conversely, those gaming scenarios that employ a greater balance of social and other non-combat encounters are likely to be less punitive to those who design their characters more “naturally”.

The *FTEG SCC* is unlikely to change anyone’s stance on this matter. But it’s worth volunteering that the PCs designed herein tend to align more toward a min/maxing design philosophy. For example, there are very few gnomes or halflings in the book: that’s intentional, since the small handful of mechanical benefits gained from having a smaller character tend to be outweighed by the myriad of penalties that also apply. From a roleplaying standpoint, the smaller races tend to offer a wealth of opportunity in terms of personality, history, and culture, but as by definition solo play tends to be more demanding and with a greater focus on combat, such nuances can easily be lost.

## Illustrating PC Advancement

One of the great things about the Quadded Statblock approach to PC/NPC design is that for each character, the four different complete statblocks follow the evolution and growth of the same core character, and are designed to follow the rules of leveling mechanics to ensure a “realistic” progression of the character across levels.

That is, each PC herein contains four statblocks, which together can be viewed as the progression of the same character.

The upcoming *Creature Conversion Guide* from IGS will describe this approach in more detail, but at its core, it’s very simple: take a character, add levels, and consider what other factors and elements may have been involved in their gaining those levels, and design the next-highest Quad of statblocks as an evolution of that character’s growth.

Why might this be useful to a player? Viewing each set of four statblocks as the evolution of a single character can illustrate the long-term planning that may be involved in some cases. Feats with prerequisites may force you to

add an ability score point early on in a place where it does not immediately seem to add any value. For example, in Pathfinder, a character with Strength of 12 cannot take the Power Attack feat, since that feat requires a Strength score of at least 13. However, adding a point to your Strength to move from 12 to 13 does not affect your ability score modifier, so although there may not be an immediate benefit, if your eventual goal is to take advantage of the many Feats that have Power Attack as a prerequisite, where you put your ability score bonus upon leveling may necessitate a non-obvious choice.

## Inspiration for Traditional Party Composition

Much of the remainder of the Introduction discusses the balanced needs of forming an adventuring party, or in crafting a single character to fulfill all of those needs. For gaming groups in which some, or all, of the players are new to the game and/or to roleplaying games in general, this topic is crucial: forming a party of exclusively Wizards, for example, may seem like a great approach, but in reality, is quite unfeasible.

Almost everything discussed herein in the context of forming a diverse and capable adventuring party is applicable to party composition in a traditional context as well. Even moreso, since in traditional, non-solo play, there tends to be an even greater balance of combat and non-combat encounters.

## With the FTEG SAT

The best way to use the *Solo Character Compendium*, of course, is in conjunction with the *FlexTale Solo Adventuring Toolkit (FTEG SAT)*. In fact, the SCC was originally designed to be a companion to the *FTEG SAT*, and grew out of that product’s initialization as a means of accelerating the pace of getting started in solo play.

This book, the *SCC*, discusses concepts like PC Roles and character design in a general sense specific to party composition. The *FTEG SAT* contains an expansion on these subjects, and much more besides, tackling the challenges of solo play in a thorough manner.

Together, the *FTEG SAT* and the *SCC* form a comprehensive basis for embarking on solo play.

## With FTEG Core & Context Books

The *FlexTale Encounter Generator (FTEG)* core book is a massive resource for generating dynamic tabletop roleplaying game content in real time, with zero preparation beforehand. Although it was designed to be used by a GM as a means of helping create adventure content for a traditional gaming group, there’s no reason at all that it can’t be used to fuel dynamic content for solo play.

The ideal scenario, then, is one in which:

- The *SCC* is used to create a solo adventuring party.
- The *FTEG SAT* is used for rules to guide solo gameplay and dictate what sorts of dynamic content need to be generated.

- The **FTEG Core** book is used to actually generate the content required.

The three books operate together in fluid harmony, each solving problems covered to some degree by the others.

## Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

### Player Descriptive Text

These sections are meant to be read aloud to players as-is. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

### GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more “sensitive” than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

### Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these “soapbox” diatribes... but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

### Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

### Quest: Rats in the Cellar

### (example)

**Summary:** Kill rats in a fantasy tavern. Fun and creative.

**Rewards:** Rat corpses. Plus 10 gp from the bartender.

**Locations:** Bar.

**Key NPCs:** Bartender.

**Kickoff:** When any PC speaks with the bartender.

**Description:**

The bartender asks the party to slay **2d6** Giant Rats that have infested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

### Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

### Locked Secret Door (example)

5" thick; **Hardness 5; hp 30; Perception DC 16; Break DC 15; Disable Device DC 18**

5" thick; **Hardness 5; hp 30; Perception DC 18; Break DC 17; Disable Device DC 20**

5" thick; **Hardness 5; hp 30; Perception DC 20; Break DC 19; Disable Device DC 22**

5" thick; **Hardness 5; hp 30; Perception DC 22; Break DC 21; Disable Device DC 24**

### Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a **DC 12 Knowledge (Profession)** check.



### Skill Challenges



**Skill checks** are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

## ⚠ Falling Timbers (example)


**First Check:** DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

**Second Check:** DC 15 Acrobatics to avoid the debris; failure inflicts  2d6 points of crushing damage plus a possible  1d8 points of fire damage; success cancels subsequent checks.

**Third Check:** DC 12 Strength to dislodge one's self from the debris; failure inflicts  1d4 points of crushing damage plus a possible  1d8 points of fire damage; success quits the challenge.


## Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time.

At any rate, rewards are shown with blue boxes like this one. Some containers have common treasure, which applies equally to all difficulty bands; these are shown with the badges for all four bands like this: .


Other treasure is “scaled”; that is, the PCs receive different treasure depending on what difficulty band they are playing at. Select the band that's appropriate for the level of the PCs; that is the treasure they receive. They do **not** receive all of the treasure listed across all four bands!


## Secret Closet Chest

 **Brushgather geneology book** (a small book; value 6 gp)

 **19 gp; opal pendant on gold chain** (value 31 gp)

 **8 pp; 42 gp; opal pendant on gold chain** (value 72 gp)

 **19 pp; 37 gp; opal pendant on gold chain** (value 180 gp)

 **52 pp; 84 gp; opal pendant on gold chain** (value 428 gp)


## Traps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.


Note that the statistics for the impact of most traps scale to the four difficulty bands; select the one that is appropriate for the PCs in your game.

### Acid Arrow Chest Trap


**Type** Magic; **Trigger** Touch; **Reset** none

 **Perception** DC 18; **Disable Device** DC 20


**Effect** spell effect (*acid arrow*; Atk +1 ranged touch (1d4 acid damage for 2 rounds)

 **Perception** DC 20; **Disable Device** DC 22

**Effect** spell effect (*acid arrow*; Atk +3 ranged touch (2d4 acid damage for 2 rounds)

 **Perception** DC 22; **Disable Device** DC 24

**Effect** spell effect (*acid arrow*; Atk +5 ranged touch (2d4 acid damage for 3 rounds)

 **Perception** DC 24; **Disable Device** DC 22


**Effect** spell effect (*acid arrow*; Atk +7 ranged touch (2d4 acid damage for 4 rounds)

## Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

### Adventurer's Chronicle (example)

**Value** 50 gp; **Weight** 1 lb.; **Materials** paper; **Nature** non-magical; **Aura** none; **Slot** usable; **CL** n/a

This book is chock full of useful information. When used as a reference (an action that typically takes  1d4 full rounds of searching the text), an *adventurer's chronicle* grants a +2 competency bonus on a specific **Knowledge** check for which the book is designed.

**Construction Requirements** means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

## NPCs and Monsters

Crunch time!

Due to the scale of this adventure, this Adventure Book contains statistics only for NPCs (both Common and Dramatis Personae) and new monsters.

Common monsters, such as Umber Hulks and Giant Spiders, do not have statistics within this tome. Most of the common monsters referenced in this book have freely-available stats, either for free online, or as part of the core books of the game system you are playing.

## Variable Challenge

One of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., “4th to 6th level”).

One might argue that this Variable Challenge concept is at the very heart of *Aquillae: Bestiary of the Realm* and why it exists in the first place.

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—“crunch”, in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are “by the seat of their pants” GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense, **Infinium Game Studio**, does not want to judge as to which approach is “better” or “worse”. What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

## Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it’s been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it’s an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it’s worth reading through, because all of the Quests in this adventure denote XP awards using this method.

### I Want Candy

In the author’s early days as a GM, I tossed out candies as rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn’t make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger’s longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my

games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza’s here, and your character is tied up in the cyclops’ cave, so you know you won’t be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy—that’s worth a candy. Tell a funny joke—that’s worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie’s—okay, that’s a little ghoulish, but it’s in character, and amazing, so, yeah, that’s three candies right there.

### Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would “turn in” their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs’ levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let’s say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a “nugget” of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!


### Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it’s required reading, because now we’ll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- Defeating monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in **skill challenges** or checks.
- Fulfilling other objects in pursuit of a **Quest**.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of “**Reward Stars**” players should receive for success. This is denoted like this:  +2.

Think of a **Reward Star** as a sugar-free and abstracted

version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

**Locks, traps, and skill checks** are typically “quadded”; each level of **CR** lists a suggested **XP** reward, but also a number of **Reward Stars**.

**Quests** only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such “intangible rewards” should be general in nature: a good, timely joke should be rewarded with a chunk of **XP** that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

### Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

**Reward Stars** should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

### Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted **Reward Stars** to the party as a whole. In this scenario, calculate the **Average Party Level (APL)** as you normally would, and use that on the table below to convert the reward to standard **XP**.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances—or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such

power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the *Pathfinder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:


- **Slow** advancement requires 15 **Reward Stars** to advance.
- Advancement with the **Average** progression demands 10 **Reward Stars** per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.


Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000
19	100,000	105,000	140,000
20	n/a	n/a	n/a

### “Quadded” Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

 These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

 **Low**-level statistics are the default, and are intended for parties of 1<sup>st</sup> to 4<sup>th</sup> level PCs. Typically, the **Low CR** for a creature will be in the range of fractional, up to 4. You may see this referred to as “**1L**”.



⊗ **Moderate** statistics present a bit more challenge, and are meant for 5<sup>th</sup> to 8<sup>th</sup> level PCs. **CRs** can be in the range from 4-10. You may see this referred to as “**2M**”.

⊗ **Advanced** creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels. You may see this referred to as “**3A**”.

⊗ **Elite** monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15<sup>th</sup> level. You may see this referred to as “**4E**”.

To avoid confusion, elsewhere in the text outside of the creature’s quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, “vital stats” block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

## Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn’t exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

### 🚪 Locked Secret Wooden Door

⊗ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 16; **Break** DC 20; **Disable Device** DC 18

⊗ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 20; **Break** DC 24; **Disable Device** DC 22

⊗ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 22; **Break** DC 26; **Disable Device** DC 24

⊗ 5” thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

# PC Roles

## Overview

Each PC in an adventuring party serves one or more Roles. The players may not even think of their PCs as fulfilling Roles, or even be aware of the breakdown of what classes fill which roles best, and in the most roleplaying of contexts, it may be that the entire topic is far from anyone's mind.

Nevertheless, over decades of different rules systems and editions, formats and approaches to character design, there are many common themes. It's possible to have a truly memorable and successful roleplaying game experience in complete ignorance of the PC Roles concept, and to be fair, some may find the concept unsavory, or in conflict with the immersion of pretending to be someone else.

## A Note on Classes Mentioned

There are dozens, if not hundreds, of classes available for use in Pathfinder and 5E. Hundreds more have been spawned from indie content.

It is not only beyond the scope of this discussion, but also physically daunting from a readability standpoint, to be able to lay out a thorough exploration of every published character class in the context of this topic.

Instead, the "Core 11" classes will be used throughout this book.

## Advantages

This approach keeps things simple and digestible, without cluttering things up with an order of magnitude worth of additional options.

As nearly all other classes beyond the "Core 11" can be viewed as similar to, extending, or combining one or more of the Core 11 classes, any such class is still easily mapped to one or more of the classes that are included in the discussion.

## Disadvantages

There are, of course, nuances to the other classes that are omitted: advantages, quirks, drawbacks, and elements that would outright exclude or include an "extended class" in a category where this document claims it does not belong.

Such detail is of course lost when these classes are not included in the discussion.

## Conclusion

As with all other aspects of the game, if it feels wrong, you might want to avoid it, and if it feels right and fun, then embrace it, no matter what the rulebooks say!

## PC Roles in Solo Play

In solo play, however, by design, the gaming experience is less social, seeing as how the "group" consists of a single person in charge of everything. Defeat in a mixed, diverse, and live group of humans because of some missed

opportunity can be something easily laughed at over pizza minutes after a total-party kill at the hands of an ancient dragon; losing on your own to a back-alley thief because you designed your characters wrong can be an immensely frustrating experience.

Solo play lacks many characteristics that traditional, group play has. Some of these missing pieces are factors that would otherwise improve your chances at having a well-rounded party: people are different, and what each of them hopes to gain and experience out of a roleplaying adventure is different too. So it's very unlikely that a group of, say, five people would approach a gaming table with the same exact thing in mind. No four people, strangers or friends, will come to Session Zero with the exact same character design in mind; that's part of the magic and mystery of a traditional roleplaying experience to begin with.

Therefore, in the context of solo play, PC Roles are particularly worth recognizing, because you as a single person might otherwise be inclined to pick or make characters that lean toward your own personal preferences, in potential jeopardy of missing a vital ability that the party as a whole requires in order to be successful.

## PC Role Selection

Roles can come about in a number of different ways, and these approaches can even be mixed in the context of a single group. That is, some characters might choose their Roles intentionally, and others may come across them by accident or necessity.

Generally speaking, there is no right or wrong way to fulfill PC Roles, so long as those roles are being fulfilled in some manner (more on this topic later).

## Roles by Design

Gaming groups with a focus on winning, combat, and quick progression tend to use **Roles by Design**, and groups of veteran players of any approach tend to at least discuss things explicitly in terms of raw mechanics.

"I'll be the tank". "I can be a healer". Those familiar with multiplayer online video games are likely already familiar with character Roles in this sense. Roles by Design simply means that one or more players explicitly decide that their character will fulfill one or more Roles. They might state this to the group, make it obvious in their character name ("Donald Perseus Ronaldo" might be a wry expansion of the DPR, or Damage Per Round, acronym), or their choice of class and equipment may make it clear.

## Roles by Roleplaying

Gaming groups with a focus on balance between roleplaying, combat, and non-combat encounters tend to employ **Roles by Roleplaying**.

A Paladin who is compassionate and eager to feed the poor, defend the weak, and keep the group together through

sheer force of will is likely to choose abilities and prepare spells that will benefit her fellow man. Similarly, a Cleric committed to necromancy may not even know any healing spells. Stereotypes about character classes tend to exist for a reason, but those stereotypes and the character-design decisions that usually follow from those stereotypes can be circumvented with some contravening personality decisions.

Maybe your Bard is portly and asexual, and would sooner roll to seduce a sandwich than the damsel in distress. Perhaps your Barbarian is her tribe's spiritual leader, learned in lore and studied in history, and an intellectual magnate who pillages so as to better build a library. There's a popular theory that Gandalf from Lord of the Rings was more Fighter than Wizard, in the sense of how the story and his abilities played out in strict game mechanics.

There's great fun to be had in playing against type, or in mixing metaphors. For a more effective overall party, however, just make sure you share your non-obvious predilections with your comrades so you can together make sure that all the bases are covered.

## Roles by Accident

Gaming groups who are not co-located, who create their characters on their own (i.e., no Session Zero), or who meet only occasionally or without regularity tend to end up with Roles by Accident. New players, and groups run by a novice GM, tend to end up with this approach to some extent as well.

Sometimes, neither of the above approaches applies in a group. It could be that everyone is focused on backstory and personality, and makes choices toward those aims in a silo, apart from other players. It could also be that nobody wants to take a certain role.

Perhaps the party's Cleric didn't learn or prepare any healing spells. Maybe the group contains some melee combatants, but nobody thought to bring any ranged weaponry. It could be that none of the PCs has any ability to gather information or pressure an unwilling NPC in conversation.

Whatever the origins, some gaming groups realize too late that they lack any character who was intentionally designed to fill a certain Role. When this occurs, it can be a wake-up call to the party as a whole, and going forward, some players may make different decisions with their characters as a result.

## PC Role Gaps

A "Role Gap" is simply a missing element to an adventuring party: a PC Role that nobody in the group can immediately fulfill.

### Addressing Role Gaps

Some gaps are easily resolved in the short term: prepare different spells next time the party rests, for example. Others can be addressed over time: spend skill points, select ability score bonuses, and make other character advancement decisions with the gap in mind.

It's also usually possible to "buy your way out" of a gap. The party can hire mercenary NPCs with skills that they lack, or purchase magical items that grant abilities missing from the

group.

Ultimately, unless the immediate need is dire, or the adventure being played was designed such that there is only one, railroaded course through which progression lies, any party experiencing a Role Gap can address that challenge, so long as they acknowledge that the gap exists and commit to doing something about it.

## Majors & Minors

This terminology is adapted from the American higher education system, wherein all students have a "major" which represents their core area of academic focus, and may also have one or more "minors" which describe additional concentrations of study. Similar to this, each PC may have majors and minors: PC Roles they are primarily designed to fulfill (Majors), and other functions their abilities make them suitable for (Minors).

Consider that if your gaming group rarely runs into social encounters, you may not need a dedicated PC whose Major is in Diplomacy, Intimidate, and Sense Motive (Pathfinder terminology); you may be able to simply have an existing character "Minor in" those abilities by dedicating a few skill points their way.

Throughout the remainder of the discussion, you'll see these terms pop up. Most often, you'll see a "minor" suggested for a character class that may not be optimal for a certain PC Role, but who could be configured do fulfill it adequately as a secondary focus.

## Context & Game Style Matters!

When evaluating PC Roles, remember that depending on the nature of your gaming group's gameplay, you may be likely to run into certain types of encounter more than others. An adventure in the plains offers much more wide-open spaces than one in narrow caverns underneath a mountain; the former may benefit more from a ranged combatant.

## The Quick Essentials

Pressed for time? Just interested in the core tenets of the PC Roles approach to party composition? Start here.

## The Vital Three

The "Vital Three" PC Roles represent the core of the elements of required diversity for any adventuring party to successfully meet the typical tabletop RPG challenges thrown at them. Although these are useful roles to recognize in and of themselves, together, they form a powerful core starting point of what is necessary to face the variety of encounter types.

These Vital Three are a useful reference point in any of the following circumstances:

- If you are trying to form a party with as few characters possible.
- If have a party in mind, and want to compare it to a set of essential skills.



- If you are approaching solo play with a **One Player/One Character (OPOC)** approach, and/or your gaming group allows for only one or two PCs in the party.

If you're in a hurry, or are not overly interested in the remainder of the discussion and theory of PC Roles, you might consider picking or creating one character that fits each of these Vital Three Roles. You are already likely familiar with these archetypes, and may call them by different titles; for the purposes of this discussion, they will be enumerated as "Melee Combat Grunt", "Distance Magician", and "Noncombat Toolbox".

For convenience, each has been mapped to one or more **Flex AI Combat Roles**. More information about Flex AI can be found in the *Flex AI Guidebook*, or any of the **Bestiary** products created by IGS.

## Melee Combat Grunt

### FlexAI Combat Roles:

 Soldier,  Brute




### Examples from This Book:

Barbarian A, Barbarian B, Fighter A, Fighter B, Monk A, Monk B

### Suggested Class Majors:

 Fighter,  Barbarian,  Monk

### Possible Classes / Minors:

 Ranger,  Paladin,  Cleric

### Discussion:




The stereotypical "tank" or "DPS" character, who closes with the enemy in hand-to-hand combat, deals out high amounts of damage, and may also be able to sustain a lot of damage themselves.

As close combat is impossible to avoid entirely, it's essential that a Melee Combat Grunt be present to fend off waves of beasts, protect weaker characters in the party, or if all else fails, be the sole survivor who is able to heal and bring others back to life if things go horribly wrong.

Be wary of having this PC multiclass, or take other "minors": You either need several Grunts who each minor in other areas, or a single dedicated Grunt who can soak up and dish out damage in melee.

## Distance Magician

### FlexAI Combat Roles:

 Artillery,  Controller,  Leader


### Examples from This Book:

Wizard B, Cleric B, Ranger A, Sorcerer A, Druid B

### Suggested Class Majors:

 Wizard,  Cleric,  Ranger,  Sorcerer,  Druid

### Possible Classes / Minors:

 Bard,  Paladin,  Fighter,  Rogue

### Discussion:

Don't be too swayed by the "magician" component: this PC Role requires versatile ranged abilities, and can even be fulfilled by a non-magic-user if the right elements exist elsewhere in the party.



Distance Magicians are able to affect enemies from afar. This could be a Ranger with a longbow, a Wizard with fireball spells, or a Cleric with flame strike abilities.

Distance combat may often take second place to melee battles, but ranged fighting poses two unique problems to parties with zero focus in them.

First, there may be enemies who cannot be reached physically in close combat. If your party storms a castle, for example, it does them no good if they have the world's most formidable barbarian in their ranks, if she can't be hoisted onto the ramparts without taking a dozen crossbow bolts in the spleen. Second, without a means of striking from afar, the party is at the mercy of enemies who can, even in battles where close combat is feasible.

## Noncombat Toolbox


### FlexAI Combat Roles:

 Skirmisher,  Lurker

### Examples from This Book:

Rogue A, Rogue B, Bard A, Bard B, Paladin A

### Suggested Class Majors:

 Rogue,  Bard

### Possible Classes / Minors:

 Paladin,  Ranger,  Druid,  Wizard,  Sorcerer

### Discussion:

Ah, the social encounter: boon to roleplaying, bane to min/max looting. Even the most combat-heavy gaming circles have occasional need for interacting with NPCs, even if it's just as an Intimidate-ing preamble to more fighting.

You need at least one character in your party who is able to hold a conversation, and for whom Charisma is not a "dump stat". In very small parties, however, it's often difficult to dedicate an entire PC to this Role, and even in larger groups, it can be boring and unfair to a player to dedicate their PC solely to social encounters.

As a result, of all the **Vital Three** PC Roles, **Noncombat Toolbox** most of all requires some other focus: a minor for a character who majors in this, for example. Rogues and Bards in particular are excellent for this split capability. Despite their needed focus on Charisma, Paladins are not automatically the best choice for this role, as their limited skill points (Pathfinder) and sometimes inferior flexibility of options (5E) may not lend their talents as well to this focus.

## Vital Three Class Summary



































The table below summarizes which classes are best suited ( **Majors**), and could be used ( **Minors**), to fulfill each of the Vital Three PC Roles identified in this section.

Table 3: Vital Three PC Roles Class Summary

Class	Melee	Distance	Noncombat
 <b>Barbarian</b>			
 <b>Bard</b>			

Class	Melee	Distance	Noncombat
 Cleric			
 Druid			
 Fighter			
 Monk			
 Paladin			
 Ranger			
 Rogue			
 Sorcerer			
 Wizard			

## Combat Roles

Combat Roles are those most easily filled, in most gaming groups.

This section discusses common roles in combat encounters, and mentions them in the context of FlexAI terms, with examples of classes that are good choices for each role.

### Melee Combat

#### FlexAI Combat Roles:

 Brute,  Soldier




#### Examples from This Book:

Barbarian A, Druid A, Monk A, Paladin A, Rogue A, Barbarian B, Cleric B, Fighter B, Monk B, Ranger B

#### Suggested Class Majors:

 Fighter,  Barbarian,  Monk

#### Possible Classes / Minors:

 Paladin,  Rogue,  Ranger

### Ranged Combat

#### FlexAI Combat Roles:

 Artillery






#### Examples from This Book:

Ranger A, Druid B, Rogue B, Sorcerer A, Wizard B

#### Suggested Class Majors:

 Ranger,  Wizard,  Sorcerer

#### Possible Classes / Minors:

 Druid,  Cleric,  Fighter,  Rogue,  Bard

### Area Effect




#### FlexAI Combat Roles:

 Controller,  Leader,  Artillery



#### Examples from This Book:

Druid A, Sorcerer A, Bard B, Cleric B, Wizard B

#### Suggested Class Majors:



 Wizard,  Sorcerer,  Druid

#### Possible Classes / Minors:

 Cleric,  Bard

## Healing, Buffs, & Recovery

#### FlexAI Combat Roles:

 Skirmisher,  Leader




#### Examples from This Book:

Cleric A, Paladin A, Cleric B, Paladin B, Sorcerer B

#### Suggested Class Majors:

 Cleric,  Paladin

#### Possible Classes / Minors:

 Sorcerer,  Wizard,  Druid

#### Discussion:

No matter how adept a party is, it will eventually suffer damage. Having a **healer** in the team is absolutely essential, particularly at the lower and higher levels of difficulty. Although most commonly and usefully associated with Hit Point damage, Healers should ideally also be able to mitigate Conditions and temporary Ability Score damage inflicted by enemies.



**Bufs** are advantageous effects that benefit one or more friendly creatures. While not strictly required for success, typically those who fulfill the Healer role can also grant their comrades benefit.

**Recovery** refers to longer-term damage and negative effects suffered and dealt with after combat concludes. Ability score damage, negative levels, poison, disease, curses, and other effects that linger long after the enemy is defeated must be resolved somehow.

Note that “healer” commonly refers to a class capable of casting healing magic, but need not be limited to this function. Those fulfilling the Healer role may employ magic items, potions, or other effects to grant boon to their comrades, even if they themselves cannot cast *cure wounds* spells.

## Mobility & Versatility

#### FlexAI Combat Roles:

 Skirmisher,  Lurker



#### Examples from This Book:

Monk A, Rogue A, Fighter B, Ranger B, Rogue B

#### Suggested Class Majors:

 Monk,  Rogue,  Bard,  Ranger

#### Possible Classes / Minors:

 Paladin,  Barbarian,  Fighter

#### Discussion:

Unlike the other Combat Roles discussed, **Mobility & Versatility** is a set of talents that tend to benefit only one member of the party. Just because one member of the party can move swiftly doesn't mean the entire group can escape an overwhelming situation. That's not what is meant here.

For the purposes of Combat Roles, **Mobility & Versatility** refers to the tactical advantage of having at least one PC

## Combat Roles Summary



















































Below please find a matrix that attempts to summarize the suitability of the core classes to the Combat Roles identified herein in terms of  **Majors** and  **Minors**.

Table 5: Combat Roles Class Summary

Class	Melee	Ranged	Area Effect	Healing	Mobility	Resist
 Barbarian						
 Bard						
 Cleric						
 Druid						
 Fighter						
 Monk						
 Paladin						
 Ranger						
 Rogue						
 Sorcerer						
 Wizard						

being able to move swiftly about the battlefield, and does not reflect the party's overall ability to navigate obstacles (see **Noncombat Roles**, below).

### Resistance & Survivability



#### FlexAI Combat Roles:

 Soldier,  Brute,  Leader 






#### Examples from This Book:

Barbarian A, Barbarian B, Fighter A, Fighter B

#### Suggested Class Majors:

 Barbarian,  Fighter

#### Possible Classes / Minors:

 Paladin,  Druid,  Cleric,  Wizard,  Sorcerer

#### Discussion:

Of all the Combat Roles, this one is the least essential. Sooner or later, every adventuring party encounters an effect or monster that involves a massive threat to each and every party member. Whether it's a pit of acid that everyone falls into, a dragon's breath that envelops the entire echelon of PCs, or a *sleep* spell cast by a particularly formidable sorcerer, there are certain circumstances that threaten to slay the entire party en masse.

**Resistance** refers to the ability to resist or be immune to certain types of damage. Most commonly, this refers to energy resistance. Classes naturally resistant to certain effects, or those capable of casting spells that grant such a resistance, are ideal for this Role.

**Survivability** means the knack for surviving what others cannot. Mechanically, this means either a massive amount of hit points, and/or high Save bonuses.

## Noncombat Roles

Combat is a major component of nearly every tabletop RPG, and particularly with solo play. However, noncombat encounters (traps, discussions, etc.) represent a vital piece of the action, too. Parties successful in militant action may fall flat on their faces when faced with a conversation!

This section describes a method of ensuring party composition reflects a collective ability to face daunting challenges outside the battlefield.

## Rules System Skill Mapping

Skills are treated fundamentally differently in 5E versus Pathfinder. One approach is not objectively better or worse than the other; however, it is worth recognizing that the mechanics, options, and overall approach to these concepts will dictate differences in how you go about ensuring that Noncombat Roles are filled in your adventuring party.

Below is a brief summary of the mapping of skills comparing Fifth Edition to Pathfinder.

Table 4: Rules System Skill Mapping

Pathfinder	5E (Fifth Edition) Equivalent
<b>Acrobatics</b>	Acrobatics or Athletics (for jumping)
<b>Appraise</b>	Tool (Artisan's Tools) or Int Check
<b>Bluff</b>	Deception
<b>Climb</b>	Athletics

Pathfinder	5E (Fifth Edition) Equivalent
Craft	Tool Proficiencies (including Artisan's Tools, Herbalism Kit, Poisoner's Kit) or Int Check
Diplomacy	Persuasion
Disable Device	Tool Proficiency (Thieves Tools)
Disguise	Tool Proficiency (Disguise Kit)
Escape Artist	Dex Check or Str Check - Acrobatics?
Fly	No equivalent
Handle Animal	Animal Handling or Tool Proficiency (Vehicles)
Heal	Medicine, Tool Proficiency (Herbalists Kit), or using a Healers Kit
Intimidate	Intimidation
Knowledge: Engineering	Int Check or History, Tool Proficiency (Artisan's Tools)
Knowledge: Planes	Arcana
Knowledge: Arcana	Arcana
Knowledge: Dungeoneering	Arcana, Nature
Knowledge: Geography	Int Check or Tool Proficiency (Navigators Tools)
Knowledge: History	History
Knowledge: Local	Int Check or Investigation
Knowledge: Nature	Nature
Knowledge: Nobility	History
Knowledge: Religion	Arcana, Religion
Linguistics	Language rules work differently
Perception	Perception
Perform	Performance, Tool Proficiency (Musical Instrument)
Profession	Tool Proficiencies (Artisan's Tools, Gaming Set, Vehicles)
Ride	Animal Handling
Sense Motive	Insight
Sleight of Hand	Sleight of Hand
Spellcraft	Arcana
Stealth	Stealth
Survival	Survival, Tool Proficiency (Navigators Tools)
Swim	Athletics

Pathfinder	5E (Fifth Edition) Equivalent
Use Magic Device	Rogue class ability

Note that as Pathfinder's approach to skills is more varied and complex, Pathfinder terminology will be used in the remainder of this section and can be easily mapped above to determine the 5E equivalent(s).

## Noncombat Roles Defined

Most other Roles will benefit the entire party, so long as at least one PC fulfills the Role. Not so with some Noncombat Roles: It does the rest of the party no good if only the lone Rogue has any ranks in Acrobatics!



Take care, then, when organizing your party while physically navigating: if only one PC fulfills a given noncombat role, you may want to make sure they are in the lead or otherwise best positioned to make use of their talents in that manner.

## Social Encounters

### Examples from This Book:

Bard A, Wizard A, Paladin A


### Suggested Class Majors:

 Rogue,  Bard

### Possible Classes / Minors:

 Paladin,  Monk,  Sorcerer

### Relevant / Required Skills:

 Diplomacy, Intimidate, Sense Motive

### Discussion:



Like Combat Roles, typically, so long as a single PC fulfills the **Social Encounter** role with their talents, the party as a whole benefits.

## Avoidance




### Examples from This Book:

Rogue A, Monk A, Rogue B, Monk B


### Suggested Class Majors:

 Monk,  Rogue

### Possible Classes / Minors:

 Bard,  Fighter,  Barbarian

### Relevant / Required Skills:

 Acrobatics, Climb, Disguise, Stealth, Swim

### Discussion:

Usually, only the PC(s) skilled at **Avoidance** talents will be able to navigate obstacles and avoid threats related to these abilities.

If the PC(s) fulfilling the **Avoidance** role are out in front of the party, though, they may be able to trigger a threat and avoid it on behalf of the rest of the party, or at least, give those less skilled in this area the heads-up warning they may need to get out of the way.

## Traps



### Examples from This Book:

Rogue A, Rogue B


#### Suggested Class Majors:

 Rogue

#### Possible Classes / Minors:

 Barbarian,  Bard,  Ranger

#### Relevant / Required Skills:

 Perception, Disable Device

#### Discussion:




Only one member of the party need be able to detect and disarm traps, though of course multiple PCs fulfilling this role may grant the party multiple chances to mitigate trap-based threats.

## Orientation & Navigation

#### Examples from This Book:

Ranger A, Ranger B

#### Suggested Class Majors:

 Ranger,  Wizard,  Druid

#### Possible Classes / Minors:

 Fighter,  Paladin

#### Relevant / Required Skills:

 Knowledge skills, Perception, Disable Device, Survival, Ride, Divination spells/abilities

#### Discussion:



This refers to long-term transportation across overland maps and between cities and types of terrain, as well as the ability to make sense of one's surroundings if lost. Only one PC need have such talents to benefit the entire team.

## Mobility





#### Examples from This Book:

Monk A, Monk B, Ranger A, Ranger B


#### Suggested Class Majors:

 Monk,  Ranger

#### Possible Classes / Minors:

 Fighter,  Druid,  Wizard,  Bard

#### Relevant / Required Skills:

 Acrobatics, Climb, Swim, Ride

#### Discussion:

Mobility means being able to move about quickly, perhaps to deliver a message, to retrieve an item, or to otherwise navigate physical or distance obstacles in a round-to-round basis.

Depending on the nature of the need, a single PC having such abilities may not be sufficient to grant benefit to the entire party.

## Other


#### Suggested Class Majors:

 Bard,  Rogue

#### Possible Classes / Minors:

Any

#### Relevant / Required Skills:

 Perform, Sleight of Hand, Use Magic Device

#### Discussion:

These skills may be vital in certain circumstances, but are

## Noncombat Roles Summary



















































Below please find a matrix that attempts to summarize the suitability of the core classes to the Noncombat Roles identified herein in terms of  **Majors** and  **Minors**.

Table 6: Noncombat Roles Class Summary

Class	Social	Avoidance	Traps	Navigation	Mobility	Other
 Barbarian						
 Bard						
 Cleric						
 Druid						
 Fighter						
 Monk						
 Paladin						
 Ranger						
 Rogue						
 Sorcerer						
 Wizard						



not common enough to dedicate an entire character design around. Throw a few skill points toward some of these abilities, or be prepared to hire a mercenary to meet the Role should the need arise.

 Knowledge skills, Profession skills, Craft skills




## Campaign Downtime Roles

Not all campaigns and gaming groups use “downtime” rules. Often, the game is simply put “on hold” in between sessions, and in between adventures. Some groups don’t focus at all on marking the passage of time.

There is no right or wrong way to handle this possibility, but of the various PC Roles, Campaign Downtime Roles tend to be the least essential, simply because the purposes they serve are completely absent from many gaming groups.

### Campaign Downtime


#### Suggested Class Majors:

 Wizard,  Fighter,  Barbarian

#### Possible Classes / Minors:

Any

#### Relevant / Required Skills:

 Craft skills, Spellcraft, most Knowledge skills, Profession skills

## Background & Plot Roles

These Roles involve “soft skills” or character elements that are primarily used to drive story or act as potential hooks to quests or plots that the GM or adventure may employ.




These can also be used to drive interactions, and establish connections, with NPCs the group encounters.

For example, if one of the PCs used to be a blacksmith, encountering another in that profession may establish an automatic kinship, and may even formally improve the Attitude of the NPC toward the party because of that membership.

Although it’s unlikely anyone would design a character from the ground up to fulfill a Background Role, it’s something to consider when creating a character, both in terms of how to spend points and choose abilities, and in how to interpret the elements of your character that you’ve picked for other purposes, in the context of potential plot and story uses. Nominally, integrating the composition of the adventuring party into the context of an adventure is the GM’s duty, but good roleplaying means each individual PC should be on the lookout for connective opportunities as well.

### Background & Plot

#### Suggested Class Majors:

 Wizard,  Fighter,  Paladin

#### Possible Classes / Minors:

Any

#### Relevant / Required Skills:

# OPMC Party Composition

## Overview

OPMC means **One Player, Multiple Characters**, and is the suggested default for solo adventuring. Having multiple characters means being able to easily fill multiple PC Roles.

The overall topic of OPMC is addressed in the core *FTEG Solo Adventuring Toolkit* book. For the purposes of crafting a party of characters, some of that content is reproduced here.

The quantities described below refer to the “permanent” PCs involved in a party; that is, the characters that you directly and completely control the actions of as a player. NPC friendlies, hirelings, summoned creatures, and the like can add to the total number of friendly creatures in play at a given moment, and can complicate things, but not in the context of the below discussion.

## Party Size & Composition

If you’re playing solo, and using OPMC, it means there’s no upper or lower limit on the number of PCs your adventuring party can be comprised of. Just as with traditional play, however, there are realistic limits on what makes for an ideal composition and mixture. While it may be obvious that a party with too few characters will suffer at the hands of monsters and other threats, it can also be a disadvantage to have too many PCs, which leads to confusion, complication, and chaos, even in the hands of an experienced player and/or GM.

### Too Small: 1-3 PCs

Unless carefully designed and used, 1-2 PCs tends to be too challenging for most play scenarios. It’s more difficult for such a party to fulfill very many PC Roles (see above), and the types of challenge this size of party can confidently face tends to be quite small. Which is not to say that it cannot be fulfilling and rewarding, but ultimately, it’s usually not enough.

### Too Large: 6 PCs

Although it may be tempting to be able to face any sort of challenge with a full array of talents, large parties are crowded, confusing, and offer their own, new sorts of difficulty in terms of logistics, whether you play Theater of the Mind or with battlemaps and miniatures. Combat involving this many friendly creatures can greatly balloon the time required to resolve a conflict, and managing the character growth and evolution of this many characters simultaneously can be overwhelming, even for experienced players.

### Just Right: 4-5 PCs

As with traditional play, this seems to be the “sweet spot” of party size. Some will prefer smaller groups, and others may be used to larger groups, but around 4 characters tends

to be the right balance of ensuring the right mixture of talents while not representing an overwhelming amount of micromanagement requirement.

Particularly if you are new to the game, and/or new to OPMC solo play, you may want to consider a starting size of 4 PCs, and go from there. Remember that you can add to or subtract from your party’s size at any time once your solo adventuring begins.

## Ticking the Boxes

### The Vital Three (recap)

To recap, if you plan nothing else in the course of creating your adventuring party, make sure that you have a mixture of characters that minimally fulfill the following PC Roles: “Melee Combat Grunt”, “Distance Magician”, and “Noncombat Toolbox”.

Once you’ve satisfied these requirements, or to augment them, you can expand beyond into other PC Roles.

### Majors & Minors

You have more PC Roles to fill than the optimal party size equals. Therefore, most, if not all, of your PCs will have to “multitask” in which roles they can fulfill.

This section recaps the discussion on PC Roles in the context of the OPMC character approach.

### Combat Roles

You’ll need at least 1-3 PCs with a Major in **Melee Combat**. If you’ve followed the **Vital Three** advice, you’ll have that already, but just because the box is ticked with a single PC, doesn’t mean you’re done: generally speaking, between a quarter and a half of your adventuring party should be able to participate in melee combat without immediately perishing or sacrificing their ability to be useful in combat. In an average-sized party of 4 PCs, that means at least 1-2 of them should be melee combatants as a Minor, at least, and one of those two should have it as a Major area of focus.

Ideally, I’ve found that in a party of 4 PCs, one should Major in melee combat, almost to the point of exclusivity. Two should Minor in melee combat, with other skills and abilities as well.

At least one character needs to be able to dish out **ranged damage** and effects--though, again, if you’re following the Vital Three advice, this should be largely covered. Two characters Minor in ranged combat is an acceptable equivalent of a single character Majoring in this area, however. Assuming your Melee Combat Grunt is a Fighter or Barbarian, s/he may also pick up some ranged abilities; Rangers are also excellent at this varied spread of abilities.

### Noncombat Roles

At least 1 PC should focus on social encounters, NPC

persuasion, and information-gathering abilities.

In a party of more than 3 characters, at least 1 of them should also have some Knowledge related talents.

Although one character can Major in this area of focus, it's not quite as absolutely essential as melee combat: two characters can Minor in this focus and your party will be just fine.

## Campaign Downtime Roles

In the *FlexTale Encounter Generator Solo Adventuring Toolkit*, there is a section on adapting campaign downtime rules for use in solo play. These rules adapt quite easily, actually, since they are almost by definition focused around times where the complete set of players is not available.

If you are using these rules in your solo campaign, and have a party of at least 4 PCs, consider giving one of them a downtime Minor.

Beyond that, unless you plan to focus on creating magic items for example, of if you have a party of 3 or fewer PCs, you can ignore this category of PC Roles.

## Background & Plot Roles

These are useful in solo play if and only if you are using the *FTEG SAT* alongside the *FTEG Core* book, which includes tables and drivers that make use of character Backgrounds and professions to drive plot hooks and other game elements. If you are using the *FTEG SCC* on its own, or only in conjunction with the *FTEG SAT*, you can likely skip this type of PC Role in your party.

## Multiclassing

Multiclassing is the practice of having a single PC take levels in more than one type of character class. Its mechanical requirements and drawbacks are discussed more thoroughly elsewhere, most usefully in the core rulebooks of game systems that support it. The discussion below will limit itself to the context of OPMC solo play character composition.

## Avoid It

*"I fear not the man who has practiced 10,000 kicks once, but I fear the man who has practiced one kick 10,000 times."*

—Bruce Lee

*"Don't half-ass two things. Whole-ass one thing."*

—Ron Swanson, Parks & Recreation

Particularly if you're planning a smaller party, it may be tempting to multiclass as a means of fulfilling more PC Roles without expanding party size. Although this is certainly true, this approach tends not to scale well beyond the first handful of character levels.

Generally speaking, you would want to keep multiclassing to a minimum in solo play for the same reasons you would avoid it in traditional play: trying to do two things kind of well is typically not as effective as focusing on doing one thing really well.

## Harmony & Synergy

That said, if you are going to pursue multiclassing, do so in a manner that ultimately helps the character, and doesn't detract from their overall usefulness. Generally speaking, choose classes that complement each other, rather than nullifying elements of each other.

Making a Fighter/Wizard combination may seem like getting the best of both worlds, but in practice, you have to sacrifice the abilities of one of those classes so as to better enable the abilities of the other. Armor will help a Fighter, but impede a Wizard from casting spells. Similarly, a Wizard/Sorcerer would need to have very high Intelligence and Charisma, leaving little in its build for other vital statistics such as Constitution and Dexterity.

## Primary/Secondary Splits

This is another way of viewing the "Major/Minor" approach to character design discussed earlier.

It's possible to multiclass with an even split--that is, alternate gaining levels in each of the multiple classes, so that you end up with, for example, a Fighter 3 / Cleric 3.

However, it's also possible to have a primary/secondary split, leading to more levels of one class than of another. Typically this approach is employed when you want a character to gain the abilities of a certain class that are unlocked at certain levels.

Unless there is a very specific ability that you're looking for at a certain level, consider a 1:2, 1:3, or 1:4 ratio of secondary to primary classes. Planning a character for a Primary 8 / Secondary 2 split is generally the greatest differential that's feasible, and even that progression should start out as a Primary 1 / Secondary 1 for most of the first 10 levels of advancement.

This tends to result in a very harmonious combination, resulting in ability score and/or talent synergies.

Although not perfect, these two classes may still benefit each other greatly. This is typically because of flexibilities in one or both of the classes involved allowing a versatility of focus; for example, a Fighter may succeed by focusing on Strength and/or Dexterity, either in combination or exclusively.

This combination is not ideal, either because of conflicts in requirements or focus, or because it is unrealistic to be able to gain high levels of all of the ability scores and talents required for the two classes to succeed. Playing this combination may still be possible and fruitful, but will be challenging.

This combination is not typically permitted under normal rules. Typically, this is the result of incompatible Alignment requirements or restrictions.

		Primary Class												
		Barbarian	Bard	Cleric	Druid	Fighter	Monk	Paladin	Ranger	Rogue	Sorcerer	Wizard		
Secondary Class	Barbarian	n/a	Bardbarian	Divine Bruiser	Landwrath	Wrathknight	Raging Fist	Raging Zealot	Forest Warrior	Furythief	Eldritch Rager	Arcane Rager		
	Bard	War Chanter	n/a	Godsinger	Lifesinger	Resonant Warrior	Resonant Palm	Melodic Champion	Melodic Stalker	Ne'er-do-well	Eldritch Chanteuse	Melodic Arcanist		
	Cleric	Righteous Zealot	Zealous Thespian	n/a	Interpreter of Gaia	Divine Blade	Divine Fist	Divine Emissary	Divine Warden	Desperate Zealot	Divine Arcanist	Sacred Thaumaturge		
	Druid	Spirit Warrior	Landchanter	Landsaint	n/a	Land Warden	Natural Fist	Land Champion	Beast Hunter	Naturethief	Natural Thaumaturge	Natural Arcanist		
	Fighter	Tribal Warrior	Vorpal Actor	Battle Adept	Land Master	n/a	Elite Fist	Vorpal Champion	Vorpal Warden	Battle Knave	Battle Caster	Vorpal Arcanist		
	Monk	Divine Rager	Ascetic Entertainer	Seraphic Fist	Divine Fist	Fist of the Forest	n/a	Zealous Fist	Tracking Fist	Sneaky Fist	Thaumaturgical Fist	Spellbound Fist		
	Paladin	Holy Rager	Divine Entertainer	Divine Exemplar	Mystic Knight	Divine Knight	Holy Fist	n/a	Inspired Ranger	Altruistic Thief	Eldritch Champion	Zealous Wizard		
	Ranger	Forest Rager	Trailblazing Entertainer	Terrain Patriarch	Landwalker	Tracker / Slayer	Mystic Stalker	Implacable Zealot	n/a	Landsneak	Eldritch Warden	Arcane Tracker		
	Rogue	Violent Assassin	Songflich	Divine Agent	Mistwalker	Silent Warrior	Sneaky Fist	Divine Duelist	Landstalker	n/a	Eldritch Sneak	Stealth Mage		
	Sorcerer	Eldritch Rampager	Singing Thaumaturge	Angelic Thaumaturge	Wildborn Mystic	Eldritch Warrior	Eldritch Fist	Mystic Defender	Blooded Hunter	Spellthief	n/a	Absolute Arcanist		
	Wizard	Brutal Arcanist	Erudite Bard	Theologian	Spellfused Warden	Arcane Warrior	Arcane Fist	Arcane Champion	Arcane Warden	Scurrius Arcanist	Complete Arcanist	n/a		

Illustration 1: Multiclassing Harmony Matrix

## Harmonious Combinations

Some combinations just work better than others. Below please find a matrix that summarizes the feasibility of this approach.

Despite all of the objections and disadvantages described herein, going against the grain of what normally works can lead to a great deal of roleplaying opportunity and personality entertainment. So if you're dead-set on a particular combination that is traditionally wacky, don't let these words hold you back!

In the context of multiclass harmony, good combinations are often referred to as "archetypes". This term is distinct from the same word when used in the context of tweaks to established classes that is found in Pathfinder rulebooks.

## Multiclassing Archetypes

Others have taken it a step farther in some cases, and have created focused multiclass archetypes in the Pathfinder sense of the term. The detail of these archetypes is not mine to share, but can be found online with some ease.

The terminology used is a suggested method for how to view the combinations available. It is up to you as your own solo-play GM to decide whether you wish to imbue your combinations with additional features, powers, or changes beyond the simple benefits gained by having levels in the combinations of classes presented.

## Scaling Considerations

One of the disadvantages to many rules systems is scalability. The first 10 levels of character advancement tend to be fairly well-balanced, exciting, and consistently rewarding, regardless of how you've designed your character or how you approach play. Beyond that, however, typically from levels 11 to 20, the experience can vary widely depending on your gaming group, your style of play, the type of challenges your GM throws at you, and your decisions in character design. It's not impossible to make character design choices that effectively lock you out of even playing effectively at higher levels of difficulty and challenge.

Of course, this is part of what the entire Quadded Statblocks concept was designed to address. In theory, game content with Quadded Statblocks should be playable and enjoyable for PCs of any level. In practice, this, too, depends largely on the design of characters.

Typically, quadded content is recommended based on the average character level in the adventuring party. Realities of min/maxing design, fortuitous wealth and magic item discovery, sheer volume of PCs in the group, and other factors can easily dictate a different difficulty band than average party level (APL).

Table 7: Quadded Statblocks Level Ranges

Quadded Difficulty Band	Minimum Recommended Level	Maximum Recommended Level
☒ Low	1	5
☒ Moderate	5	10
☒ Advanced	10	14
☒ Elite	14	20

Simply put, if a given difficulty band that appears appropriate based on character level is too easy, then move up a level. Similarly, if the recommended level is too difficult, then feel free to lower the difficulty band for content. This is the same approach as with traditional-style group play, but it's even easier to make the decision since with solo play, you're the GM and all the players all in a single person, so it's just your call!

All of this having been said, character composition for your solo-play party should take scaling into consideration, particularly if you're taking a multiclassed approach to character design. What seems like a good idea now might not help too much in 10 levels. In particular, magic-centric classes are notorious for failing at higher levels of multiclassing if they are not the Primary focus of the multiclass.

## Addendum PCs

"Addendum" PCs refers to the practice of adding PC to the party once a campaign or adventure has already begun.

There are usually two reasons for this in OPMC solo play: either gameplay overall is too difficult, and adding another PC will make things more manageable; or the party as it stands fulfills too few of the PC Roles and there are sizable Role Gaps that inhibit successful play.

## Adding Characters In Mid-Stream

In group play, doing this typically requires a creative story-based reason why the new PC has joined the group. Long-lost relatives, followers in faith, or former comrades in arms are all common reasons for this.

However, in solo play, there need be no such complex justification. Simply add new PCs as you see fit.

## Addendum Removals

This same approach can be used to remove characters from the party. As with Adding Characters, in solo play, you can simply change the party however you wish.

# OPOC Character Design

## Overview

Nearly everything discussed in the OPMC topic above applies to the **OPOC** (One Player, One Character) approach as well.

OPOC, however, involves an extra layer of caution and restriction, in that you have only a single PC with which to deal, so that single character had better fill a well-rounded suite of PC Roles in order to ensure success!

This section will therefore focus on the differences and special considerations relevant to OPOC design.

## The Vital Three

Perhaps obviously, your single PC must address all three of these capabilities to some extent.

In doing so, you may elect to tweak some elements of your character so as to partially cover additional **PC Roles**.

## Crying Uncle with OPOC

OPOC play is extremely demanding and challenging, by design.

Remember that at any time during solo play, you can change your approach and make things easier on yourself in one of two quick ways, either of which expands the party to include additional characters who can fill in temporary or longer-term Role Gaps you detect during play.

## Hirelings & Mercenaries

Both Pathfinder and 5E core rulebooks contain guidance on hirelings. These hireling rules tend to cover only untrained commoners, or at the very most potent, those with basic equipment and experience.

If you're looking to fill Role Gaps in your party, chances are good that such hirelings will be little more than one-round fodder for most challenges!

If your party needs a temporary boost, you need NPC mercenaries with class levels.

As a general guideline, an NPC with class levels should cost a minimum of 1 gp x their class level per day of employment, with this rate increasing for more highly-experienced NPCs.

Such "PC-caliber" NPC hirelings may also require a share of any loot encountered in your adventuring. In the table below, "fair share" simply means to divide all loot into equal value shares for each person in the adventuring party, inclusive of any mercenaries. So if your OPMC party contains 4 PCs under your control, and you hire 1 additional NPC with class levels, each equal share would be 20% (100 into 5 parts) of the total value of treasure encountered. If "plus or minus" percentage tweaks to this fair share are mentioned, first determine whether the share change is plus or minus: roll a d4. On a 1-2, there is no change to the percentage. On a 3, the NPC demands a larger-than-fair share; on a 4, the NPC will accept a smaller-than-fair share. Next, if a share tweak is indicated, roll the value mentioned

in the table below. If the smaller-than-average tweak would reduce the NPC's share to less than 0%, that NPC does not demand any share of the loot.

Any shares of treasure demanded are to be **in addition to** the rates described.

The table below summarizes a quick-and-easy approach to experienced mercenaries.

**Table 8: Simple PC-Caliber Hiring Rates**

NPC Class Levels (CL)	Recommended Rate Per Day	Other Requirements
☒ 1-5	1 gp x CL	-
☒ 6-10	10 gp x CL	Equal share of loot +/- 1d10%
☒ 11-15	50 gp x CL	14
☒ 16-20	100+ gp x CL	20

(Note that the **FTEG SAT** also contains an expanded discussion on cost rates for mercenaries with class levels, meant as a temporary expansion of an adventuring party.)

## Switching Formats to OPMC

Instead of buying your way out of Role Gaps, you can simply give up on the concept of OPOC, and create additional characters to join your forces as PCs. This effectively switches your play style from OPOC to OPMC.



In solo play, you are the GM and all of the players, so you can switch back and forth between these formats whenever you like!




## Round-Robin Hybrid Play

You can also create a group of PCs, and take each on a solo, OPOC adventure, rotating among the group as you like. Then, for significant adventures or major threats, you can combine more than one of those PCs together for OPMC play.

These topics are explored in much greater detail in the **FTEG SAT** tome.

## Majors and Minors

For novice players and/or those who have not used an OPOC play style, or those new to creating multiclassed characters, the following is recommended, in terms of  **Majors** and  **Minors**:

-  Melee Combat Grunt
-  Distance Magician
-  Noncombat Toolbox

Any variation of the above focus is done at your own risk, to some extent, though it can certainly prove worthwhile,

particularly if your approach to solo play leans away from combat.

As with everything else in this book, these are merely recommendations and guidelines, culled from decades of experience.

Your mileage may vary, and ultimately, whatever gives you entertainment is paramount to something written by one person in one book!

## Multiclassing Emphasis

This may be quite obvious, but it's worth noting when crafting a multiclassed character for OPOC play: For the purposes of OPOC, a "Major" in a PC Role means that that class receives Primary focus, and a "Minor" in a PC Role means that class receives Secondary focus.

## Scaling Considerations

More so than with OPMC play, OPOC "parties" must take long-term character design planning into consideration.

Whereas bad planning in OPMC might mean a single piece of the party might be rendered less useful than they had previously been, poor design in OPOC might mean it is impossible to continue your adventure past a certain level of advancement.

In practice, of course, this book and the FTEG SAT contain a wealth of workarounds to this problem: switch to OPMC, hire PC-caliber mercenaries, use Quadded content with a lower difficulty band of challenge than might otherwise be appropriate for your OPOC character level, just to name a few.

# Character Reference: OPMC




# Character Reference Notes

## Quadded Statblocks

As a reminder, each PC described herein contains four complete statblocks, corresponding to the four difficulty bands of class levels that this approach breaks challenge into.

## Selection Flexibility

If you are just starting out in solo adventuring, you should pick the  **Low** challenge band statblocks, and subject yourself to threats of that level of difficulty.

More experienced solo players, or those more deeply familiar with the FlexTale approach to dynamic content generation, can pick a statblock from any of the challenge bands.

And, as mentioned earlier, you can always choose dynamic content and threats that are more, or less, advanced than the difficulty band of your character.

## FlexAI Role Badges

In the upper-right corner of the first page of their profile, each PC has at least two symbols: the rightmost is their Class(es), and to the left of this is their FlexAI Combat Role(s).

**Class** is listed elsewhere in the statblocks, but can serve as a quick visual guide if, say, you are trying to quickly find a Ranger.

**FlexAI Combat Role** is provided in case you are using this book as a resource for NPCs; when used with the *FlexAI Guidebook*, FlexAI roles can be used to generate dynamic combat behavior for these PCs when used in this manner.

If you are not using these characters as NPCs, and/or you have no interest in using FlexAI rules, then you can ignore these symbols.

# Barbarian A



CN; Medium Humanoid (Half-Orc)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Barbarian 3	Barbarian 8	Barbarian 13	Barbarian 18
<b>SIZE / ALN</b>	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc	Medium CN Half-Orc
<b>HP</b>	31	64	117	188
<b>ARMOR CLASS</b>	14	16	17	18
<b>SPEED</b>	Walk 30'	Walk 40'	Walk 40'	Walk 40'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 20 (+7)	<b>STR</b> 20 (+8)	<b>STR</b> 20 (+10)	<b>STR</b> 20 (+11)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 15 (+2)
	<b>CON</b> 14 (+4)	<b>CON</b> 16 (+6)	<b>CON</b> 18 (+9)	<b>CON</b> 20 (+11)
	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)
	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)	<b>CHA</b> 13 (+1)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11	Passive Perception 12	Passive Perception 14	Passive Perception 15
<b>LANGUAGES</b>	Common, Orc			
<b>ATTACKS</b>	<b>Melee</b> Greataxe +7 (1d12+5) <b>Ranged</b> Crossbow, Heavy ) --> 100 ft.': +3 (1d10+1); 400 ft.': +3 (1d10+1) <b>Melee</b> Dagger +7 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.': +7 (1d4+5); 60 ft.': +7 (1d4+5)	<b>Melee +1</b> Greataxe +9/+9 (1d12+6) <b>Melee</b> Dagger +8/+8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5) <b>Ranged +1</b> Crossbow, Heavy --> 100 ft.': +6/+6 (1d10+3); 400 ft.': +6/+6 (1d10+3)	<b>Melee +2</b> Greataxe +12/+12 (1d12+7) <b>Melee</b> Dagger +10/+10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.': +10/+10 (1d4+5); 60 ft.': +10/+10 (1d4+5) <b>Ranged +2</b> Heavy Crossbow --> 100 ft.': +9/+9 (1d10+4); 400 ft.': +9/+9 (1d10+4)	<b>Melee +3</b> Greataxe +14/+14 (1d12+8) <b>Melee</b> Dagger +11/+11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.': +11/+11 (1d4+5); 60 ft.': +11/+11 (1d4+5) <b>Ranged +3</b> Heavy Crossbow --> 100 ft.': +11/+11 (1d10+5); 400 ft.': +11/+11 (1d10+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPECIAL QUALITIES</b>	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Indomitable Might, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense
<b>SPELL-CASTING</b>	-	-	-	-
<b>EQUIPMENT</b>	Greataxe; chain shirt; heavy crossbow; crossbow bolts (20x); dagger	+1 greataxe; +1 chain shirt; +1 heavy crossbow; crossbow bolts (20x); dagger	+2 greataxe; +2 chain shirt; +2 heavy crossbow; crossbow bolts (20x); dagger	+3 greataxe; +3 chain shirt; +3 heavy crossbow; crossbow bolts (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Languages** You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It has no script of its own but is written in the Dwarvish script.

**Menacing** You gain proficiency in the Intimidation skill.

**Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Brutal Critical** Beginning at 9th level, you can roll 3 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

**Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

**Fast Movement** Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

**Feral Instinct** By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

**Frenzy** Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

**Indomitable Might** Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

**Path of the Berserker** For some barbarians, rage is a means to an end--that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

**Persistent Rage** Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

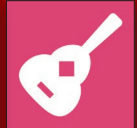
**Rage** In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 6, you must finish a long rest before you can rage again.

**Reckless Attack** Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Relentless Rage** Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

**Unarmored Defense** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

# Bard A



CN; Medium Humanoid (Half-Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Bard 4	Bard 8	Bard 12	Bard 16
<b>SIZE / ALN</b>	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
<b>HP</b>	11	32	54	78
<b>ARMOR CLASS</b>	14	16	18	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 11 (+0)	<b>STR</b> 13 (+1)	<b>STR</b> 13 (+1)	<b>STR</b> 14 (+2)
	<b>DEX</b> 15 (+4)	<b>DEX</b> 17 (+6)	<b>DEX</b> 19 (+9)	<b>DEX</b> 20 (+11)
	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)
	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)
	<b>CHA</b> 20 (+7)	<b>CHA</b> 20 (+8)	<b>CHA</b> 20 (+10)	<b>CHA</b> 20 (+11)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 10 +2 Horn, pan flute, shawm	Passive Perception 11 +3 Horn, pan flute, shawm	Passive Perception 18 +5 Horn, pan flute, shawm	Passive Perception 20 +6 Horn, pan flute, shawm
<b>LANGUAGES</b>	Common, Elvish, Gnomish			
<b>ATTACKS</b>	<b>Melee</b> Mace +2 (1d6) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: -6 (1d8+2); 320 ft.: -6 (1d8+2) <b>Melee</b> Dagger +4 (1d4+2) <b>Ranged</b> Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	<b>Ranged</b> +1 Light Crossbow ) --> 80 ft.: -3 (1d8+4); 320 ft.: -3 (1d8+4) <b>Melee</b> +1 Mace +5 (1d6+2) <b>Melee</b> Dagger +6 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	<b>Ranged</b> +2 Light Crossbow ) --> 80 ft.: +1 (1d8+6); 320 ft.: +1 (1d8+6) <b>Melee</b> +2 Mace +8 (1d6+3) <b>Melee</b> Dagger +9 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)	<b>Ranged</b> +3 Light Crossbow ) --> 80 ft.: +8 (1d8+8); 320 ft.: +8 (1d8+8) <b>Melee</b> +3 Mace +11 (1d6+5) <b>Melee</b> Dagger +11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
<b>SPECIAL</b>	-			
<b>PROFICIENCIES</b>	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest, Spellcasting	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest, Spellcasting

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 15; Spell Atk +7</b> <b>2nd:</b> hold person; invisibility <b>1st:</b> charm person; disguise self; hideous laughter; silent image	<b>Save DC 16; Spell Atk +8</b> <b>4th:</b> compulsion; dimension door <b>3rd:</b> fear; major image; sending <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; disguise self; hideous laughter; silent image	<b>Save DC 18; Spell Atk +10</b> <b>7th:</b> teleport <b>6th:</b> true seeing <b>5th:</b> dominate person; hold monster <b>4th:</b> compulsion; dimension door; greater invisibility <b>3rd:</b> fear; major image; sending <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; disguise self; hideous laughter; silent image	<b>Save DC 19; Spell Atk +11</b> <b>9th:</b> foresight <b>8th:</b> dominate monster <b>7th:</b> teleport <b>6th:</b> true seeing <b>5th:</b> dominate person; geas; hold monster <b>4th:</b> compulsion; dimension door; greater invisibility <b>3rd:</b> fear; major image; sending <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; disguise self; hideous laughter; silent image
<b>EQUIPMENT</b>	Mace; light crossbow; crossbow bolts (20x); dagger; studded leather armor	+1 mace; +1 light crossbow; crossbow bolts (20x); dagger; +1 studded leather armor	+2 mace; +2 light crossbow; crossbow bolts (20x); dagger; +2 studded leather armor	+3 mace; +3 light crossbow; crossbow bolts (20x); dagger; +3 studded leather armor

## SPECIAL ABILITIES

**Darkvision** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry** You have advantage on all saving throws against being charmed or put to sleep.

**Bardic Inspiration** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

**College of Lore** Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

**Countercharm** At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage

on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

**Cutting Words** Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Font of Inspiration** Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**Jack of All Trades** Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Peerless Skill** Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

**Song of Rest** Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d12 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

# Cleric A



LN; Small Humanoid (Gnome)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Cleric 4	Cleric 8	Cleric 12	Cleric 16
<b>SIZE / ALN</b>	Small LN Gnome	Small LN Gnome	Small LN Gnome	Small LN Gnome
<b>HP</b>	19	41	69	76
<b>ARMOR CLASS</b>	16	19	21	23
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>	<b>STR 11 (+0)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 15 (+2)</b>	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>	<b>INT 8 (-1)</b>
	<b>WIS 18 (+6)</b>	<b>WIS 20 (+8)</b>	<b>WIS 20 (+10)</b>	<b>WIS 20 (+11)</b>
	<b>CHA 14 (+4)</b>	<b>CHA 14 (+5)</b>	<b>CHA 14 (+7)</b>	<b>CHA 14 (+8)</b>
<b>SENSES</b>	Passive Perception 14	Passive Perception 15	Passive Perception 15	Passive Perception 15
<b>LANGUAGES</b>	Common, Gnomish			
<b>ATTACKS</b>	<b>Melee</b> Mace (Small) +2 (1d6) <b>Melee</b> Dagger (Small) +3 (1d4+1) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1) <b>Ranged</b> Crossbow, Light (Small) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1)	<b>Melee</b> +1 Mace (Small) +4 (1d6+1) <b>Melee</b> Dagger (Small) +5 (1d4+2) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2) <b>Ranged</b> +1 Crossbow, Light (Small) --> 80 ft.: +6 (1d8+3); 320 ft.: +6 (1d8+3)	<b>Melee</b> +2 Mace (Small) +7 (1d6+2) <b>Melee</b> Dagger (Small) +8 (1d4+3) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +8 (1d4+3); 60 ft.: +8 (1d4+3) <b>Ranged</b> +2 Crossbow, Light (Small) --> 80 ft.: +10 (1d8+5); 320 ft.: +10 (1d8+5)	<b>Ranged</b> +3 Crossbow, Light (Small) --> 80 ft.: +13 (1d8+7); 320 ft.: +13 (1d8+7) <b>Melee</b> Dagger (Small) +10 (1d4+4) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +10 (1d4+4); 60 ft.: +10 (1d4+4) <b>Melee</b> +3 Mace (Small) +9 (1d6+3)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability	Spellcaster Spell Slots, Ability Score Increase, Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Spellcasting Ability, Supreme Healing

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 14; Spell Atk +6</b> <b>1st:</b> <i>bless; guiding bolt; healing word</i>	<b>Save DC 16; Spell Atk +8</b> <b>4th:</b> <i>death ward; freedom of movement</i> <b>3rd:</b> <i>beacon of hope; dispel magic; glyph of warding</i> <b>2nd:</b> <i>aid; hold person; lesser restoration</i> <b>1st:</b> <i>bless; guiding bolt; healing word; shield of faith</i>	<b>Save DC 18; Spell Atk +10</b> <b>7th:</b> <i>regenerate</i> <b>6th:</b> <i>heal</i> <b>5th:</b> <i>dispel evil and good; greater restoration; mass cure wounds</i> <b>4th:</b> <i>death ward; freedom of movement; locate creature</i> <b>3rd:</b> <i>beacon of hope; dispel magic; glyph of warding</i> <b>2nd:</b> <i>aid; hold person; lesser restoration</i> <b>1st:</b> <i>bless; guiding bolt; healing word; shield of faith</i>	<b>Save DC 19; Spell Atk +11</b> <b>9th:</b> <i>mass heal</i> <b>8th:</b> <i>holy aura</i> <b>7th:</b> <i>regenerate</i> <b>6th:</b> <i>heal</i> <b>5th:</b> <i>dispel evil and good; greater restoration; mass cure wounds</i> <b>4th:</b> <i>death ward; freedom of movement; locate creature</i> <b>3rd:</b> <i>beacon of hope; dispel magic; glyph of warding</i> <b>2nd:</b> <i>aid; hold person; lesser restoration</i> <b>1st:</b> <i>bless; guiding bolt; healing word; shield of faith</i>
<b>EQUIPMENT</b>	Mace (small); chain shirt (small); shield (small); light crossbow (small); crossbow bolts (10x); dagger (small)	+1 mace (small); +1 chain shirt (small); +1 shield (small); +1 light crossbow (small); crossbow bolts (10x); dagger (small)	+2 mace (small); +2 chain shirt (small); +2 shield (small); +2 light crossbow (small); crossbow bolts (10x); dagger (small)	+3 mace (small); +3 chain shirt (small); +3 shield (small); +3 light crossbow (small); crossbow bolts (10x); dagger (small)

## SPECIAL ABILITIES

**Artificer's Lore** Whenever you make a History check related to magic items, alchemical objects, technological devices, you can add twice your proficiency bonus (12), instead of any proficiency bonus you normally apply.

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

**Gnome Cunning** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Tinker** You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**Blessed Healer** Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

**Bonus Proficiency** When you choose this domain at 1st level, you gain proficiency with heavy armor.

**Channel Divinity: Preserve Life** Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 90. Choose any creatures within 30 feet of you, and divide

those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Channel Divinity: Turn Undead** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Destroy Undead (CR 4)** Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**Disciple of Life** Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**Divine Intervention** Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 18, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

**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 2d8 radiant damage to the target.

**Supreme Healing** Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

# Druid A



Unaligned; Medium Humanoid (Half-Orc)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Druid 4	Druid 8	Druid 12	Druid 16
<b>SIZE / ALN</b>	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc	Medium TN Half-Orc
<b>HP</b>	18	47	78	100
<b>ARMOR CLASS</b>	14	16	17	18
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 14 (+2)	<b>STR</b> 15 (+2)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)
	<b>INT</b> 10 (+2)	<b>INT</b> 10 (+3)	<b>INT</b> 10 (+5)	<b>INT</b> 10 (+6)
	<b>WIS</b> 20 (+7)	<b>WIS</b> 20 (+8)	<b>WIS</b> 20 (+10)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 17; +2 Herbalism Kit	Passive Perception 18; +3 Herbalism Kit	Passive Perception 20; +5 Herbalism Kit	Passive Perception 21; +6 Herbalism Kit
<b>LANGUAGES</b>	Common, Druidic, Orc			
<b>ATTACKS</b>	<b>Melee</b> Dagger +4 (1d4+2 )	<b>Melee</b> Dagger +6 (1d4+3 )	<b>Melee</b> Dagger +9 (1d4+4 )	<b>Melee</b> Dagger +11 (1d4+5 )
	<b>Ranged</b> Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
	<b>Melee</b> Mace +4 (1d6+2 )	<b>Ranged</b> +1 Sling --> 30 ft.: +1 (1d4+4); 120 ft.: +1 (1d4+4)	<b>Melee</b> +2 Mace +9 (1d6+4)	<b>Ranged</b> +3 Sling --> 30 ft.: +8 (1d4+8); 120 ft.: +8 (1d4+8)
	<b>Ranged</b> Sling --> 30 ft.: +3 (1d4+1); 120 ft.: +3 (1d4+1)	<b>Melee</b> +1 Mace +6 (1d6+3 )	<b>Ranged</b> +2 Sling --> 30 ft.: +11 (1d4+6); 120 ft.: +11 (1d4+6)	<b>Melee</b> +3 Mace +11 (1d6+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Spellcaster Spell Slots, Ability Score Increase, Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land



☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**SPELL-CASTING**

**Save DC 15; Spell Atk +7**  
**1st:** charm person; entangle; thunderwave

**Save DC 16; Spell Atk +8**  
**4th:** giant insect; ice storm  
**3rd:** call lightning; dispel magic; sleet storm  
**2nd:** flaming sphere; hold person; moonbeam  
**1st:** charm person; entangle; jump; thunderwave

**Save DC 18; Spell Atk +10**  
**7th:** fire storm  
**6th:** sunbeam  
**5th:** insect plague; tree stride; wall of stone  
**4th:** dominate beast; giant insect; ice storm  
**3rd:** call lightning; dispel magic; sleet storm  
**2nd:** flaming sphere; hold person; moonbeam  
**1st:** charm person; entangle; jump; thunderwave

**Save DC 19; Spell Atk +11**  
**9th:** storm of vengeance  
**8th:** earthquake  
**7th:** fire storm  
**6th:** sunbeam  
**5th:** insect plague; tree stride; wall of stone  
**4th:** dominate beast; giant insect; ice storm  
**3rd:** call lightning; dispel magic; sleet storm  
**2nd:** flaming sphere; hold person; moonbeam  
**1st:** charm person; entangle; jump; thunderwave

**EQUIPMENT**

Mace;  
dagger;  
elven chain;  
sling;  
sling bullets (20x)

+1 mace;  
dagger;  
+1 elven chain;  
+1 sling;  
sling bullets (20x)

+2 mace;  
dagger;  
+2 elven chain;  
+2 sling;  
sling bullets (20x)

+3 mace;  
dagger;  
+3 elven chain;  
+3 sling;  
sling bullets (20x)

## SPECIAL ABILITIES

**Darkvision** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Menacing** You gain proficiency in the Intimidation skill.

**Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Beast Spells** Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

**Druidic** You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Land's Stride** Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Natural Recovery** Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

**Nature's Sanctuary** When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 19. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

**Nature's Ward** When you reach 10th level, you can't be charmed or frightened

by elementals or fey, and you are immune to poison and disease.

**Ritual Casting** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Timeless Body** Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

**Wild Shape** Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

# Fighter A



NG; Medium Humanoid (Dwarf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Fighter 4	Fighter 8	Fighter 13	Fighter 18
<b>SIZE / ALN</b>	Medium NG Dwarf	Medium NG Dwarf	Medium NG Dwarf	Medium NG Dwarf
<b>HP</b>	27	70	11	173
<b>ARMOR CLASS</b>	17	18	19	20
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 18 (+6)	<b>STR</b> 18 (+7)	<b>STR</b> 20 (+10)	<b>STR</b> 20 (+11)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 18 (+4)	<b>DEX</b> 18 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 14 (+4)	<b>CON</b> 16 (+6)	<b>CON</b> 16 (+8)	<b>CON</b> 18 (+10)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 12	Passive Perception 13	Passive Perception 15	Passive Perception 16
	Armor - Disadvantage on Stealth	Armor - Disadvantage on Stealth	Armor - Disadvantage on Stealth	Armor - Disadvantage on Stealth
<b>LANGUAGES</b>	Common, Dwarvish			
<b>ATTACKS</b>	<b>Melee</b> *Greatsword +6 (2d6+4)	<b>Melee</b> +1 Greatsword +8/+8 (2d6+5)	<b>Melee</b> +2 Greatsword +12/+12/+12 (2d6+7)	<b>Ranged</b> +3 Crossbow, Heavy ) --> 100 ft.: +14/+14/+14 (1d10+8); 400 ft.: +14/+14/+14 (1d10+8)
	<b>Melee</b> Dagger +6 (1d4+4)	<b>Melee</b> Dagger +7/+7 (1d4+4)	<b>Melee</b> Dagger +10/+10/+10 (1d4+5)	<b>Melee</b> Dagger +11/+11/+11 (1d4+5)
	<b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10/+10 (1d4+5); 60 ft.: +10/+10/+10 (1d4+5)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11/+11 (1d4+5); 60 ft.: +11/+11/+11 (1d4+5)
	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +4 (1d10+2); 400 ft.: +4 (1d10+2)	<b>Ranged</b> +1 Crossbow, Heavy ) --> 100 ft.: +8/+8 (1d10+5); 400 ft.: +8/+8 (1d10+5)	<b>Ranged</b> +2 Crossbow, Heavy ) --> 100 ft.: +11/+11/+11 (1d10+6); 400 ft.: +11/+11/+11 (1d10+6)	<b>Melee</b> +3 Greatsword +14/+14/+14 (2d6+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPECIAL QUALITIES</b>	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Great Weapon Fighting, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Survivor, Great Weapon Fighting, Protection

<b>SPELL-CASTING</b>	-	-	-	-
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<b>EQUIPMENT</b>	Greatsword; half-plate armor; dagger; heavy crossbow; crossbow bolts (10x)	+1 greatsword; +1 half-plate armor; dagger; +1 heavy crossbow; crossbow bolts (10x)	+2 greatsword; +2 half-plate armor; dagger; +2 heavy crossbow; crossbow bolts (10x)	+3 greatsword; +3 half-plate armor; dagger; +3 heavy crossbow; crossbow bolts (10x)
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## SPECIAL ABILITIES

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

**Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

**Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

**Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

**Second Wind** You have a limited well of stamina that you can draw on to

protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Superior Critical** Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

**Survivor** At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 9 if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

**Great Weapon Fighting** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

**Protection** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

# Monk A



LN; Medium Humanoid (Human)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Monk 4	Monk 8	Monk 12	Monk 16
<b>SIZE / ALN</b>	Medium LN Human	Medium LN Human	Medium LN Human	Medium LN Human
<b>HP</b>	26	44	68	99
<b>ARMOR CLASS</b>	17	19	20	20
<b>SPEED</b>	Walk 40'	Walk 45'	Walk 50'	Walk 60'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 15 (+4)	<b>STR</b> 17 (+6)	<b>STR</b> 17 (+8)	<b>STR</b> 19 (+10)
	<b>DEX</b> 17 (+5)	<b>DEX</b> 18 (+7)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+7)
	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 9 (+5)
	<b>WIS</b> 19 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (-3)	<b>CHA</b> 5 (+3)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14 +2 Woodcarver's Tools	Passive Perception 15 +3 Woodcarver's Tools	Passive Perception 15 +5 Woodcarver's Tools	Passive Perception 15 +6 Woodcarver's Tools
<b>LANGUAGES</b>	Common, Dwarvish	Common, Dwarvish	Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon	
<b>ATTACKS</b>	<b>Melee</b> Unarmed Strike +5 (1d4+3)	<b>Melee</b> Unarmed Strike +7/+7 (1d6+4)	<b>Melee</b> Unarmed Strike +10/+10 (1d8+5)	<b>Melee</b> Unarmed Strike +11/+11 (1d10+5)
	<b>Melee</b> Quarterstaff +5 (1d8+3)	<b>Melee</b> +1 Quarterstaff+8 (1d8+5)	<b>Melee</b> +2 Quarterstaff+12 (1d8+7)	<b>Melee</b> +3 Quarterstaff +14 (1d8+8)
	<b>Ranged</b> Dart ) --> 20 ft.: +5 (1d4+3); 80 ft.: +5 (1d4+3)	<b>Ranged</b> Dart ) --> 20 ft.: +7/+7 (1d4+4); 80 ft.: +7/+7 (1d4+4)	<b>Ranged</b> Dart ) --> 20 ft.: +10/+10 (1d4+5); 80 ft.: +10/+10 (1d4+5)	<b>Ranged</b> Dart ) --> 20 ft.: +11/+11 (1d4+5); 80 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			
<b>SPECIAL QUALITIES</b>	Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand	Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body	Deflect Missiles, Diamond Soul, Empty Body, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Quivering Palm, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

**SPELL-CASTING**

<b>EQUIPMENT</b>	Quarterstaff; dart (8x)	+1 quarterstaff; dart (8x)	+2 quarterstaff; dart (8x)	+3 quarterstaff; dart (8x)
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**SPECIAL ABILITIES**

**Deflect Missiles** Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 23. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

**Diamond Soul** Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

**Empty Body** Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

**Evasion** At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

**Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Ki** Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 18 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

**Ki-Empowered Strikes** Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Martial Arts** At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: \* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. \* You can roll a d10 in place of the normal damage of your unarmed strike or monk weapon. \* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

**Open Hand Technique** Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever

you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

**Patient Defense** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Purity of Body** At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

**Quivering Palm** At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to 18. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

**Slow Fall** Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 90.

**Step of the Wind** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**Stillness of Mind** Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

**Stunning Strike** Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Timeless Body** At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

**Tongue of the Sun and Moon** Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

**Tranquility** Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 19.

**Unarmored Defense** Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Unarmored Movement** Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**Wholeness of Body** At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 54. You must finish a long rest before you can use this feature again.

# Paladin A



LG; Medium Humanoid (Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Paladin 4	Paladin 8	Paladin 13	Paladin 18
<b>SIZE / ALN</b>	Medium LG Elf	Medium LG Elf	Medium LG Elf	Medium LG Elf
<b>HP</b>	26	43	71	92
<b>ARMOR CLASS</b>	18	20	22	24
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR 14 (+2)</b>	<b>STR 14 (+2)</b>	<b>STR 14 (+2)</b>	<b>STR 15 (+2)</b>
	<b>DEX 15 (+2)</b>	<b>DEX 19 (+4)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>
	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>	<b>INT 12 (+1)</b>
	<b>WIS 9 (+1)</b>	<b>WIS 9 (+2)</b>	<b>WIS 9 (+4)</b>	<b>WIS 9 (+5)</b>
	<b>CHA 18 (+6)</b>	<b>CHA 18 (+7)</b>	<b>CHA 19 (+9)</b>	<b>CHA 20 (+11)</b>
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11	Passive Perception 12	Passive Perception 14	Passive Perception 15
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Melee</b> Longsword +4 (1d8+4)	<b>Melee +1 Longsword +6/+6</b> (1d8+5)	<b>Melee +2 Longsword +9/+9</b> (1d8+6)	<b>Melee +3 Longsword +11/+11</b> (1d8+7)
	<b>Melee</b> Dagger +4 (1d4+4)	<b>Melee</b> Dagger +7/+7 (1d4+6)	<b>Melee</b> Dagger +10/+10 (1d4+7)	<b>Melee</b> Dagger +11/+11 (1d4+7)
	<b>Ranged</b> Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +7/+7 (1d4+4); 60 ft.: +7/+7 (1d4+4)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5)
	<b>Ranged</b> Longbow ) --> 150 ft.: +4 (1d8+2); 600 ft.: +4 (1d8+2)	<b>Ranged</b> Longbow ) --> 150 ft.: +7/+7 (1d8+4); 600 ft.: +7/+7 (1d8+4)	<b>Ranged</b> Longbow ) --> 150 ft.: +10/+10 (1d8+5); 600 ft.: +10/+10 (1d8+5)	<b>Ranged</b> Longbow ) --> 150 ft.: +11/+11 (1d8+5); 600 ft.: +11/+11 (1d8+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Purity of Spirit, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Dueling

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>SPELL-CASTING</b>	Save DC 14; Spell Atk +6 1st: <i>bless; cure wounds</i>	Save DC 15; Spell Atk +7 2nd: <i>aid; lesser restoration; protection from poison</i> 1st: <i>bless; cure wounds; heroism; shield of faith</i>	Save DC 17; Spell Atk +9 4th: <i>death ward</i> 3rd: <i>dispel magic; magic circle; remove curse</i> 2nd: <i>aid; lesser restoration; protection from poison</i> 1st: <i>bless; cure wounds; heroism; shield of faith</i>	Save DC 19; Spell Atk +11 5th: <i>raise dead</i> 4th: <i>death ward; locate creature; banishment</i> 3rd: <i>dispel magic; magic circle; remove curse</i> 2nd: <i>aid; lesser restoration; protection from poison</i> 1st: <i>bless; cure wounds; heroism; shield of faith</i>
<b>EQUIPMENT</b>	Longsword; breastplate; shield; longbow; arrows (20x); dagger	+1 longsword; +1 breastplate; +1 shield; +1 longbow; arrows (20x); dagger	+2 longsword; +2 breastplate; +2 shield; +2 longbow; arrows (20x); dagger	+3 longsword; +3 breastplate; +3 shield; +3 longbow; arrows (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Aura of Courage** Starting at 10th level, you and friendly creatures within 30 feet of you can't be frightened while you are conscious.

**Aura of Devotion** Starting at 7th level, you and friendly creatures within 30 feet of you can't be charmed while you are conscious.

**Aura of Protection** Starting at 6th level, whenever you or a friendly creature within 30 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 5. You must be conscious to grant this bonus.

**Cleansing Touch** Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 5 times. You regain expended uses when you finish a long rest.

**Divine Health** By 3rd level, the divine magic flowing through you makes you immune to disease.

**Divine Sense** The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 6 times. When you finish a long rest, you regain all expended uses.

**Divine Smite** Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a

maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

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

**Improved Divine Smite** By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

**Lay on Hands** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 90. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

**Purity of Spirit** Beginning at 15th level, you are always under the effects of a protection from evil and good spell.

**Sacred Weapon** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +5 to attack rolls made with that weapon. The weapon 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.

**Turn the Unholy** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

# Ranger A



NG; Medium Humanoid (Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Ranger 4	Ranger 8	Ranger 13	Ranger 18
<b>SIZE / ALN</b>	Medium NG Elf	Medium NG Elf	Medium NG Elf	Medium NG Elf
<b>HP</b>	23	49	76	106
<b>ARMOR CLASS</b>	17	18	19	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 9 (+1)	<b>STR</b> 10 (+3)	<b>STR</b> 12 (+6)	<b>STR</b> 14 (+8)
	<b>DEX</b> 20 (+7)	<b>DEX</b> 20 (+8)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 14 (+2)	<b>INT</b> 14 (+2)	<b>INT</b> 14 (+2)	<b>INT</b> 14 (+2)
	<b>WIS</b> 16 (+3)	<b>WIS</b> 19 (+4)	<b>WIS</b> 19 (+4)	<b>WIS</b> 19 (+4)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 15	Passive Perception 17	Passive Perception 19	Passive Perception 20
<b>LANGUAGES</b>	Common, Draconic, Elvish, Giant	Common, Draconic, Elvish, Giant, Dwarvish	Common, Draconic, Elvish, Giant, Dwarvish	Common, Draconic, Elvish, Giant, Dwarvish, Orc
<b>ATTACKS</b>	<b>Ranged</b> Longbow ) --> 150 ft.: +9 (1d8+5); 600 ft.: +9 (1d8+5) <b>Melee</b> Dagger +7 (1d4+5 ) <b>Ranged</b> Dagger (Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5) <b>Melee</b> Shortsword +7 (1d6+5 )	<b>Ranged</b> +1 Longbow ) --> 150 ft.: +11/+11 (1d8+6); 600 ft.: +11/+11 (1d8+6) <b>Melee</b> Dagger +8/+8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5) <b>Melee</b> +1 Shortsword +9/+9 (1d6+6 )	<b>Ranged</b> +2 Longbow ) --> 150 ft.: +14/+14 (1d8+7); 600 ft.: +14/+14 (1d8+7) <b>Melee</b> Dagger +10/+10 (1d4+5 ) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5) <b>Melee</b> +2 Shortsword +12/+12 (1d6+7 )	<b>Ranged</b> +3 Longbow ) --> 150 ft.: +16/+16 (1d8+8); 600 ft.: +16/+16 (1d8+8) <b>Melee</b> Dagger +11/+11 (1d4+5 ) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5) <b>Melee</b> +3 Shortsword +14/+14 (1d6+8 )
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Colossus Slayer, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Forest	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Archery, Beasts, Fiends, Forest, Grassland	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Volley, Archery, Beasts, Fiends, Desert, Forest, Grassland	Darkvision, Elf Weapon Training, Fey Ancestry, Keen Senses, Trance, Colossus Slayer, Defensive Tactics, Extra Attack, Favored Enemy, Feral Senses, Fighting Style, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Stand Against the Tide, Superior Hunter's Defense, Vanish, Volley, Archery, Beasts, Fiends, Humanoids, Desert, Forest, Grassland



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 13; Spell Atk +5</b> <b>1st:</b> <i>cure wounds; detect magic</i>	<b>Save DC 15; Spell Atk +7</b> <b>2nd:</b> <i>barkskin; find traps; lesser restoration</i> <b>1st:</b> <i>cure wounds; detect magic; fog cloud; speak with animals</i>	<b>Save DC 17; Spell Atk +9</b> <b>4th:</b> <i>freedom of movement</i> <b>3rd:</b> <i>nondetection; protection from energy; water breathing</i> <b>2nd:</b> <i>barkskin; find traps; lesser restoration</i> <b>1st:</b> <i>cure wounds; detect magic; fog cloud; speak with animals</i>	<b>Save DC 18; Spell Atk +10</b> <b>5th:</b> <i>tree stride</i> <b>4th:</b> <i>freedom of movement; locate creature; stonkskin</i> <b>3rd:</b> <i>nondetection; protection from energy; water breathing</i> <b>2nd:</b> <i>barkskin; find traps; lesser restoration</i> <b>1st:</b> <i>cure wounds; detect magic; fog cloud; speak with animals</i>
<b>EQUIPMENT</b>	Longbow; studded leather armor; shortsword; arrows (20x); dagger	+1 longbow; +1 studded leather armor; +1 shortsword; arrows (20x); dagger	+2 longbow; +2 studded leather armor; +2 shortsword; arrows (20x); dagger	+3 longbow; +3 studded leather armor; +3 shortsword; arrows (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Colossus Slayer** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.

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

**Favored Enemy** Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**Feral Senses** At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

**Hide in Plain Sight** Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

**Hunter** Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

**Land's Stride** Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Multiattack Defense** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Natural Explorer** You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: \* Difficult terrain doesn't slow your group's travel. \* Your group can't become lost except by magical means. \* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. \* If you are traveling alone, you can move stealthily at a normal pace. \* When you forage, you find twice as much food as you normally would. \* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

**Primeval Awareness** Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**Stand Against the Tide** When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.

**Vanish** Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

**Volley** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.

**Archery** You gain a +2 bonus to attack rolls you make with ranged weapons.

# Rogue A



CG; Medium Humanoid (Half-Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Rogue 4	Rogue 8	Rogue 13	Rogue 18
<b>SIZE / ALN</b>	Medium CG Half-Elf	Medium CG Half-Elf	Medium CG Half-Elf	Medium CG Half-Elf
<b>HP</b>	17	54	89	107
<b>ARMOR CLASS</b>	16	18	19	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 13 (+1)	<b>STR</b> 15 (+2)	<b>STR</b> 17 (+3)	<b>STR</b> 19 (+4)
	<b>DEX</b> 18 (+6)	<b>DEX</b> 20 (+8)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)
	<b>INT</b> 17 (+5)	<b>INT</b> 17 (+6)	<b>INT</b> 17 (+8)	<b>INT</b> 17 (+9)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (+5)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11 +4 Thieves' Tools	Passive Perception 15 +6 Thieves' Tools	Passive Perception 19 +10 Thieves' Tools	Passive Perception 21 +12 Thieves' Tools
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Melee</b> Shortsword +6 (1d6+4) <b>Ranged</b> Shortbow --> 30 ft.: -4 (1d6+4); 120 ft.: -4 (1d6+4) <b>Melee</b> Dagger +6 (1d4+4) <b>Ranged</b> Dagger (Thrown) 30 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	<b>Melee</b> +1 Shortsword +9 (1d6+6) <b>Ranged</b> +1 Shortbow --> 30 ft.: -1 (1d6+6); 120 ft.: -1 (1d6+6) <b>Melee</b> Dagger +8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5)	<b>Melee</b> +2 Shortsword +12 (1d6+7) <b>Ranged</b> +2 Shortbow --> 30 ft.: +2 (1d6+7); 120 ft.: +2 (1d6+7) <b>Melee</b> Dagger +10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)	<b>Ranged</b> +3 Shortbow --> 30 ft.: +8 (1d6+8); 120 ft.: +8 (1d6+8) <b>Melee</b> +3 Shortsword +14 (1d6+8) <b>Melee</b> Dagger +11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Darkvision, Fey Ancestry, Languages, Skill Versatility, Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Blindsight, Cunning Action, Elusive, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thief's Reflexes, Thieves' Cant, Uncanny Dodge, Use Magic Device
<b>SPELL-CASTING</b>	-	-	-	-

☒ **Low**☒ **Moderate**☒ **Advanced**☒ **Elite****EQUIPMENT**

Shortsword;  
shortbow;  
arrows (20x);  
dagger;  
studded leather armor

+1 *shortsword*;  
+1 *shortbow*;  
arrows (20x);  
dagger;  
+1 *studded leather armor*

+2 *shortsword*;  
+2 *shortbow*;  
arrows (20x);  
dagger;  
+2 *studded leather armor*

+3 *shortsword*;  
+3 *shortbow*;  
arrows (20x);  
dagger;  
+3 *studded leather armor*

## SPECIAL ABILITIES

**Darkvision** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry** You have advantage on all saving throws against being charmed or put to sleep.

**Blindsense** Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

**Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasive** Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

**Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

**Reliable Talent** By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

**Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

**Slippery Mind** By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

**Sneak Attack** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 9d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Supreme Sneak** Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

**Thief** You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

**Thief's Reflexes** When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns

during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

**Thieves' Cant** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Uncanny Dodge** Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Use Magic Device** By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

# Sorcerer A



CG; Medium Humanoid (Human)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Sorcerer 3	Sorcerer 8	Sorcerer 13	Sorcerer 18
<b>SIZE / ALN</b>	Medium CG Human	Medium CG Human	Medium CG Human	Medium CG Human
<b>HP</b>	27	65	108	145
<b>ARMOR CLASS</b>	14	16	17	18
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'; Fly 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 16 (+5)	<b>CON</b> 16 (+6)	<b>CON</b> 16 (+8)	<b>CON</b> 17 (+9)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)
	<b>CHA</b> 19 (+6)	<b>CHA</b> 19 (+7)	<b>CHA</b> 19 (+9)	<b>CHA</b> 19 (+10)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 8	Passive Perception 8	Passive Perception 8	Passive Perception 8
<b>LANGUAGES</b>	Common, Draconic, Orc			
<b>ATTACKS</b>	<b>Ranged</b> Crossbow, Light ) --> 80 ft.: -3 (1d8+1); 320 ft.: -3 (1d8+1) <b>Melee</b> Dagger +3 (1d4+1) <b>Ranged</b> Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	<b>Ranged</b> +1 Crossbow, Light ) --> 80 ft.: +1 (1d8+4); 320 ft.: +1 (1d8+4) <b>Melee</b> +1 Dagger +7 (1d4+4) <b>Ranged</b> +1 Dagger/Thrown 20 ft.: +7 (1d4+4); 60 ft.: +7 (1d4+4)	<b>Ranged</b> +2 Crossbow, Light ) --> 80 ft.: +5 (1d8+6); 320 ft.: +5 (1d8+6) <b>Melee</b> +2 Dagger +11 (1d4+6) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.: +11 (1d4+6); 60 ft.: +11 (1d4+6)	<b>Ranged</b> +3 Crossbow, Light ) --> 80 ft.: +8 (1d8+8); 320 ft.: +8 (1d8+8) <b>Melee</b> +3 Dagger +14 (1d4+8) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.: +14 (1d4+8); 60 ft.: +14 (1d4+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
<b>SPECIAL QUALITIES</b>	Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Creating Spell Slots, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell	Creating Spell Slots, Draconic Bloodline, Draconic Presence, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Empowered Spell, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points, Spell Casting, Subtle Spell, Twinned Spell



## Low



## Moderate



## Advanced



## Elite

### SPELL-CASTING

**Save DC 14; Spell Atk +6**  
**2nd:** hold person; scorching ray  
**1st:** charm person; magic missile; shield; thunderwave

**Save DC 15; Spell Atk +7**  
**4th:** dominate beast; ice storm  
**3rd:** fireball; lightning bolt; sleet storm  
**2nd:** hold person; invisibility; scorching ray  
**1st:** charm person; magic missile; shield; thunderwave

**Save DC 17; Spell Atk +9**  
**8th:** incendiary cloud  
**7th:** fire storm  
**6th:** disintegrate; sunbeam  
**5th:** cloudkill; cone of cold; hold monster  
**4th:** dominate beast; greater invisibility; ice storm  
**3rd:** fireball; lightning bolt; sleet storm  
**2nd:** hold person; invisibility; scorching ray  
**1st:** charm person; magic missile; shield; thunderwave

**Save DC 18; Spell Atk +10**  
**9th:** meteor swarm  
**8th:** incendiary cloud  
**7th:** fire storm  
**6th:** disintegrate; move earth; sunbeam  
**5th:** cloudkill; cone of cold; hold monster  
**4th:** dominate beast; greater invisibility; ice storm  
**3rd:** fireball; lightning bolt; sleet storm  
**2nd:** hold person; invisibility; scorching ray  
**1st:** charm person; magic missile; shield; thunderwave

### EQUIPMENT

Light crossbow;  
 crossbow bolts (20x);  
 dagger

+1 light crossbow;  
 crossbow bolts (20x);  
 +1 dagger

+2 light crossbow;  
 crossbow bolts (20x);  
 +2 dagger

+3 light crossbow;  
 crossbow bolts (20x);  
 +3 dagger

## SPECIAL ABILITIES

**Creating Spell Slots** Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

**Draconic Bloodline** Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Draconic Presence** Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

**Draconic Resilience** As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

**Dragon Ancestor** At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Silver, Damage Type Cold. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Dragon Wings** At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your

wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

**Elemental Affinity** Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 4 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

**Empowered Spell** When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to 4. You must use the new rolls. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

**Flexible Casting** You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

**Quickened Spell** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Sorcery Points** You have 18 sorcery points. You can never have more sorcery points than 18 at once. You regain all spent sorcery points when you finish a long rest.

**Subtle Spell** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

**Twinned Spell** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

# Wizard A



Unaligned; Medium Humanoid (Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Wizard 3	Wizard 8	Wizard 13	Wizard 18
<b>SIZE / ALN</b>	Medium TN Elf	Medium TN Elf	Medium TN Elf	Medium TN Elf
<b>HP</b>	18	45	74	115
<b>ARMOR CLASS</b>	16	18	18	18
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)
	<b>DEX</b> 17 (+3)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 12 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 15 (+2)	<b>CON</b> 16 (+3)
	<b>INT</b> 19 (+6)	<b>INT</b> 19 (+7)	<b>INT</b> 19 (+9)	<b>INT</b> 20 (+11)
	<b>WIS</b> 8 (+1)	<b>WIS</b> 8 (+2)	<b>WIS</b> 8 (+4)	<b>WIS</b> 8 (+5)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11	Passive Perception 12	Passive Perception 14	Passive Perception 15
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Ranged</b> Crossbow, Light ) --> 80 ft.: -1 (1d8+3); 320 ft.: -1 (1d8+3)	<b>Ranged</b> +1 Crossbow, Light ) --> 80 ft.: +3 (1d8+6); 320 ft.: +3 (1d8+6)	<b>Ranged</b> +2 Crossbow, Light ) --> 80 ft.: +6 (1d8+7); 320 ft.: +6 (1d8+7)	<b>Ranged</b> +3 Crossbow, Light ) --> 80 ft.: +8 (1d8+8); 320 ft.: +8 (1d8+8)
	<b>Melee</b> Dagger +5 (1d4+3 ) <b>Ranged</b> Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	<b>Melee</b> +1 Dagger +9 (1d4+6) <b>Ranged</b> +1 Dagger (Thrown) 20 ft.: +9 (1d4+6); 60 ft.: +9 (1d4+6)	<b>Melee</b> +2 Dagger +12 (1d4+7) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.: +12 (1d4+7); 60 ft.: +12 (1d4+7)	<b>Melee</b> +3 Dagger +14 (1d4+8) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.: +14 (1d4+8); 60 ft.: +14 (1d4+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Crossbow (Light), Dagger, Dart, Longbow, Longsword, Quarterstaff, Shortbow, Shortsword, Sling			
<b>SPECIAL QUALITIES</b>	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spell Mastery

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 14; Spell Atk +6</b> <b>2nd:</b> <i>arcane lock; knock</i> <b>1st:</b> <i>alarm; floating disk; identify; protection from evil and good</i>	<b>Save DC 15; Spell Atk +7</b> <b>4th:</b> <i>arcane eye; dimension door</i> <b>3rd:</b> <i>clairvoyance; fly; major image</i> <b>2nd:</b> <i>arcane lock; detect thoughts; knock</i> <b>1st:</b> <i>alarm; floating disk; identify; protection from evil and good</i>	<b>Save DC 17; Spell Atk +9</b> <b>7th:</b> <i>teleport</i> <b>6th:</b> <i>globe of invulnerability</i> <b>5th:</b> <i>creation; legend lore</i> <b>4th:</b> <i>arcane eye; dimension door; hallucinatory terrain</i> <b>3rd:</b> <i>clairvoyance; fly; major image</i> <b>2nd:</b> <i>arcane lock; detect thoughts; knock</i> <b>1st:</b> <i>alarm; floating disk; identify; protection from evil and good</i>	<b>Save DC 19; Spell Atk +11</b> <b>9th:</b> <i>shapechange</i> <b>8th:</b> <i>dominate monster</i> <b>7th:</b> <i>teleport</i> <b>6th:</b> <i>globe of invulnerability</i> <b>5th:</b> <i>arcane hand; creation; legend lore</i> <b>4th:</b> <i>arcane eye; dimension door; hallucinatory terrain</i> <b>3rd:</b> <i>clairvoyance; fly; major image</i> <b>2nd:</b> <i>arcane lock; detect thoughts; knock</i> <b>1st:</b> <i>alarm; floating disk; identify; protection from evil and good</i>
<b>EQUIPMENT</b>	Light crossbow; crossbow bolts (20x); dagger	+1 light crossbow; crossbow bolts (20x); +1 dagger	+2 light crossbow; crossbow bolts (20x); +2 dagger	+3 light crossbow; crossbow bolts (20x); +3 dagger

## SPECIAL ABILITIES

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Arcane Recovery** You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Empowered Evocation** Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

**Evocation Savant** Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Overchannel** Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

**Potent Cantrip** Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

**Ritual Casting** You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

**Sculpt Spells** Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. 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.

**Spell Mastery** At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

# Barbarian B



CN; Medium Humanoid (Dwarf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Barbarian 3	Barbarian 8	Barbarian 13	Barbarian 18
<b>SIZE / ALN</b>	Medium CN Dwarf	Medium CN Dwarf	Medium CN Dwarf	Medium CN Dwarf
<b>HP</b>	30	79	148	219
<b>ARMOR CLASS</b>	14	15	17	18
<b>SPEED</b>	Walk 25'	Walk 35'	Walk 35'	Walk 35'
<b>ABILITY SCORES / SAVES</b>	<b>STR 18 (+6)</b>	<b>STR 20 (+8)</b>	<b>STR 20 (+10)</b>	<b>STR 20 (+11)</b>
	<b>DEX 17 (+3)</b>	<b>DEX 19 (+4)</b>	<b>DEX 20 (+5)</b>	<b>DEX 20 (+5)</b>
	<b>CON 13 (+3)</b>	<b>CON 13 (+4)</b>	<b>CON 14 (+7)</b>	<b>CON 16 (+9)</b>
	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>	<b>INT 13 (+1)</b>
	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>	<b>WIS 8 (-1)</b>
	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>	<b>CHA 8 (-1)</b>
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11	Passive Perception 12	Passive Perception 14	Passive Perception 15
<b>LANGUAGES</b>	Common, Dwarvish			
<b>ATTACKS</b>	<b>Melee</b> Battleaxe +6 (1d8+4) <b>Melee</b> Handaxe +6 (1d6+4) <b>Ranged</b> Handaxe (Thrown) 20 ft.: +6 (1d6+4); 60 ft.: +6 (1d6+4)	<b>Melee</b> +1 Battleaxe +9 (1d8+6) <b>Melee</b> +1 Handaxe +9/+9 (1d6+6) <b>Ranged</b> +1 Handaxe (Thrown) 20 ft.: +9/+9 (1d6+6); 60 ft.: +9/+9 (1d6+6)	<b>Melee</b> +2 Battleaxe +12 (1d8+7) <b>Melee</b> +2 Handaxe +12/+12 (1d6+7) <b>Ranged</b> +2 Handaxe (Thrown) 20 ft.: +12/+12 (1d6+7); 60 ft.: +12/+12 (1d6+7)	<b>Melee</b> +3 Battleaxe +14/+14 (1d8+8) <b>Melee</b> +3 Handaxe +14 (1d6+8) <b>Ranged</b> +3 Handaxe (Thrown) 20 ft.: +14/+14 (1d6+8); 60 ft.: +14/+14 (1d6+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Danger Sense, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Brutal Critical, Danger Sense, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Indomitable Might, Path of the Berserker, Persistent Rage, Primal Path, Rage, Reckless Attack, Relentless Rage, Unarmored Defense



**Low****Moderate****Advanced****Elite****SPELL-CASTING****EQUIPMENT**Battleaxe;  
handaxe (4x)+1 battleaxe;  
+1 handaxe (4x)+2 battleaxe;  
+2 handaxe (4x)+3 battleaxe;  
+3 handaxe (4x)

## SPECIAL ABILITIES

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

**Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

**Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).

**Dwarven Toughness** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

**Mason's Tools** Proficient with Artisan Mason's Tools.

**Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Brutal Critical** Beginning at 9th level, you can roll 3 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

**Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

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

**Fast Movement** Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

**Feral Instinct** By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

**Frenzy** Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

**Indomitable Might** Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

**Path of the Berserker** For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

**Persistent Rage** Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

**Rage** In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 4. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious

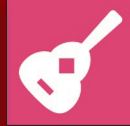
or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 6, you must finish a long rest before you can rage again.

**Reckless Attack** Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Relentless Rage** Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead. Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

**Unarmored Defense** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

# Bard B



CN; Small Humanoid (Halfling)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Bard 3	Bard 8	Bard 13	Bard 18
<b>SIZE / ALN</b>	Small CN Halfling	Small CN Halfling	Small CN Halfling	Small CN Halfling
<b>HP</b>	17	42	73	94
<b>ARMOR CLASS</b>	13	16	18	20
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)
	<b>DEX</b> 13 (+3)	<b>DEX</b> 17 (+6)	<b>DEX</b> 19 (+9)	<b>DEX</b> 20 (+11)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 13 (+1)
	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)
	<b>CHA</b> 20 (+7)	<b>CHA</b> 20 (+8)	<b>CHA</b> 20 (+10)	<b>CHA</b> 20 (+11)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 11 +2 Drum, Dulcimer, Lute	Passive Perception 12 +3 Drum, Dulcimer, Lute	Passive Perception 14 +5 Drum, Dulcimer, Lute	Passive Perception 15 +6 Drum, Dulcimer, Lute
<b>LANGUAGES</b>	Common, Halfling			
<b>ATTACKS</b>	<b>Ranged</b> Crossbow, Light (Small) --> 80 ft.: -7 (1d8+1); 320 ft.: -7 (1d8+1)	<b>Ranged</b> +1 Crossbow, Light (Small) --> 80 ft.: -3 (1d8+4); 320 ft.: -3 (1d8+4)	<b>Ranged</b> +2 Crossbow, Light (Small) --> 80 ft.: +1 (1d8+6); 320 ft.: +1 (1d8+6)	<b>Ranged</b> +3 Crossbow, Light (Small) --> 80 ft.: +4 (1d8+8); 320 ft.: +4 (1d8+8)
	<b>Melee</b> Shortsword (Small) +3 (1d6+1)	<b>Melee</b> +1 Shortsword (Small) +7 (1d6+4)	<b>Melee</b> +2 Shortsword (Small) +11 (1d6+6)	<b>Melee</b> +3 Shortsword (Small) +14 (1d6+8)
	<b>Melee</b> Dagger (Small) +3 (1d4+1)	<b>Melee</b> Dagger (Small) +6 (1d4+3)	<b>Melee</b> Dagger (Small) +9 (1d4+4)	<b>Melee</b> Dagger (Small) +11 (1d4+5)
	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +6 (1d4+3); 60 ft.: +6 (1d4+3)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +9 (1d4+4); 60 ft.: +9 (1d4+4)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Expertise, Jack of All Trades, Song of Rest	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Song of Rest	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Song of Rest	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Expertise, Font of Inspiration, Jack of All Trades, Magical Secrets, Peerless Skill, Song of Rest

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>SPELL-CASTING</b>	<b>Save DC 15; Spell Atk +7</b> <b>2nd:</b> <i>calm emotions; see invisibility</i> <b>1st:</b> <i>charm person; hideous laughter; silent image; sleep</i>	<b>Save DC 16; Spell Atk +8</b> <b>4th:</b> <i>confusion; freedom of movement</i> <b>3rd:</b> <i>fear; hypnotic pattern; nondetection</i> <b>2nd:</b> <i>calm emotions; see invisibility; silence</i> <b>1st:</b> <i>charm person; hideous laughter; silent image; sleep</i>	<b>Save DC 18; Spell Atk +10</b> <b>7th:</b> <i>mirage arcane</i> <b>6th:</b> <i>mass suggestion</i> <b>5th:</b> <i>dominate person; modify memory</i> <b>4th:</b> <i>confusion; freedom of movement; polymorph</i> <b>3rd:</b> <i>fear; hypnotic pattern; nondetection</i> <b>2nd:</b> <i>calm emotions; see invisibility; silence</i> <b>1st:</b> <i>charm person; hideous laughter; silent image; sleep</i>	<b>Save DC 19; Spell Atk +11</b> <b>9th:</b> <i>true polymorph</i> <b>8th:</b> <i>dominate monster</i> <b>7th:</b> <i>mirage arcane</i> <b>6th:</b> <i>mass suggestion</i> <b>5th:</b> <i>dominate person; modify memory; seeming</i> <b>4th:</b> <i>confusion; freedom of movement; polymorph</i> <b>3rd:</b> <i>fear; hypnotic pattern; nondetection</i> <b>2nd:</b> <i>calm emotions; see invisibility; silence</i> <b>1st:</b> <i>charm person; hideous laughter; silent image; sleep</i>
<b>EQUIPMENT</b>	Light crossbow (small); crossbow bolts (10x); dagger (small); shortsword (small); studded leather armor (small)	+1 light crossbow (small); crossbow bolts (10x); dagger (small); +1 shortsword (small); +1 studded leather armor (small)	+2 light crossbow (small); crossbow bolts (10x); dagger (small); +2 shortsword (small); +2 studded leather armor (small)	+3 light crossbow (small); crossbow bolts (10x); dagger (small); +3 shortsword (small); +3 studded leather armor (small)

## SPECIAL ABILITIES

**Brave** You have advantage on saving throws against being frightened.

**Halfling Nimbleness** You can move through the space of any creature that is of a size larger than yours.

**Lucky** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Naturally Stealthy** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Bardic Inspiration** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d12. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

**College of Lore** Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

**Countercharm** At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can

start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

**Cutting Words** Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Font of Inspiration** Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**Jack of All Trades** Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Peerless Skill** Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the DM tells you whether you succeed or fail.

**Song of Rest** Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d12 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

# Cleric B



NE; Medium Humanoid (Half-Orc)

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Cleric 3	Cleric 8	Cleric 13	Cleric 18
<b>SIZE / ALN</b>	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc	Medium NE Half-Orc
<b>HP</b>	19	48	87	133
<b>ARMOR CLASS</b>	18	20	22	24
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR 13 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>
	<b>DEX 13 (+1)</b>	<b>DEX 15 (+2)</b>	<b>DEX 16 (+3)</b>	<b>DEX 17 (+3)</b>
	<b>CON 15 (+2)</b>	<b>CON 15 (+2)</b>	<b>CON 16 (+3)</b>	<b>CON 16 (+3)</b>
	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>	<b>INT 10 (+0)</b>
	<b>WIS 18 (+6)</b>	<b>WIS 18 (+8)</b>	<b>WIS 20 (+10)</b>	<b>WIS 20 (+11)</b>
	<b>CHA 7 (+0)</b>	<b>CHA 7 (+1)</b>	<b>CHA 7 (+3)</b>	<b>CHA 7 (+4)</b>
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth
<b>LANGUAGES</b>	Common, Orc			
<b>ATTACKS</b>	<b>Melee</b> Mace +3 (1d6+1) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1)	<b>Melee +1 Mace</b> +5 (1d6+2) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +5 (1d8+2); 320 ft.: +5 (1d8+2)	<b>Melee +2 Mace</b> +8 (1d6+3) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +8 (1d8+3); 320 ft.: +8 (1d8+3)	<b>Melee +3 Mace</b> +11 (1d6+5) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +9 (1d8+3); 320 ft.: +9 (1d8+3)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Shortbow, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 2), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 4), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Supreme Healing

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**SPELL-CASTING**

Save DC 14; Spell Atk +6  
**2nd:** hold person; silence  
**1st:** bane; inflict wounds; sanctuary; shield of faith

Save DC 16; Spell Atk +8  
**4th:** control water; death ward  
**3rd:** bestow curse; dispel magic; protection from energy  
**2nd:** hold person; silence; warding bond  
**1st:** bane; inflict wounds; sanctuary; shield of faith

Save DC 18; Spell Atk +10  
**7th:** fire storm  
**6th:** harm  
**5th:** contagion; flame strike  
**4th:** control water; death ward; stone shape  
**3rd:** bestow curse; dispel magic; protection from energy  
**2nd:** hold person; silence; warding bond  
**1st:** bane; inflict wounds; sanctuary; shield of faith

Save DC 19; Spell Atk +11  
**9th:** mass heal  
**8th:** earthquake  
**7th:** fire storm  
**6th:** harm  
**5th:** contagion; flame strike; insect plague  
**4th:** control water; death ward; stone shape  
**3rd:** bestow curse; dispel magic; protection from energy  
**2nd:** hold person; silence; warding bond  
**1st:** bane; inflict wounds; sanctuary; shield of faith

**EQUIPMENT**

Mace;  
 chain mail;  
 shield;  
 light crossbow;  
 crossbow bolts (20x)

+1 mace;  
 +1 chain mail;  
 +1 shield;  
 light crossbow;  
 crossbow bolts (20x)

+2 mace;  
 +2 chain mail;  
 +2 shield;  
 light crossbow;  
 crossbow bolts (20x)

+3 mace;  
 +3 chain mail;  
 +3 shield;  
 light crossbow;  
 crossbow bolts (20x)

**SPECIAL ABILITIES**

**Darkvision** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Menacing** You gain proficiency in the Intimidation skill.

**Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Blessed Healer** Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

**Bonus Proficiency** When you choose this domain at 1st level, you gain proficiency with heavy armor.

**Channel Divinity: Preserve Life** Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 90. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Channel Divinity: Turn Undead** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Destroy Undead (CR 4)** Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**Disciple of Life** Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**Divine Intervention** Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 18, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

**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 2d8 radiant damage to the target.

**Supreme Healing** Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

# Druid B



OPMC

Unaligned; Small Humanoid (Gnome)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Druid 3	Druid 8	Druid 13	Druid 18
<b>SIZE / ALN</b>	Small TN Gnome	Small TN Gnome	Small TN Gnome	Small TN Gnome
<b>HP</b>	15	45	85	117
<b>ARMOR CLASS</b>	16	19	21	23
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 9 (-1)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 17 (+3)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)
	<b>INT</b> 13 (+3)	<b>INT</b> 13 (+4)	<b>INT</b> 13 (+6)	<b>INT</b> 13 (+7)
	<b>WIS</b> 18 (+6)	<b>WIS</b> 20 (+8)	<b>WIS</b> 20 (+10)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16 +2 Herbalism Kit	Passive Perception 18 +3 Herbalism Kit	Passive Perception 20 +5 Herbalism Kit	Passive Perception 21 +6 Herbalism Kit
<b>LANGUAGES</b>	Common, Druidic, Gnomish			
<b>ATTACKS</b>	<b>Melee</b> Spear (Small) +3 (1d6+1) <b>Ranged</b> Spear (Small/Thrown) 20 ft.: +3 (1d6+1); 60 ft.: +3 (1d6+1) <b>Melee</b> Dagger (Small) +3 (1d4+1) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	<b>Melee</b> +1 Spear +6 (1d6+3) <b>Ranged</b> +1 Spear (Thrown) 20 ft.: +6 (1d6+3); 60 ft.: +6 (1d6+3) <b>Melee</b> Dagger (Small) +5 (1d4+2) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +5 (1d4+2); 60 ft.: +5 (1d4+2)	<b>Melee</b> +2 Spear +9 (1d6+4) <b>Ranged</b> +2 Spear (Thrown) 20 ft.: +9 (1d6+4); 60 ft.: +9 (1d6+4) <b>Melee</b> Dagger (Small) +7 (1d4+2) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +7 (1d4+2); 60 ft.: +7 (1d4+2)	<b>Melee</b> +3 Spear +12 (1d6+6) <b>Ranged</b> +3 Spear (Thrown) 20 ft.: +12 (1d6+6); 60 ft.: +12 (1d6+6) <b>Melee</b> Dagger (Small) +9 (1d4+3) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +9 (1d4+3); 60 ft.: +9 (1d4+3)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Wild Shape, Circle of the Land	Artificer's Lore, Darkvision, Gnome Cunning, Languages, Tinker, Tinker's Tools, Ability Score Improvement, Beast Spells, Bonus Cantrip, Cantrips, Circle Spells, Druid Circle, Druidic, Land's Stride, Natural Recovery, Nature's Sanctuary, Nature's Ward, Ritual Casting, Spellcasting, Spellcasting Focus, Timeless Body, Wild Shape, Circle of the Land

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**SPELL-CASTING**

**Save DC 14; Spell Atk +6**  
**2nd:** *gust of wind; spike growth*  
**1st:** *detect magic; entangle; fog cloud; healing word*

**Save DC 16; Spell Atk +8**  
**4th:** *confusion; hallucinatory terrain*  
**3rd:** *plant growth; sleet storm; wind wall*  
**2nd:** *flaming sphere; gust of wind; spike growth*  
**1st:** *detect magic; entangle; fog cloud; healing word*

**Save DC 18; Spell Atk +10**  
**7th:** *reverse gravity*  
**6th:** *wall of thorns*  
**5th:** *insect plague; wall of stone*  
**4th:** *confusion; control water; hallucinatory terrain*  
**3rd:** *plant growth; sleet storm; wind wall*  
**2nd:** *flaming sphere; gust of wind; spike growth*  
**1st:** *detect magic; entangle; fog cloud; healing word*

**Save DC 19; Spell Atk +11**  
**9th:** *foresight*  
**8th:** *control weather*  
**7th:** *reverse gravity*  
**6th:** *wall of thorns*  
**5th:** *insect plague; scrying; wall of stone*  
**4th:** *confusion; control water; hallucinatory terrain*  
**3rd:** *plant growth; sleet storm; wind wall*  
**2nd:** *flaming sphere; gust of wind; spike growth*  
**1st:** *detect magic; entangle; fog cloud; healing word*

**EQUIPMENT**

Spear (small);  
 elven chain (small);  
 shield (small);  
 dagger (small)

+1 spear (small);  
 +1 elven chain (small);  
 +1 shield (small);  
 dagger (small)

+2 spear (small);  
 +2 elven chain (small);  
 +2 shield (small);  
 dagger (small)

+3 spear (small);  
 +3 elven chain (small);  
 +3 shield (small);  
 dagger (small)

**SPECIAL ABILITIES**

**Artificer's Lore** Whenever you make a History check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus (12), instead of any proficiency bonus you normally apply.

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

**Gnome Cunning** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Tinker** You have proficiency with tinker's tools. Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours. (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time. When you create a device, choose one of the following options: **Clockwork Toy:** This toy is a clockwork animal or person, such as a frog, mouse, bird, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents. **Fire Starter:** The device produces a miniature flame, which you can use to light something like a candle, torch, or campfire. Using the device requires your action. **Music Box:** When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

**Beast Spells** Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

**Druidic** You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Land's Stride** Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Natural Recovery** Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

**Nature's Sanctuary** When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC: 19. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.

**Nature's Ward** When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

**Ritual Casting** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Timeless Body** Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

**Wild Shape** Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 9. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your shape, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

# Fighter B



OPMC

NG; Medium Humanoid (Human)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Fighter 3	Fighter 8	Fighter 13	Fighter 18
<b>SIZE / ALN</b>	Medium NG Human	Medium NG Human	Medium NG Human	Medium NG Human
<b>HP</b>	25	84	142	189
<b>ARMOR CLASS</b>	20	22	24	6
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 19 (+6)	<b>STR</b> 20 (+8)	<b>STR</b> 20 (+10)	<b>STR</b> 20 (+11)
	<b>DEX</b> 14 (+2)	<b>DEX</b> 15 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 20 (+5)
	<b>CON</b> 16 (+5)	<b>CON</b> 20 (+8)	<b>CON</b> 20 (+10)	<b>CON</b> 20 (+11)
	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)	<b>INT</b> 7 (-2)
	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)	<b>WIS</b> 11 (+0)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 12 Armor - Disadvantage on Stealth	Passive Perception 13 Armor - Disadvantage on Stealth	Passive Perception 15 Armor - Disadvantage on Stealth	Passive Perception 16 Armor - Disadvantage on Stealth
<b>LANGUAGES</b>	Common, Gnomish			
<b>ATTACKS</b>	<b>Melee</b> Longsword +6 (1d8+4) <b>Ranged</b> Crossbow, Heavy ) --> 100 ft.': +4 (1d10+2); 400 ft.': +4 (1d10+2) <b>Melee</b> Dagger +6 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.': +6 (1d4+4); 60 ft.': +6 (1d4+4)	<b>Melee</b> +1 Longsword +9/+9 (1d8+6) <b>Ranged</b> Crossbow, Heavy ) --> 100 ft.': +5/+5 (1d10+2); 400 ft.': +5/+5 (1d10+2) <b>Melee</b> Dagger +8/+8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.': +8/+8 (1d4+5); 60 ft.': +8/+8 (1d4+5)	<b>Melee</b> +2 Longsword +12/+12/+12 (1d8+9) <b>Ranged</b> Crossbow, Heavy ) --> 100 ft.': +8/+8/+8 (1d10+3); 400 ft.': +8/+8/+8 (1d10+3) <b>Melee</b> Dagger +10/+10/+10 (1d4+7) <b>Ranged</b> Dagger (Thrown) 20 ft.': +10/+10/+10 (1d4+5); 60 ft.': +10/+10/+10 (1d4+5)	<b>Melee</b> +3 Longsword +14/+14/+14 (1d8+10) <b>Ranged</b> Crossbow, Heavy ) --> 100 ft.': +11/+11/+11 (1d10+5); 400 ft.': +11/+11/+11 (1d10+5) <b>Melee</b> Dagger +11/+11/+11 (1d4+7) <b>Ranged</b> Dagger (Thrown) 20 ft.': +11/+11/+11 (1d4+5); 60 ft.': +11/+11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Action Surge, Champion, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Protection	Action Surge, Champion, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Protection	Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Dueling, Protection	Action Surge, Additional Fighting Style, Champion, Extra Attack, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Superior Critical, Survivor, Dueling, Protection



**Low****Moderate****Advanced****Elite**

SPELL-CASTING	Low	Moderate	Advanced	Elite
EQUIPMENT	Longsword; plate armor; shield; heavy crossbow; crossbow bolts (20x); dagger	+1 longsword; +1 plate armor; +1 shield; heavy crossbow; crossbow bolts (20x); dagger	+2 longsword; +2 plate armor; +2 shield; heavy crossbow; crossbow bolts (20x); dagger	+3 longsword; +3 plate armor; +3 shield; heavy crossbow; crossbow bolts (20x); dagger

## SPECIAL ABILITIES

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 2 time(s) before a rest, but only once on the same turn.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 3 time(s) between long rests.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

**Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Superior Critical** Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

**Survivor** At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 10 if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

**Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

**Protection** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

# Monk B



LN; Medium Humanoid (Elf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Monk 3	Monk 8	Monk 13	Monk 18
<b>SIZE / ALN</b>	Medium LN Elf	Medium LN Elf	Medium LN Elf	Medium LN Elf
<b>HP</b>	14	35	51	74
<b>ARMOR CLASS</b>	17	19	20	20
<b>SPEED</b>	Walk 40'	Walk 45'	Walk 50'	Walk 60'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 17 (+5)	<b>STR</b> 17 (+6)	<b>STR</b> 17 (+8)	<b>STR</b> 19 (+10)
	<b>DEX</b> 16 (+5)	<b>DEX</b> 18 (+7)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+6)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+6)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (+4)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16 +2 Cobbler's Tools	Passive Perception 18 +3 Cobbler's Tools	Passive Perception 20 +5 Cobbler's Tools	Passive Perception 21 +6 Cobbler's Tools
<b>LANGUAGES</b>	Common, Deep Speech, Elvish		Abyssal, Celestial, Common, Deep Speech, Draconic, Druidic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling, Infernal, Orc, Primordial, Sylvan, Undercommon	
<b>ATTACKS</b>	<b>Melee</b> Dagger +5 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3) <b>Ranged</b> Dart --> 20 ft.: -5 (1d4+3); 80 ft.: -5 (1d4+3) <b>Melee</b> Unarmed Strike +5 (1d4+3)	<b>Ranged</b> +1 Dart --> 20 ft.: -2 (1d4+5); 80 ft.: -2 (1d4+5) <b>Melee</b> Unarmed Strike +7/+7 (1d6+4) <b>Melee</b> +1 Dagger +9/+9 (1d4+6) <b>Ranged</b> +1 Dagger (Thrown) 20 ft.: +9/+9 (1d4+6); 60 ft.: +9/+9 (1d4+6)	<b>Ranged</b> +2 Dart --> 20 ft.: +2 (1d4+7); 80 ft.: +2 (1d4+7) <b>Melee</b> Unarmed Strike +10/+10 (1d8+5) <b>Melee</b> +2 Dagger +14/+14 (1d4+9) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.: +14/+14 (1d4+9); 60 ft.: +14/+14 (1d4+9)	<b>Ranged</b> +3 Dart --> 20 ft.: +4 (1d4+8); 80 ft.: +4 (1d4+8) <b>Melee</b> Unarmed Strike +11/+11 (1d10+5) <b>Melee</b> +3 Dagger +15/+15 (1d4+9) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.: +15/+15 (1d4+9); 60 ft.: +15/+15 (1d4+9)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

**SPECIAL QUALITIES**

**Low**

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Deflect Missiles, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Step of the Wind, Unarmored Defense, Unarmored Movement, Way of the Open Hand

**Moderate**

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

**Advanced**

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

**Elite**

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Deflect Missiles, Diamond Soul, Empty Body, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Quivering Palm, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Timeless Body, Tongue of the Sun and Moon, Tranquility, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

**EQUIPMENT**

Dagger;  
dart (5x)

+1 dagger;  
+1 dart (5x)

+2 dagger;  
+2 dart (5x)

+3 dagger;  
+3 dart (5x)

**SPECIAL ABILITIES**

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Deflect Missiles** Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 23. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

**Diamond Soul** Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

**Empty Body** Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

**Evasion** At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Ki** Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 18 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

**Ki-Empowered Strikes** Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Open Hand Technique** Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose

one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

**Patient Defense** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Purity of Body** At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

**Quivering Palm** At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to 18. The vibrations are harmless unless you use your action to end them. To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage. You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

**Slow Fall** Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 90.

**Step of the Wind** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**Stillness of Mind** Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

**Stunning Strike** Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Timeless Body** At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

**Tongue of the Sun and Moon** Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

**Tranquility** Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 19.

**Unarmored Defense** Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Unarmored Movement** Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**Way of the Open Hand** Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

**Wholeness of Body** At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 54. You must finish a long rest before you can use this feature again.

# Paladin B



LG; Medium Humanoid (Tiefling)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Paladin 3	Paladin 8	Paladin 13	Paladin 18
<b>SIZE / ALN</b>	Medium LG Tiefling	Medium LG Tiefling	Medium LG Tiefling	Medium LG Tiefling
<b>HP</b>	26	71	92	126
<b>ARMOR CLASS</b>	17	20	23	25
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR 13 (+1)</b>	<b>STR 13 (+1)</b>	<b>STR 14 (+2)</b>	<b>STR 14 (+2)</b>
	<b>DEX 11 (+0)</b>	<b>DEX 13 (+1)</b>	<b>DEX 14 (+2)</b>	<b>DEX 16 (+3)</b>
	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>	<b>CON 13 (+1)</b>
	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>	<b>INT 9 (-1)</b>
	<b>WIS 18 (+6)</b>	<b>WIS 18 (+7)</b>	<b>WIS 18 (+9)</b>	<b>WIS 18 (+10)</b>
	<b>CHA 13 (+3)</b>	<b>CHA 15 (+5)</b>	<b>CHA 15 (+7)</b>	<b>CHA 15 (+8)</b>
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14	Passive Perception 14	Passive Perception 14	Passive Perception 14
<b>LANGUAGES</b>	Common, Infernal			
<b>ATTACKS</b>	<b>Melee</b> Mace +3 (1d6+1) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +2 (1d8); 320 ft.: +2 (1d8) <b>Melee</b> Dagger +3 (1d4+1) <b>Ranged</b> Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	<b>Melee</b> +7 Mace +5/+5 (1d6+2) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +4/+4 (1d8+1); 320 ft.: +4/+4 (1d8+1) <b>Melee</b> Dagger +4/+4 (1d4+1) <b>Ranged</b> Dagger (Thrown) 20 ft.: +4/+4 (1d4+1); 60 ft.: +4/+4 (1d4+1)	<b>Melee</b> +2 Mace +9/+9 (1d6+4) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +7/+7 (1d8+2); 320 ft.: +7/+7 (1d8+2) <b>Melee</b> Dagger +7/+7 (1d4+2) <b>Ranged</b> Dagger (Thrown) 20 ft.: +7/+7 (1d4+2); 60 ft.: +7/+7 (1d4+2)	<b>Melee</b> +3 Mace +11/+11 (1d6+5) <b>Ranged</b> Crossbow, Light ) --> 80 ft.: +9/+9 (1d8+3); 320 ft.: +9/+9 (1d8+3) <b>Melee</b> Dagger +9/+9 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.: +9/+9 (1d4+3); 60 ft.: +9/+9 (1d4+3)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Defense	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Channel Divinity, Cleansing Touch, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Improved Divine Smite, Lay on Hands, Oath of Devotion, Oath Spells, Purity of Spirit, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Focus, Turn the Unholy, Defense

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>SPELL-CASTING</b>	<b>Save DC 11; Spell Atk +3</b> <b>1st:</b> <i>bless; cure wounds; protection from evil and good</i>	<b>Save DC 13; Spell Atk +5</b> <b>2nd:</b> <i>aid; lesser restoration; protection from poison</i> <b>1st:</b> <i>bless; cure wounds; protection from evil and good; shield of faith</i>	<b>Save DC 15; Spell Atk +7</b> <b>4th:</b> <i>death ward</i> <b>3rd:</b> <i>magic circle; remove curse; revivify</i> <b>2nd:</b> <i>aid; lesser restoration; protection from poison</i> <b>1st:</b> <i>bless; cure wounds; protection from evil and good; shield of faith</i>	<b>Save DC 16; Spell Atk +8</b> <b>5th:</b> <i>raise dead</i> <b>4th:</b> <i>banishment, death ward, locate creature</i> <b>3rd:</b> <i>magic circle; remove curse; revivify</i> <b>2nd:</b> <i>aid; lesser restoration; protection from poison</i> <b>1st:</b> <i>bless; cure wounds; protection from evil and good; shield of faith</i>
<b>EQUIPMENT</b>	Mace; breastplate; shield; light crossbow; crossbow bolts (20x); dagger	+1 mace; +1 breastplate; +1 shield; light crossbow; crossbow bolts (20x); dagger	+2 mace; +2 breastplate; +2 shield; light crossbow; crossbow bolts (20x); dagger	+3 mace; +3 breastplate; +3 shield; light crossbow; crossbow bolts (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Hellish Resistance** You have resistance to fire damage.

**Infernal Legacy** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 16.

**Aura of Courage** Starting at 10th level, you and friendly creatures within 30 feet of you can't be frightened while you are conscious.

**Aura of Devotion** Starting at 7th level, you and friendly creatures within 30 feet of you can't be charmed while you are conscious.

**Aura of Protection** Starting at 6th level, whenever you or a friendly creature within 30 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 2. You must be conscious to grant this bonus.

**Cleansing Touch** Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch. You can use this feature 2 times. You regain expended uses when you finish a long rest.

**Divine Health** By 3rd level, the divine magic flowing through you makes you immune to disease.

**Divine Sense** The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 3 times. When you finish a long rest, you regain all expended uses.

**Divine Smite** Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

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

**Improved Divine Smite** By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage. If you also use your Divine Smite with an attack, you add this damage to the extra damage of your Divine Smite.

**Lay on Hands** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 90. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

**Oath of Devotion** The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

**Purity of Spirit** Beginning at 15th level, you are always under the effects of a protection from evil and good spell.

**Sacred Weapon** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +2 to attack rolls made with that weapon. The weapon 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.

**Turn the Unholy** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Defense** While you are wearing armor, you gain a +1 bonus to AC.

# Ranger B



NG; Medium Humanoid (Half-Elf)

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>CHALLENGE</b>	CR 3 XP 700	CR 8 XP 3,900	CR 13 XP 10,000	CR 18 XP 20,000
<b>CLASS / HD</b>	Ranger 3	Ranger 8	Ranger 13	Ranger 18
<b>SIZE / ALN</b>	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf	Medium NG Half-Elf
<b>HP</b>	20	40	65	117
<b>ARMOR CLASS</b>	16	18	19	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 10 (+2)	<b>STR</b> 12 (+4)	<b>STR</b> 14 (+7)	<b>STR</b> 14 (+8)
	<b>DEX</b> 18 (+6)	<b>DEX</b> 20 (+8)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 12 (+1)
	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)	<b>INT</b> 13 (+1)
	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)	<b>WIS</b> 15 (+2)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14	Passive Perception 15	Passive Perception 17	Passive Perception 18
<b>LANGUAGES</b>	Common, Draconic, Dwarvish, Elvish	Common, Draconic, Dwarvish, Elvish, Orc	Common, Draconic, Dwarvish, Elvish, Orc	Celestial, Common, Draconic, Dwarvish, Elvish, Orc
<b>ATTACKS</b>	<b>Melee</b> Longsword +2 (1d8) <b>Melee</b> Shortsword +6 (1d6+4) <b>Melee</b> Dagger +6 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4) <b>Ranged</b> Shortbow ) --> 30 ft.: +6 (1d6+4); 120 ft.: +6 (1d6+4)	<b>Melee</b> +1 Longsword +5/+5 (1d8+2) <b>Melee</b> +1 Shortsword +9 (1d6+6) <b>Melee</b> Dagger +8/+8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +8/+8 (1d4+5); 60 ft.: +8/+8 (1d4+5) <b>Ranged</b> Shortbow ) --> 30 ft.: +8/+8 (1d6+5); 120 ft.: +8/+8 (1d6+5)	<b>Melee</b> +2 Longsword +9/+9 (1d8+4) <b>Melee</b> +2 Shortsword +12 (1d6+7) <b>Melee</b> Dagger +10/+10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5) <b>Ranged</b> Shortbow ) --> 30 ft.: +10/+10 (1d6+5); 120 ft.: +10/+10 (1d6+5)	<b>Melee</b> +3 Longsword +11/+11 (1d8+5) <b>Melee</b> +3 Shortsword +14 (1d6+8) <b>Melee</b> Dagger +11/+11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5) <b>Ranged</b> Shortbow ) --> 30 ft.: +11/+11 (1d6+5); 120 ft.: +11/+11 (1d6+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Fey Ancestry, Languages, Skill Versatility, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Two-Weapon Fighting, Celestials, Swamp	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Defensive Tactics, Extra Attack, Favored Enemy, Fighting Style, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Spellcasting, Spell Slots, Two-Weapon Fighting, Celestials, Dragons, Mountain, Swamp	Darkvision, Fey Ancestry, Languages, Skill Versatility, Defensive Tactics, Extra Attack, Favored Enemy, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Whirlwind Attack, Two-Weapon Fighting, Celestials, Dragons, Grassland, Mountain, Swamp	Darkvision, Fey Ancestry, Skill Versatility, Defensive Tactics, Evasion, Extra Attack, Favored Enemy, Feral Senses, Hide in Plain Sight, Horde Breaker, Hunter, Hunter's Prey, Land's Stride, Multiattack, Multiattack Defense, Natural Explorer, Primeval Awareness, Ranger Archetype, Superior Hunter's Defense, Vanish, Whirlwind Attack, Two-Weapon Fighting, Celestials, Dragons, Humanoids, Grassland, Mountain, Swamp

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	Save DC 12; Spell Atk +4 1st: <i>animal friendship; cure wounds; detect poison and disease</i>	Save DC 13; Spell Atk +5 2nd: <i>barkskin; find traps; locate object</i> 1st: <i>animal friendship; cure wounds; detect poison and disease; longstrider</i>	Save DC 15; Spell Atk +7 4th: <i>freedom of movement</i> 3rd: <i>nondetection; water breathing; water walk</i> 2nd: <i>barkskin; find traps; locate object</i> 1st: <i>animal friendship; cure wounds; detect poison and disease; longstrider</i>	Save DC 16; Spell Atk +18 5th: <i>tree stride</i> 4th: <i>freedom of movement; locate creature; stonkskin</i> 3rd: <i>nondetection; water breathing; water walk</i> 2nd: <i>barkskin; find traps; locate object</i> 1st: <i>animal friendship; cure wounds; detect poison and disease; longstrider</i>
<b>EQUIPMENT</b>	Longsword; shortsword; studded leather armor; shortbow; arrows (20x); dagger	+1 longsword; +1 shortsword; +1 studded leather armor; shortbow; arrows (20x); dagger	+2 longsword; +2 shortsword; +2 studded leather armor; shortbow; arrows (20x); dagger	+3 longsword; +3 shortsword; +3 studded leather armor; shortbow; arrows (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry** You have advantage on all saving throws against being charmed or put to sleep.

**Evasion** You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a lightning bolt spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Favored Enemy** Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**Feral Senses** At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

**Hide in Plain Sight** Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

**Horde Breaker** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

**Hunter** Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and

terrifying dragons.

**Land's Stride** Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Multiattack Defense** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

**Natural Explorer** You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits: \* Difficult terrain doesn't slow your group's travel. \* Your group can't become lost except by magical means. \* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. \* If you are traveling alone, you can move stealthily at a normal pace. \* When you forage, you find twice as much food as you normally would. \* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area. You choose additional favored terrain types at 6th and 10th level.

**Primeval Awareness** Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**Vanish** Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

**Whirlwind Attack** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

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

# Rogue B



CG; Medium Humanoid (Human)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 3</b> <b>XP 700</b>	<b>CR 8</b> <b>XP 3,900</b>	<b>CR 13</b> <b>XP 10,000</b>	<b>CR 18</b> <b>XP 20,000</b>
<b>CLASS / HD</b>	Rogue 3	Rogue 8	Rogue 13	Rogue 18
<b>SIZE / ALN</b>	Medium CG Human	Medium CG Human	Medium CG Human	Medium CG Human
<b>HP</b>	22	44	78	108
<b>ARMOR CLASS</b>	16	18	19	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR 13 (+1)</b>	<b>STR 16 (+3)</b>	<b>STR 18 (+4)</b>	<b>STR 20 (+5)</b>
	<b>DEX 19 (+6)</b>	<b>DEX 20 (+8)</b>	<b>DEX 20 (+10)</b>	<b>DEX 20 (+11)</b>
	<b>CON 10 (+0)</b>	<b>CON 10 (+0)</b>	<b>CON 12 (+1)</b>	<b>CON 12 (+1)</b>
	<b>INT 13 (+3)</b>	<b>INT 13 (+4)</b>	<b>INT 13 (+6)</b>	<b>INT 13 (+7)</b>
	<b>WIS 7 (-2)</b>	<b>WIS 7 (-2)</b>	<b>WIS 7 (-2)</b>	<b>WIS 7 (+4)</b>
	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>	<b>CHA 11 (+0)</b>
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 10 +4 Thieves' Tools	Passive Perception 11 +6 Thieves' Tools	Passive Perception 13 +10 Thieves' Tools	Passive Perception 14 +12 Thieves' Tools
<b>LANGUAGES</b>	Common, Celestial			
<b>ATTACKS</b>	<b>Ranged</b> Shortbow ) --> 30 ft.: +0 (1d6+4); 120 ft.: +0 (1d6+4) <b>Melee</b> Rapier +6 (1d8+4) <b>Melee</b> Dagger +6 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	<b>Melee</b> +1 Rapier +9 (1d8+6) <b>Ranged</b> +1 Shortbow ) --> 30 ft.: -1 (1d6+6); 120 ft.: -1 (1d6+6) <b>Melee</b> Dagger +8 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +8 (1d4+5); 60 ft.: +8 (1d4+5)	<b>Melee</b> +2 Rapier +12 (1d8+7) <b>Ranged</b> +2 Shortbow ) --> 30 ft.: +2 (1d6+7); 120 ft.: +2 (1d6+7) <b>Melee</b> Dagger +10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)	<b>Melee</b> +3 Rapier +14 (1d8+8) <b>Ranged</b> +3 Shortbow ) --> 30 ft.: +4 (1d6+8); 120 ft.: +4 (1d6+8) <b>Melee</b> Dagger +11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Cunning Action, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant	Cunning Action, Evasion, Expertise, Fast Hands, Roguish Archetype, Second-Story Work, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge	Cunning Action, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Use Magic Device	Blindsense, Cunning Action, Elusive, Evasion, Expertise, Fast Hands, Reliable Talent, Roguish Archetype, Second-Story Work, Slippery Mind, Sneak Attack, Supreme Sneak, Thief, Thief's Reflexes, Thieves' Cant, Uncanny Dodge, Use Magic Device
<b>SPELL-CASTING</b>	-	-	-	-



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>EQUIPMENT</b>	Shortbow; rapier; studded leather armor; arrows (20x); dagger (4x)	+1 shortbow; +1 rapier; +1 studded leather armor; arrows (20x); dagger (4x)	+2 shortbow; +2 rapier; +2 studded leather armor; arrows (20x); dagger (4x)	+3 shortbow; +3 rapier; +3 studded leather armor; arrows (20x); dagger (4x)

## SPECIAL ABILITIES

**Blindsense** Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

**Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasive** Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

**Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

**Reliable Talent** By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

**Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

**Slippery Mind** By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

**Sneak Attack** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 9d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Supreme Sneak** Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

**Thief** You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

**Thief's Reflexes** When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

**Thieves' Cant** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves'

cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Uncanny Dodge** Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Use Magic Device** By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

# Sorcerer B



CG; Small Humanoid (Halfling)

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Sorcerer 3	Sorcerer 8	Sorcerer 13	Sorcerer 18
<b>SIZE / ALN</b>	Small CG Halfling	Small CG Halfling	Small CG Halfling	Small CG Halfling
<b>HP</b>	26	55	84	121
<b>ARMOR CLASS</b>	14	16	17	18
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'; Fly 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)	<b>STR</b> 9 (-1)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 20 (+5)
	<b>CON</b> 14 (+4)	<b>CON</b> 14 (+5)	<b>CON</b> 14 (+7)	<b>CON</b> 15 (+8)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)
	<b>CHA</b> 19 (+6)	<b>CHA</b> 19 (+7)	<b>CHA</b> 19 (+9)	<b>CHA</b> 19 (+10)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
<b>LANGUAGES</b>	Common, Draconic, Halfling			
<b>ATTACKS</b>	<b>Melee</b> Dagger (Small) +3 (1d4+1) <b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1) <b>Melee</b> Quarterstaff (Small) +1 (1d8-1) <b>Ranged</b> Crossbow, Light (Small) --> 80 ft.: +3 (1d8+1); 320 ft.: +3 (1d8+1)	<b>Ranged</b> +1 Crossbow, Light (Small) --> 80 ft.: +1 (1d8+4); 320 ft.: +1 (1d8+4) <b>Melee</b> +1 Dagger (Small) +7 (1d4+4) <b>Ranged</b> +1 Dagger (Small/Thrown) 20 ft.: +7 (1d4+4); 60 ft.: +7 (1d4+4) <b>Melee</b> +1 Quarterstaff (Small) +3 (1d8)	<b>Ranged</b> +2 Crossbow, Light (Small) --> 80 ft.: +5 (1d8+6); 320 ft.: +5 (1d8+6) <b>Melee</b> +2 Dagger (Small) +11 (1d4+6) <b>Ranged</b> +2 Dagger (Small/Thrown) 20 ft.: +11 (1d4+6); 60 ft.: +11 (1d4+6) <b>Melee</b> +2 Quarterstaff (Small) +6 (1d8+1)	<b>Ranged</b> +3 Crossbow, Light (Small) --> 80 ft.: +8 (1d8+8); 320 ft.: +8 (1d8+8) <b>Melee</b> +3 Dagger (Small) +14 (1d4+8) <b>Ranged</b> +3 Dagger (Small/Thrown) 20 ft.: +14 (1d4+8); 60 ft.: +14 (1d4+8) <b>Melee</b> +3 Quarterstaff (Small) +8 (1d8+2)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
<b>SPECIAL QUALITIES</b>	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Sorcerous Origin, Sorcery Points	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points	Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Cantrips, Careful Spell, Creating Spell Slots, Distant Spell, Draconic Bloodline, Draconic Resilience, Dragon Ancestor, Dragon Wings, Elemental Affinity, Flexible Casting, Font of Magic, Metamagic, Quickened Spell, Sorcerous Origin, Sorcery Points Twinned Spell

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	Save DC 14; Spell Atk +6 2nd: <i>enhance ability; enlarge/reduce</i> 1st: <i>disguise self; feather fall; shield; sleep</i>	Save DC 15; Spell Atk +7 4th: <i>dimension door; greater invisibility</i> 3rd: <i>blink; dispel magic; protection from energy</i> 2nd: <i>blur; enhance ability; enlarge/reduce</i> 1st: <i>disguise self; feather fall; shield; sleep</i>	Save DC 17; Spell Atk +9 8th: <i>power word stun</i> 7th: <i>plane shift</i> 6th: <i>globe of invulnerability; true seeing</i> 5th: <i>animate objects; creation; seeming</i> 4th: <i>dimension door; greater invisibility; wall of fire</i> 3rd: <i>blink; dispel magic; protection from energy</i> 2nd: <i>blur; enhance ability; enlarge/reduce</i> 1st: <i>disguise self; feather fall; shield; sleep</i>	Save DC 18; Spell Atk +10 9th: <i>time stop</i> 8th: <i>power word stun</i> 7th: <i>plane shift</i> 6th: <i>globe of invulnerability; move earth; true seeing</i> 5th: <i>animate objects; creation; seeming</i> 4th: <i>dimension door; greater invisibility; wall of fire</i> 3rd: <i>blink; dispel magic; protection from energy</i> 2nd: <i>blur; enhance ability; enlarge/reduce</i> 1st: <i>disguise self; feather fall; shield; sleep</i>
<b>EQUIPMENT</b>	Quarterstaff (small); dagger (small); light crossbow (small); crossbow bolts (20x)	+1 quarterstaff (small); +1 dagger (small); +1 light crossbow (small); crossbow bolts (20x)	+2 quarterstaff (small); +2 dagger (small); +2 light crossbow (small); crossbow bolts (20x)	+3 quarterstaff (small); +3 dagger (small); +3 light crossbow (small); crossbow bolts (20x)

## SPECIAL ABILITIES

**Brave** You have advantage on saving throws against being frightened.

**Halfling Nimbleness** You can move through the space of any creature that is of a size larger than yours.

**Lucky** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Naturally Stealthy** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Careful Spell** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to 4. A chosen creature automatically succeeds on its saving throw against the spell.

**Creating Spell Slots** Spell Slot Level-Sorcery Point Cost: 1st-2; 2nd-3; 3rd-5; 4th-6; 5th-7. Converting a Spell Slot to Sorcery Points. As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

**Distant Spell** When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

**Draconic Bloodline** Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Draconic Presence** Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be charmed (if you chose awe) or frightened (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

**Draconic Resilience** As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum

increases by 1 and increases by 1 again whenever you gain a level in this class. Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

**Dragon Ancestor** At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later. Copper, Damage Type Acid. You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

**Dragon Wings** At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn. You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

**Elemental Affinity** Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add 4 to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour. The damage bonus applies to one damage roll of a spell, not multiple rolls.

**Flexible Casting** You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels. Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. The created spell slots vanish at the end of a long rest.

**Font of Magic** At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

**Quicken Spell** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

**Sorcery Points** You have 18 sorcery points. You can never have more sorcery points than 18 at once. You regain all spent sorcery points when you finish a long rest.

**Twinned Spell** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

# Wizard B



TN; Medium Humanoid (Human)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 3 <b>XP</b> 700	<b>CR</b> 8 <b>XP</b> 3,900	<b>CR</b> 13 <b>XP</b> 10,000	<b>CR</b> 18 <b>XP</b> 20,000
<b>CLASS / HD</b>	Wizard 3	Wizard 8	Wizard 13	Wizard 18
<b>SIZE / ALN</b>	Medium TN Human	Medium TN Human	Medium TN Human	Medium TN Human
<b>HP</b>	15	38	67	116
<b>ARMOR CLASS</b>	16	17	18	18
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 7 (-2)	<b>STR</b> 7 (-2)	<b>STR</b> 7 (-2)	<b>STR</b> 7 (-2)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 19 (+4)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 17 (+3)
	<b>INT</b> 19 (+6)	<b>INT</b> 20 (+8)	<b>INT</b> 20 (+10)	<b>INT</b> 20 (+11)
	<b>WIS</b> 8 (+1)	<b>WIS</b> 8 (+2)	<b>WIS</b> 8 (+4)	<b>WIS</b> 8 (+5)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 9	Passive Perception 9	Passive Perception 9	Passive Perception 9
<b>LANGUAGES</b>	Common, Deep Speech			
<b>ATTACKS</b>	<b>Ranged</b> Crossbow, Light ) --> 80 ft.': -1 (1d8+3); 320 ft.': -1 (1d8+3) <b>Melee</b> Dagger +5 (1d4+3 ) <b>Ranged</b> Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	<b>Melee</b> +1 Dagger+8 (1d4+5) <b>Ranged</b> +1 Dagger (Thrown) 20 ft.': +8 (1d4+5); 60 ft.': +8 (1d4+5) <b>Ranged</b> +1 Crossbow, Light ) --> 80 ft.': -2 (1d8+5); 320 ft.': -2 (1d8+5)	<b>Melee</b> +2 Dagger+12 (1d4+7 ) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.': +12 (1d4+7); 60 ft.': +12 (1d4+7) <b>Ranged</b> +2 Crossbow, Light ) --> 80 ft.': +2 (1d8+7); 320 ft.': +2 (1d8+7)	<b>Ranged</b> +3 Crossbow, Light ) --> 80 ft.': +8 (1d8+8); 320 ft.': +8 (1d8+8) <b>Melee</b> +3 Dagger+14 (1d4+8 ) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.': +14 (1d4+8); 60 ft.': +14 (1d4+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Crossbow (Light), Dagger, Dart, Quarterstaff, Sling			
<b>SPECIAL QUALITIES</b>	Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells	Arcane Recovery, Arcane Tradition, Cantrips, Empowered Evocation, Evocation Savant, Overchannel, Potent Cantrip, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spell Mastery

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 14; Spell Atk +6</b> <b>2nd:</b> acid arrow; scorching ray <b>1st:</b> color spray; fog cloud; magic missile; sleep	<b>Save DC 16; Spell Atk +8</b> <b>4th:</b> black tentacles; ice storm <b>3rd:</b> fireball; lightning bolt; vampiric touch <b>2nd:</b> acid arrow; hold person; scorching ray <b>1st:</b> color spray; fog cloud; magic missile; sleep	<b>Save DC 18; Spell Atk +10</b> <b>7th:</b> prismatic spray <b>6th:</b> disintegrate <b>5th:</b> cloudkill; cone of cold <b>4th:</b> black tentacles; fire shield; ice storm <b>3rd:</b> fireball; lightning bolt; vampiric touch <b>2nd:</b> acid arrow; hold person; scorching ray <b>1st:</b> color spray; fog cloud; magic missile; sleep	<b>Save DC 19; Spell Atk +11</b> <b>9th:</b> meteor swarm <b>8th:</b> sunburst <b>7th:</b> prismatic spray <b>6th:</b> disintegrate <b>5th:</b> cloudkill; cone of cold; wall of force <b>4th:</b> black tentacles; fire shield; ice storm <b>3rd:</b> fireball; lightning bolt; vampiric touch <b>2nd:</b> acid arrow; hold person; scorching ray <b>1st:</b> color spray; fog cloud; magic missile; sleep
<b>EQUIPMENT</b>	Light crossbow; crossbow bolts (20x); dagger	+1 light crossbow; crossbow bolts (20x); +1 dagger	+2 light crossbow; crossbow bolts (20x); +2 dagger	+3 light crossbow; crossbow bolts (20x); +3 dagger

## SPECIAL ABILITIES

**Arcane Recovery** You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 9, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Arcane Tradition** When you reach 2nd level, you choose an arcane tradition, shaping your practice of magic through one of eight schools: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation. The school of Evocation is detailed at the end of the class description; see the Player's Handbook for information on the other schools. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

**Empowered Evocation** Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

**Evocation Savant** Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

**Overchannel** Starting at 14th level, you can increase the power of your simpler spells. When you cast a wizard spell of 5th level or lower that deals damage, you can deal maximum damage with that spell. The first time you do so, you suffer no adverse effect. If you use this feature again before you finish a long rest, you take 2d12 necrotic damage for each level of the spell, immediately after you cast it. Each time you use this feature again before finishing a long rest, the necrotic damage per spell level increases by 1d12. This damage ignores resistance and immunity. The feature doesn't benefit cantrips.

**Potent Cantrip** Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

**Ritual Casting** You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

**Sculpt Spells** Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. 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.

**Spell Mastery** At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal. By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.



# Character Reference: OPOC

# Fighter/Cleric



CN; Medium Humanoid (Human)

OPOC

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Cleric 2 / Fighter 2	Cleric 5 / Fighter 5	Cleric 8 / Fighter 8	Cleric 10 / Fighter 10
<b>SIZE / ALN</b>	Medium CN Human	Medium CN Human	Medium CN Human	Medium CN Human
<b>HP</b>	34	68	124	150
<b>ARMOR CLASS</b>	17	19	22	25
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 18 (+4)	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)	<b>STR</b> 20 (+5)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 17 (+3)	<b>DEX</b> 17 (+3)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 18 (+6)	<b>WIS</b> 20 (+9)	<b>WIS</b> 20 (+10)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 10 (+2)	<b>CHA</b> 10 (+4)	<b>CHA</b> 10 (+5)	<b>CHA</b> 10 (+6)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14	Passive Perception 15	Passive Perception 15	Passive Perception 15
<b>LANGUAGES</b>	Common, Draconic			
<b>ATTACKS</b>	<b>Melee</b> Morningstar +6 (1d8+6)	<b>Melee</b> +1 Morningstar +10/+10 (1d8+8)	<b>Melee</b> +2 Morningstar +12/+12 (1d8+9)	<b>Melee</b> +3 Morningstar +14/+14 (1d8+10)
	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +3 (1d10+1); 400 ft.: +3 (1d10+1)	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +5/+5 (1d10+1); 400 ft.: +5/+5 (1d10+1)	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +8/+8 (1d10+3); 400 ft.: +8/+8 (1d10+3)	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +9/+9 (1d10+3); 400 ft.: +9/+9 (1d10+3)
	<b>Melee</b> Dagger +6 (1d4+6)	<b>Melee</b> Dagger +9/+9 (1d4+7)	<b>Melee</b> Dagger +10/+10 (1d4+7)	<b>Melee</b> Dagger +11/+11 (1d4+7)
	<b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)	<b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Action Surge, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Fighting Style, Second Wind, Spellcasting Ability, Dueling	Action Surge, Bonus Proficiency, Cantrips, Champion, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Extra Attack, Fighting Style, Improved Critical, Martial Archetype, Second Wind, Spellcasting Ability, Dueling	Action Surge, Blessed Healer, Bonus Proficiency, Champion, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Strike, Improved Critical, Martial Archetype, Remarkable Athlete, Second Wind, Spellcasting Ability, Dueling	Action Surge, Additional Fighting Style, Blessed Healer, Bonus Proficiency, Champion, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Intervention, Divine Strike, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Second Wind, Spellcasting Ability, Defense, Dueling



	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 14; Spell Atk +6</b> <b>1st:</b> charm person; cure wounds; detect magic	<b>Save DC 17; Spell Atk +9</b> <b>3rd:</b> dispel magic; major image <b>2nd:</b> hold person; invisibility; lesser restoration <b>1st:</b> charm person; cure wounds; detect magic; sleep	<b>Save DC 18; Spell Atk +10</b> <b>4th:</b> dimension door; greater invisibility <b>3rd:</b> dispel magic; major image; tongues <b>2nd:</b> hold person; invisibility; lesser restoration <b>1st:</b> charm person; cure wounds; detect magic; sleep	<b>Save DC 19; Spell Atk +11</b> <b>5th:</b> greater restoration; hold monster <b>4th:</b> dimension door; greater invisibility; hallucinatory terrain <b>3rd:</b> dispel magic; major image; tongues <b>2nd:</b> hold person; invisibility; lesser restoration <b>1st:</b> charm person; cure wounds; detect magic; sleep
<b>EQUIPMENT</b>	Morningstar; breastplate; shield; heavy crossbow; crossbow bolts (20x); dagger	+1 morningstar; +1 breastplate; +1 shield; heavy crossbow; crossbow bolts (20x); dagger	+2 morningstar; +2 breastplate; +2 shield; heavy crossbow; crossbow bolts (20x); dagger	+3 morningstar; +3 breastplate; +3 shield; heavy crossbow; crossbow bolts (20x); dagger

## SPECIAL ABILITIES

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

**Blessed Healer** Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Channel Divinity** At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

**Channel Divinity: Preserve Life** Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 50. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Channel Divinity: Turn Undead** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Destroy Undead (CR 1)** Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**Disciple of Life** Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**Divine Intervention** Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 10, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

**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 radiant damage to the target.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +5.

**Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Defense** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

# Barbarian/Wizard



CE; Medium Humanoid (Half-Orc)

OPOC

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Barbarian 2 / Wizard 2	Barbarian 5 / Wizard 5	Barbarian 8 / Wizard 8	Barbarian 10 / Wizard 10
<b>SIZE / ALN</b>	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc	Medium CE Half-Orc
<b>HP</b>	38	81	124	155
<b>ARMOR CLASS</b>	13	14	16	16
<b>SPEED</b>	Walk 30'	Walk 40'	Walk 40'	Walk 40'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 20 (+7)	<b>STR</b> 20 (+9)	<b>STR</b> 20 (+10)	<b>STR</b> 20 (+11)
	<b>DEX</b> 13 (+1)	<b>DEX</b> 15 (+2)	<b>DEX</b> 19 (+4)	<b>DEX</b> 19 (+4)
	<b>CON</b> 14 (+4)	<b>CON</b> 14 (+6)	<b>CON</b> 14 (+7)	<b>CON</b> 14 (+8)
	<b>INT</b> 18 (+4)	<b>INT</b> 20 (+5)	<b>INT</b> 20 (+5)	<b>INT</b> 20 (+5)
	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)	<b>WIS</b> 7 (-2)
	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)	<b>CHA</b> 9 (-1)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 10	Passive Perception 12	Passive Perception 13	Passive Perception 14
<b>LANGUAGES</b>	Common, Orc			
<b>ATTACKS</b>	<b>Melee</b> Greataxe +7 (1d12+5)	<b>Melee</b> +1 Greataxe +10/+10 (1d12+6)	<b>Melee</b> +2 Greataxe +12/+12 (1d12+7)	<b>Melee</b> +3 Greataxe +14/+14 (1d12+8)
	<b>Melee</b> Handaxe +7 (1d6+5)	<b>Melee</b> +1 Handaxe +10/+10 (1d6+6)	<b>Melee</b> +2 Handaxe +12/+12 (1d6+7)	<b>Melee</b> +3 Handaxe +14/+14 (1d6+8)
	<b>Ranged</b> Handaxe (Thrown) 20 ft.: +7 (1d6+5); 60 ft.: +7 (1d6+5)	<b>Ranged</b> +1 Handaxe (Thrown) 20 ft.: +10/+10 (1d6+6); 60 ft.: +10/+10 (1d6+6)	<b>Ranged</b> Handaxe (Thrown) 20 ft.: +12/+12 (1d6+7); 60 ft.: +12/+12 (1d6+7)	<b>Ranged</b> +3 Handaxe (Thrown) 20 ft.: +14/+14 (1d6+8); 60 ft.: +14/+14 (1d6+8)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Arcane Recovery, Arcane Tradition, Cantrips, Danger Sense, Evocation Savant, Preparing and Casting Spells, Rage, Reckless Attack, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Danger Sense, Evocation Savant, Extra Attack, Fast Movement, Frenzy, Path of the Berserker, Preparing and Casting Spells, Primal Path, Rage, Reckless Attack, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Danger Sense, Evocation Savant, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Path of the Berserker, Potent Cantrip, Preparing and Casting Spells, Primal Path, Rage, Reckless Attack, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Unarmored Defense	Darkvision, Languages, Menacing, Relentless Endurance, Savage Attacks, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Brutal Critical, Cantrips, Danger Sense, Empowered Evocation, Evocation Savant, Extra Attack, Fast Movement, Feral Instinct, Frenzy, Intimidating Presence, Path of the Berserker, Potent Cantrip, Preparing and Casting Spells, Primal Path, Rage, Reckless Attack, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Unarmored Defense

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	<b>Save DC 14; Spell Atk +6</b> <b>1st:</b> charm person; detect magic; magic missile	<b>Save DC 17; Spell Atk +9</b> <b>3rd:</b> dispel magic; fireball <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; detect magic; magic missile; shield	<b>Save DC 18; Spell Atk +10</b> <b>4th:</b> dimension door; greater invisibility <b>3rd:</b> dispel magic; fireball; water breathing <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; detect magic; magic missile; shield	<b>Save DC 19; Spell Atk +11</b> <b>5th:</b> cone of cold; hold monster <b>4th:</b> dimension door; greater invisibility; hallucinatory terrain <b>3rd:</b> dispel magic; fireball; water breathing <b>2nd:</b> hold person; invisibility; knock <b>1st:</b> charm person; detect magic; magic missile; shield
<b>EQUIPMENT</b>	Greataxe; handaxe (4x)	+1 greataxe; +1 handaxe (4x)	+2 greataxe; +2 handaxe (4x)	+3 greataxe; +3 handaxe (4x)

## SPECIAL ABILITIES

**Darkvision** Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Menacing** You gain proficiency in the Intimidation skill.

**Relentless Endurance** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

**Savage Attacks** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

**Arcane Recovery** You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 5, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Brutal Critical** Beginning at 9th level, you can roll 1 additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

**Danger Sense** At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

**Empowered Evocation** Beginning at 10th level, you can add +5 to the damage roll of any wizard evocation spell you cast. The damage bonus applies to one damage roll of a spell, not multiple rolls.

**Evocation Savant** Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

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

**Fast Movement** Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

**Feral Instinct** By 7th level, your instincts are so honed that you have advantage on initiative rolls. Additionally, if you are surprised at the beginning of combat and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

**Frenzy** Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

**Intimidating Presence** Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or

hear you, it must succeed on a Wisdom saving throw (DC equal to 13) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

**Path of the Berserker** For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammelled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

**Potent Cantrip** Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

**Rage** In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor: You have advantage on Strength checks and Strength saving throws. When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to 3. You have resistance to bludgeoning, piercing, and slashing damage. If you are able to cast spells, you can't cast them or concentrate on them while raging. Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times equal to 4, you must finish a long rest before you can rage again.

**Reckless Attack** Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

**Ritual Casting** You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

**Sculpt Spells** Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. 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.

**Unarmored Defense** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

# Rogue/Druid



CN; Medium Humanoid (Tiefling)

OPOC

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Rogue 2/ Druid 2	Rogue 5/ Druid 5	Rogue 8/ Druid 8	Rogue 10 / Druid 10
<b>SIZE / ALN</b>	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling	Medium CN Tiefling
<b>HP</b>	27	70	118	169
<b>ARMOR CLASS</b>	16	18	19	20
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 10 (+0)	<b>STR</b> 10 (+0)	<b>STR</b> 12 (+1)	<b>STR</b> 12 (+1)
	<b>DEX</b> 18 (+6)	<b>DEX</b> 20 (+9)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 12 (+1)	<b>CON</b> 12 (+1)	<b>CON</b> 14 (+2)	<b>CON</b> 16 (+3)
	<b>INT</b> 13 (+3)	<b>INT</b> 13 (+5)	<b>INT</b> 13 (+6)	<b>INT</b> 13 (+7)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)	<b>CHA</b> 17 (+3)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16 +4 Thieves' Tools	Passive Perception 19 +8 Thieves' Tools	Passive Perception 25 +10 Thieves' Tools	Passive Perception 27 +12 Thieves' Tools
<b>LANGUAGES</b>	Common, Druidic, Infernal			
<b>ATTACKS</b>	<b>Melee</b> Spear +6 (1d6+4) <b>Ranged</b> Spear (Thrown) 20 ft.: +6 (1d6+4); 60 ft.: +6 (1d6+4) <b>Ranged</b> Shortbow --> 30 ft.: -4 (1d6+4); 120 ft.: -4 (1d6+4) <b>Melee</b> Dagger +6 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.: +6 (1d4+4); 60 ft.: +6 (1d4+4)	<b>Melee</b> +1 Spear +10 (1d6+6) <b>Ranged</b> +1 Spear (Thrown) 20 ft.: +10 (1d6+6); 60 ft.: +10 (1d6+6) <b>Ranged</b> Shortbow --> 30 ft.: +0 (1d6+6); 120 ft.: +0 (1d6+6) <b>Melee</b> Dagger +9 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +9 (1d4+5); 60 ft.: +9 (1d4+5)	<b>Melee</b> +2 Spear +12 (1d6+7) <b>Ranged</b> +2 Spear (Thrown) 20 ft.: +12 (1d6+7); 60 ft.: +12 (1d6+7) <b>Ranged</b> Shortbow --> 30 ft.: +2 (1d6+7); 120 ft.: +2 (1d6+7) <b>Melee</b> Dagger +10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10 (1d4+5); 60 ft.: +10 (1d4+5)	<b>Melee</b> +3 Spear +14 (1d6+8) <b>Ranged</b> +3 Spear (Thrown) 20 ft.: +14 (1d6+8); 60 ft.: +14 (1d6+8) <b>Ranged</b> Shortbow --> 30 ft.: +4 (1d6+8); 120 ft.: +4 (1d6+8) <b>Melee</b> Dagger +11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11 (1d4+5); 60 ft.: +11 (1d4+5)
<b>SPECIAL</b>	-			
<b>PROFICIENCIES</b>	Club, Crossbow (Hand), Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longsword, Mace, Quarterstaff, Rapier, Shortbow, Shortsword, Sickle, Sling, Spear			
<b>SPECIAL QUALITIES</b>	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Bonus Cunning Action, Druid Circle, Druidic, Expertise, Natural Recovery, Ritual Casting, Sneak Attack, Spellcasting, Spellcasting Focus, Thieves' Cant, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Cunning Action, Druid Circle, Druidic, Expertise, Fast Hands, Natural Recovery, Ritual Casting, Roguish Archetype, Second-Story Work, Sneak Attack, Spellcasting, Spellcasting Focus, Thief, Thieves' Cant, Uncanny Dodge, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Cunning Action, Druid Circle, Druidic, Evasion, Expertise, Fast Hands, Land's Stride, Natural Recovery, Ritual Casting, Roguish Archetype, Second-Story Work, Sneak Attack, Spellcasting, Spellcasting Focus, Thief, Thieves' Cant, Uncanny Dodge, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Cunning Action, Druid Circle, Druidic, Evasion, Expertise, Fast Hands, Land's Stride, Natural Recovery, Nature's Ward, Ritual Casting, Roguish Archetype, Second-Story Work, Sneak Attack, Spellcasting, Spellcasting Focus, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Wild Shape, Circle of the Land



**Low**



**Moderate**



**Advanced**



**Elite**

**SPELL-CASTING**

Save DC 14; Spell Atk +6  
1st: charm person; cure wounds; healing word

Save DC 17; Spell Atk +9  
3rd: call lightning; dispel magic  
2nd: find traps; hold person; lesser restoration  
1st: charm person; cure wounds; healing word; longstrider

Save DC 18; Spell Atk +10  
4th: freedom of movement; ice storm  
3rd: call lightning; dispel magic; water breathing  
2nd: find traps; hold person; lesser restoration  
1st: charm person; cure wounds; healing word; longstrider

Save DC 19; Spell Atk +11  
5th: greater restoration; tree stride  
4th: freedom of movement; ice storm; locate creature  
3rd: call lightning; dispel magic; water breathing  
2nd: find traps; hold person; lesser restoration  
1st: charm person; cure wounds; healing word; longstrider

**EQUIPMENT**

Spear;  
shortbow;  
arrows (20x);  
dagger;  
studded leather armor

+1 spear;  
+1 shortbow;  
arrows (20x);  
dagger;  
+1 studded leather armor

+2 spear;  
+2 shortbow;  
arrows (20x);  
dagger;  
+2 studded leather armor

+3 spear;  
+3 shortbow;  
arrows (20x);  
dagger;  
+3 studded leather armor

**SPECIAL ABILITIES**

**Darkvision** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Hellish Resistance** You have resistance to fire damage.

**Infernal Legacy** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 17.

**Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Druidic** You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

**Land's Stride** Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Natural Recovery** Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 5, and none of the slots can be 6th level or higher. You can't use this feature again until

you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

**Nature's Ward** When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

**Ritual Casting** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

**Sneak Attack** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Supreme Sneak** Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

**Thief** You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

**Thieves' Cant** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Uncanny Dodge** Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Wild Shape** Starting at 2nd level, you can use your action to magically

assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 5. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

**Circle of the Land** The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

# Monk/Fighter



LE; Medium Humanoid (Half-Elf)

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR 4</b> <b>XP 1,100</b>	<b>CR 10</b> <b>XP 5,900</b>	<b>CR 16</b> <b>XP 15,000</b>	<b>CR 20</b> <b>XP 25,000</b>
<b>CLASS / HD</b>	Monk 2 / Fighter 2	Monk 5 / Fighter 5	Monk 8 / Fighter 8	Monk 10 / Fighter 10
<b>SIZE / ALN</b>	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf	Medium LE Half-Elf
<b>HP</b>	37	84	134	158
<b>ARMOR CLASS</b>	16	18	20	20
<b>SPEED</b>	Walk 40'	Walk 40'	Walk 45'	Walk 50'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 16 (+5)	<b>STR</b> 16 (+7)	<b>STR</b> 18 (+9)	<b>STR</b> 18 (+10)
	<b>DEX</b> 15 (+4)	<b>DEX</b> 17 (+7)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 13 (+1)	<b>CON</b> 13 (+1)	<b>CON</b> 14 (+2)	<b>CON</b> 14 (+2)
	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)	<b>INT</b> 9 (-1)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)	<b>CHA</b> 11 (+0)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14 +2 Pan flute	Passive Perception 15 +4 Pan flute	Passive Perception 15 +5 Pan flute	Passive Perception 15 +6 Pan flute
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Unarmed Attack</b> +2 (1d4 20/x2; 5 ft.)	<b>Unarmed Attack</b> +4/+4 (1d6 19-20/x2; 5 ft.)	<b>Unarmed Attack</b> +6/+6 (1d6+1 19-20/x2; 5 ft.)	<b>Unarmed Attack</b> +7/+7 (1d6+1 19-20/x2; 5 ft.)
	<b>Melee Whip</b> +5 (1d4+3)	<b>Melee Whip</b> +7/+7 (1d4+3)	<b>Melee Whip</b> +10/+10 (1d4+5)	<b>Melee Whip</b> +11/+11 (1d4+5)
	<b>Melee Mace</b> +5 (1d6+3)	<b>Melee +1 Mace</b> +8 (1d6+4)	<b>Melee +2 Mace</b> +12 (1d6+7)	<b>Melee +3 Mace</b> +14 (1d6+8)
	<b>Ranged Dart</b> --> 20 ft.: +5 (1d4+3); 80 ft.: +5 (1d4+3)	<b>Ranged Dart</b> --> 20 ft.: +7/+7 (1d4+3); 80 ft.: +7/+7 (1d4+3)	<b>Ranged Dart</b> --> 20 ft.: +10/+10 (1d4+5); 80 ft.: +10/+10 (1d4+5)	<b>Ranged Dart</b> --> 20 ft.: +11/+11 (1d4+5); 80 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, Unarmed Strike, War Pick, Warhammer, Whip			

OPOC

**SPECIAL QUALITIES**

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>SPECIAL QUALITIES</b>	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Fighting Style, Flurry of Blows, Ki, Martial Arts, Patient Defense, Second Wind, Step of the Wind, Unarmored Defense, Unarmored Movement, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Ability Score Improvement, Action Surge, Champion, Deflect Missiles, Extra Attack, Extra Attack, Fighting Style, Flurry of Blows, Improved Critical, Ki, Martial Archetype, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Second Wind, Slow Fall, Step of the Wind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Ability Score Improvement, Action Surge, Champion, Deflect Missiles, Evasion, Extra Attack, Extra Attack, Fighting Style, Flurry of Blows, Improved Critical, Ki, Ki-Empowered Strikes, Martial Archetype, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Remarkable Athlete, Second Wind, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Deflect Missiles, Evasion, Extra Attack, Extra Attack, Fighting Style, Flurry of Blows, Improved Critical, Indomitable, Ki, Ki-Empowered Strikes, Martial Archetype, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Remarkable Athlete, Second Wind, Slow Fall, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body, Defense, Dueling
<b>SPELL-CASTING</b>	-	-	-	-
<b>EQUIPMENT</b>	Mace; whip; dart (8x)	+1 mace; +1 whip; dart (8x)	+2 mace; +2 whip; dart (8x)	+3 mace; +3 whip; dart (8x)

**SPECIAL ABILITIES**

**Darkvision** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry** You have advantage on all saving throws against being charmed or put to sleep.

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Deflect Missiles** Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 15. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

**Evasion** At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

**Ki** Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 10 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

**Ki-Empowered Strikes** Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Martial Arts** At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: \* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. \* You can roll a d6 in place of the normal damage of your unarmed strike or monk weapon. \* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade



(called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

**Open Hand Technique** Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

**Patient Defense** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Purity of Body** At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +4.

**Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Slow Fall** Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 50.

**Step of the Wind** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**Stillness of Mind** Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

**Stunning Strike** Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Unarmored Defense** Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Unarmored Movement** Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**Way of the Open Hand** Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

**Wholeness of Body** At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 30. You must finish a long rest before you can use this feature again.

**Defense** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

# Ranger/Wizard



LN; Medium Humanoid (Elf)

OPOC

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>CHALLENGE</b>	CR 4 XP 1,100	CR 10 XP 5,900	CR 16 XP 15,000	CR 20 XP 25,000
<b>CLASS / HD</b>	Ranger 2 / Wizard 2	Ranger 5 / Wizard 5	Ranger 8 / Wizard 8	Ranger 10 / Wizard 10
<b>SIZE / ALN</b>	Medium LN Elf	Medium LN Elf	Medium LN Elf	Medium LN Elf
<b>HP</b>	27	53	98	113
<b>ARMOR CLASS</b>	15	16	17	18
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 10 (+2)	<b>STR</b> 10 (+4)	<b>STR</b> 10 (+5)	<b>STR</b> 10 (+6)
	<b>DEX</b> 14 (+4)	<b>DEX</b> 18 (+8)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 19 (+4)	<b>INT</b> 19 (+4)	<b>INT</b> 19 (+4)	<b>INT</b> 19 (+4)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)	<b>WIS</b> 18 (+4)
	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)	<b>CHA</b> 7 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16	Passive Perception 18	Passive Perception 19	Passive Perception 20
<b>LANGUAGES</b>	Common, Dwarvish, Elvish, Giant		Common, Dwarvish, Elvish, Giant, Halfling	
<b>ATTACKS</b>	<b>Ranged</b> Crossbow, Heavy ) --> 100 ft.: +6 (1d10+2); 400 ft.: +6 (1d10+2) <b>Melee</b> Shortsword +4 (1d6+2) <b>Melee</b> Dagger +4 (1d4+2) <b>Ranged</b> Dagger (Thrown) 20 ft.: +4 (1d4+2); 60 ft.: +4 (1d4+2)	<b>Ranged</b> +1 Crossbow, Heavy ) --> 100 ft.: +11/+11 (1d10+5); 400 ft.: +11/+11 (1d10+5) <b>Melee</b> Shortsword +8/+8 (1d6+4) <b>Melee</b> Dagger +8/+8 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.: +8/+8 (1d4+4); 60 ft.: +8/+8 (1d4+4)	<b>Ranged</b> +2 Crossbow, Heavy --> 100 ft.: +14/+14 (1d10+7); 400 ft.: +14/+14 (1d10+7) <b>Melee</b> Shortsword +10/+10 (1d6+5) <b>Melee</b> Dagger +10/+10 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)	<b>Ranged</b> +3 Crossbow, Heavy ) --> 100 ft.: +16/+16 (1d10+8); 400 ft.: +16/+16 (1d10+8) <b>Melee</b> Shortsword +11/+11 (1d6+5) <b>Melee</b> Dagger +11/+11 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

**SPECIAL QUALITIES**

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Favored Enemy, Fighting Style, Natural Explorer, Preparing and Casting Spells, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Spellcasting, Spell Slots, Archery, Elementals, Grassland	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Evocation Savant, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Natural Explorer, Preparing and Casting Spells, Primeval Awareness, Ranger Archetype, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Spellcasting, Spell Slots, Archery, Elementals, Grassland	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Defensive Tactics, Escape the Horde, Evocation Savant, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Potent Cantrip, Preparing and Casting Spells, Primeval Awareness, Ranger Archetype, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Spellcasting, Spell Slots, Archery, Constructs, Elementals, Grassland, Swamp	Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Arcane Recovery, Arcane Tradition, Cantrips, Defensive Tactics, Empowered Evocation, Escape the Horde, Evocation Savant, Extra Attack, Favored Enemy, Fighting Style, Giant Killer, Hide in Plain Sight, Hunter, Hunter's Prey, Land's Stride, Natural Explorer, Potent Cantrip, Preparing and Casting Spells, Primeval Awareness, Ranger Archetype, Ritual Casting, School of Evocation, Sculpt Spells, Spellbook, Spellcasting, Spellcasting, Spell Slots, Archery, Constructs, Elementals, Desert, Grassland, Swamp

<b>SPELL-CASTING (WIZARD)</b>	<b>Save DC 14; Spell Atk +6</b> 1st: <i>charm person; disguise self; magic missile</i>	<b>Save DC 16; Spell Atk +8</b> 3rd: <i>fireball; fly</i> 2nd: <i>knock; scorching ray</i> 1st: <i>charm person; disguise self; fog cloud; magic missile</i>	<b>Save DC 17; Spell Atk +9</b> 4th: <i>dimension door; ice storm</i> 3rd: <i>dispel magic; fireball; fly</i> 2nd: <i>knock; scorching ray</i> 1st: <i>charm person; disguise self; fog cloud; magic missile</i>	<b>Save DC 18; Spell Atk +10</b> 5th: <i>cone of cold; dominate person</i> 4th: <i>arcane eye; dimension door; ice storm</i> 3rd: <i>dispel magic; fireball; fly</i> 2nd: <i>knock; scorching ray</i> 1st: <i>charm person; disguise self; fog cloud; magic missile</i>
	<b>SPELL-CASTING (RANGER)</b>	<b>Save DC 14; Spell Atk +6</b> 1st: <i>cure wounds; detect poison and disease</i>	<b>Save DC 16; Spell Atk +8</b> 2nd: <i>find traps; lesser restoration</i> 1st: <i>cure wounds; detect poison and disease; jump</i>	<b>Save DC 17; Spell Atk +9</b> 2nd: <i>find traps; lesser restoration; silence</i> 1st: <i>cure wounds; detect poison and disease; jump</i>
<b>EQUIPMENT</b>	Heavy crossbow; crossbow bolts (20x); elven chain; shortsword; dagger	+1 heavy crossbow; crossbow bolts (20x); +1 elven chain; shortsword; dagger	+2 heavy crossbow; crossbow bolts (20x); +2 elven chain; shortsword; dagger	+3 heavy crossbow; crossbow bolts (20x); +3 elven chain; shortsword; dagger

**SPECIAL ABILITIES**

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Arcane Recovery** You have learned to regain some of your magical energy by studying your spellbook. Once per day when you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 5, and none of the slots can be 6th level or higher. For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

**Empowered Evocation** Beginning at 10th level, you can add +4 to the damage roll of any wizard evocation spell you cast. The damage bonus

applies to one damage roll of a spell, not multiple rolls.

**Escape the Horde** Opportunity attacks against you are made with disadvantage.

**Evocation Savant** Beginning when you select this school at 2nd level, the gold and time you must spend to copy an evocation spell into your spellbook is halved.

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

**Favored Enemy** Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

**Giant Killer** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the

creature.

**Hide in Plain Sight** Starting at 10th level, you can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

**Hunter** Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

**Land's Stride** Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Natural Explorer** You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favored terrain, you gain the following benefits:

- \* Difficult terrain doesn't slow your group's travel.
- \* Your group can't become lost except by magical means.
- \* Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- \* If you are traveling alone, you can move stealthily at a normal pace.
- \* When you forage, you find twice as much food as you normally would.
- \* While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

**Potent Cantrip** Starting at 6th level, your damaging cantrips affect even creatures that avoid the brunt of the effect. When a creature succeeds on a saving throw against your cantrip, the creature takes half the cantrip's damage (if any) but suffers no additional effect from the cantrip.

**Primeval Awareness** Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.

**Ritual Casting** You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

**School of Evocation** You focus your study on magic that creates powerful elemental effects such as bitter cold, searing flame, rolling thunder, crackling lightning, and burning acid. Some evokers find employment in military forces, serving as artillery to blast enemy armies from afar. Others use their spectacular power to protect the weak, while some seek their own gain as bandits, adventurers, or aspiring tyrants.

**Sculpt Spells** Beginning at 2nd level, you can create pockets of relative safety within the effects of your evocation spells. When you cast an evocation spell that affects other creatures that you can see, you can choose a number of them equal to 1 + the spell's level. 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.

**Archery** You gain a +2 bonus to attack rolls you make with ranged weapons.

**Constructs** Advantage on Wisdom (Survival) checks to track Constructs, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

**Elementals** Advantage on Wisdom (Survival) checks to track Elementals, as well as on Intelligence checks to recall information about them. You also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

# Paladin/Cleric



LG; Medium Humanoid (Dwarf)

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Paladin 2 / Cleric 2	Paladin 5 / Cleric 5	Paladin 8 / Cleric 8	Paladin 10 / Cleric 10
<b>SIZE / ALN</b>	Medium LG Dwarf	Medium LG Dwarf	Medium LG Dwarf	Medium LG Dwarf
<b>HP</b>	31	83	132	157
<b>ARMOR CLASS</b>	16	20	23	25
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 17 (+3)	<b>STR</b> 17 (+3)	<b>STR</b> 18 (+4)	<b>STR</b> 18 (+4)
	<b>DEX</b> 9 (-1)	<b>DEX</b> 13 (+1)	<b>DEX</b> 16 (+3)	<b>DEX</b> 16 (+3)
	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)	<b>CON</b> 11 (+0)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 19 (+6)	<b>WIS</b> 19 (+8)	<b>WIS</b> 19 (+9)	<b>WIS</b> 19 (+10)
	<b>CHA</b> 16 (+5)	<b>CHA</b> 16 (+7)	<b>CHA</b> 16 (+8)	<b>CHA</b> 16 (+9)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth	Passive Perception 14 Armor - Disadvantage on Stealth
<b>LANGUAGES</b>	Common, Dwarvish			
<b>ATTACKS</b>	<b>Melee</b> Mace +5 (1d6+3) <b>Melee</b> Dagger +5 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3) <b>Ranged</b> Crossbow, Light ) --> 80 ft.': +1 (1d8-1); 320 ft.': +1 (1d8-1)	<b>Melee</b> +1 Mace +8/+8 (1d6+4) <b>Melee</b> Dagger +7/+7 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.': +7/+7 (1d4+3); 60 ft.': +7/+7 (1d4+3) <b>Ranged</b> Crossbow, Light ) --> 80 ft.': +5/+5 (1d8+1); 320 ft.': +5/+5 (1d8+1)	<b>Melee</b> +2 Mace +11/+11 (1d6+6) <b>Melee</b> Dagger +9/+9 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.': +9/+9 (1d4+4); 60 ft.': +9/+9 (1d4+4) <b>Ranged</b> Crossbow, Light ) --> 80 ft.': +8/+8 (1d8+3); 320 ft.': +8/+8 (1d8+3)	<b>Melee</b> +3 Mace +13/+13 (1d6+7) <b>Melee</b> Dagger +10/+10 (1d4+4) <b>Ranged</b> Dagger (Thrown) 20 ft.': +10/+10 (1d4+4); 60 ft.': +10/+10 (1d4+4) <b>Ranged</b> Crossbow, Light ) --> 80 ft.': +9/+9 (1d8+3); 320 ft.': +9/+9 (1d8+3)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			

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**SPECIAL QUALITIES**

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Disciple of Life, Divine Domain, Divine Sense, Divine Smite, Fighting Style, Lay on Hands, Spellcasting, Spellcasting Ability, Spellcasting Focus, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Ability Score Improvement, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1/2), Disciple of Life, Divine Domain, Divine Health, Divine Sense, Divine Smite, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Ability, Spellcasting Focus, Turn the Unholy, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Ability Score Improvement, Aura of Devotion, Aura of Protection, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Health, Divine Sense, Divine Smite, Divine Strike, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Ability, Spellcasting Focus, Turn the Unholy, Protection	Darkvision, Dwarven Combat Training, Dwarven Resilience, Dwarven Toughness, Languages, Mason's Tools, Stonecunning, Tool Proficiency, Ability Score Improvement, Ability Score Improvement, Aura of Courage, Aura of Devotion, Aura of Protection, Blessed Healer, Bonus Proficiency, Cantrips, Channel Divinity, Channel Divinity, Channel Divinity: Preserve Life, Channel Divinity: Turn Undead, Destroy Undead (CR 1), Disciple of Life, Divine Domain, Divine Health, Divine Intervention, Divine Sense, Divine Smite, Divine Strike, Extra Attack, Fighting Style, Lay on Hands, Oath of Devotion, Oath Spells, Sacred Oath, Sacred Weapon, Spellcasting, Spellcasting Ability, Spellcasting Focus, Turn the Unholy, Protection

**SPELL-CASTING (PALADIN)**

<b>Save DC 13; Spell Atk +5</b> <b>1st:</b> cure wounds; detect poison and disease	<b>Save DC 15; Spell Atk +7</b> <b>2nd:</b> lesser restoration; protection from poison <b>1st:</b> cure wounds; detect poison and disease; protection from evil and good	<b>Save DC 16; Spell Atk +8</b> <b>2nd:</b> lesser restoration; locate object; protection from poison <b>1st:</b> cure wounds; detect poison and disease; protection from evil and good	<b>Save DC 17; Spell Atk +9</b> <b>3rd:</b> dispel magic; magic circle <b>2nd:</b> lesser restoration; locate object; protection from poison <b>1st:</b> cure wounds; detect poison and disease; protection from evil and good
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**SPELL-CASTING (CLERIC)**

<b>Save DC 14; Spell Atk +6</b> <b>1st:</b> command; cure wounds; healing word	<b>Save DC 16; Spell Atk +8</b> <b>3rd:</b> dispel magic; remove curse <b>2nd:</b> find traps; hold person; lesser restoration <b>1st:</b> command; cure wounds; healing word; shield of faith	<b>Save DC 17; Spell Atk +9</b> <b>4th:</b> divination; freedom of movement <b>3rd:</b> bestow curse; dispel magic; remove curse <b>2nd:</b> find traps; hold person; lesser restoration <b>1st:</b> command; cure wounds; healing word; shield of faith	<b>Save DC 18; Spell Atk +10</b> <b>5th:</b> flame strike; greater restoration <b>4th:</b> control water; divination; freedom of movement <b>3rd:</b> bestow curse; dispel magic; remove curse <b>2nd:</b> find traps; hold person; lesser restoration <b>1st:</b> command; cure wounds; healing word; shield of faith
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**EQUIPMENT**

Mace; half-plate armor; shield; light crossbow; crossbow bolts (20x); dagger	+1 mace; +1 half-plate armor; +1 shield; light crossbow; crossbow bolts (20x); dagger	+2 mace; +2 half-plate armor; +2 shield; light crossbow; crossbow bolts (20x); dagger	+3 mace; +3 half-plate armor; +3 shield; light crossbow; crossbow bolts (20x); dagger
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**SPECIAL ABILITIES**

- Darkvision** Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- Dwarven Combat Training** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage (explained in chapter 9).
- Dwarven Toughness** Your hit point maximum increases by 1, and it

- increases by 1 every time you gain a level.
- Mason's Tools** Proficient with Artisan Mason's Tools.
- Stonecunning** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- Aura of Courage** Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.
- Aura of Devotion** Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.
- Aura of Protection** Starting at 6th level, whenever you or a friendly

creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to 3. You must be conscious to grant this bonus.

**Blessed Healer** Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

**Bonus Proficiency** When you choose this domain at 1st level, you gain proficiency with heavy armor.

**Channel Divinity** At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. You can use your Channel Divinity 2 times between rests. When you finish a short or long rest, you regain your expended uses.

**Channel Divinity** Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it. When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

**Channel Divinity: Preserve Life** Starting at 2nd level, you can use your Channel Divinity to heal the badly injured. As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to 50. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Channel Divinity: Turn Undead** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Destroy Undead (CR 1)** Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

**Disciple of Life** Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

**Divine Health** By 3rd level, the divine magic flowing through you makes you immune to disease.

**Divine Intervention** Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than 10, then your deity intervenes. The DM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate. If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest. At 20th level, your call for intervention succeeds automatically, no roll required.

**Divine Sense** The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the

type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the hallow spell. You can use this feature 4 times. When you finish a long rest, you regain all expended uses.

**Divine Smite** Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

**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 radiant damage to the target.

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

**Lay on Hands** Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to 50. As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

**Oath of Devotion** The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

**Oath Spells** Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day. If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

**Sacred Weapon** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add +3 to attack rolls made with that weapon. The weapon 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.

**Turn the Unholy** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Protection** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

# Rogue/Fighter



Unaligned; Small Humanoid (Halfling)

OPOC

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Rogue 2 / Fighter 2	Rogue 5 / Fighter 5	Rogue 8 / Fighter 8	Rogue 10 / Fighter 10
<b>SIZE / ALN</b>	Small TN Halfling	Small TN Halfling	Small TN Halfling	Small TN Halfling
<b>HP</b>	25	75	129	159
<b>ARMOR CLASS</b>	17	18	19	21
<b>SPEED</b>	Walk 25'	Walk 25'	Walk 25'	Walk 25'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 10 (+0)	<b>STR</b> 12 (+1)	<b>STR</b> 16 (+3)	<b>STR</b> 18 (+4)
	<b>DEX</b> 20 (+7)	<b>DEX</b> 20 (+9)	<b>DEX</b> 20 (+10)	<b>DEX</b> 20 (+11)
	<b>CON</b> 11 (+0)	<b>CON</b> 13 (+1)	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)
	<b>INT</b> 16 (+5)	<b>INT</b> 16 (+7)	<b>INT</b> 16 (+8)	<b>INT</b> 16 (+9)
	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)	<b>WIS</b> 9 (-1)
	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)	<b>CHA</b> 16 (+3)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 9 +4 Thieves' Tools	Passive Perception 9 +8 Thieves' Tools	Passive Perception 9 +10 Thieves' Tools	Passive Perception 9 +12 Thieves' Tools
<b>LANGUAGES</b>	Common, Halfling			
<b>ATTACKS</b>	<b>Melee</b> Longsword (Small) +2 (1d8)	<b>Melee</b> +1 Shortsword (Small) +10/+10 (1d6+6)	<b>Melee</b> +2 Shortsword (Small) +12/+12 (1d6+7)	<b>Melee</b> +3 Longsword (Small) +13/+13 (1d8+7)
	<b>Melee</b> Shortsword (Small) +7 (1d6+5)	<b>Melee</b> +1 Longsword (Small) +6 (1d8+2)	<b>Melee</b> +2 Longsword (Small) +10 (1d8+5)	<b>Melee</b> +3 Shortsword (Small) +14 (1d6+8)
	<b>Ranged</b> Shortbow (Small) --> 30 ft.: +7 (1d6+5); 120 ft.: +7 (1d6+5)	<b>Ranged</b> Shortbow (Small) --> 30 ft.: +9/+9 (1d6+5); 120 ft.: +9/+9 (1d6+5)	<b>Ranged</b> Shortbow (Small) --> 30 ft.: +10/+10 (1d6+5); 120 ft.: +10/+10 (1d6+5)	<b>Ranged</b> Shortbow (Small) --> 30 ft.: +11/+11 (1d6+5); 120 ft.: +11/+11 (1d6+5)
	<b>Melee</b> Dagger (Small) +7 (1d4+5)	<b>Melee</b> Dagger (Small) +9/+9 (1d4+5)	<b>Melee</b> Dagger (Small) +10/+10 (1d4+5)	<b>Melee</b> Dagger (Small) +11/+11 (1d4+5)
	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +7 (1d4+5); 60 ft.: +7 (1d4+5)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)	<b>Ranged</b> Dagger (Small/Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			



⊗ **Low**

⊗ **Moderate**

⊗ **Advanced**

⊗ **Elite**

**SPECIAL QUALITIES**

Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Action Surge, Cunning Action, Expertise, Fighting Style, Second Wind, Sneak Attack, Thieves' Cant, Two-Weapon Fighting

Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Ability Score Improvement, Action Surge, Champion, Cunning Action, Expertise, Extra Attack, Fast Hands, Fighting Style, Improved Critical, Martial Archetype, Roguish Archetype, Second-Story Work, Second Wind, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge, Two-Weapon Fighting

Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Ability Score Improvement, Action Surge, Champion, Cunning Action, Evasion, Expertise, Extra Attack, Fast Hands, Fighting Style, Improved Critical, Martial Archetype, Remarkable Athlete, Roguish Archetype, Second-Story Work, Second Wind, Sneak Attack, Thief, Thieves' Cant, Uncanny Dodge, Two-Weapon Fighting

Brave, Halfling Nimbleness, Languages, Lucky, Naturally Stealthy, Ability Score Improvement, Ability Score Improvement, Action Surge, Additional Fighting Style, Champion, Cunning Action, Evasion, Expertise, Extra Attack, Fast Hands, Fighting Style, Improved Critical, Indomitable, Martial Archetype, Remarkable Athlete, Roguish Archetype, Second-Story Work, Second Wind, Sneak Attack, Supreme Sneak, Thief, Thieves' Cant, Uncanny Dodge, Defense, Two-Weapon Fighting

**SPELL-CASTING**

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**EQUIPMENT**

Longsword (small);	+1 longsword (small);	+2 longsword (small);	+3 longsword (small);
shortsword (small);	+1 shortsword (small);	+2 shortsword (small);	+3 shortsword (small);
studded leather armor (small);	+1 studded leather armor (small);	+2 studded leather armor (small);	+3 studded leather armor (small);
shortbow (small);	shortbow (small);	shortbow (small);	shortbow (small);
arrows (20x);	arrows (20x);	arrows (20x);	arrows (20x);
dagger (small)	dagger (small)	dagger (small)	dagger (small)

**SPECIAL ABILITIES**

**Brave** You have advantage on saving throws against being frightened.

**Halfling Nimbleness** You can move through the space of any creature that is of a size larger than yours.

**Lucky** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

**Naturally Stealthy** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**Cunning Action** Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

**Evasion** Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Fast Hands** Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't

already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +4.

**Second-Story Work** When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to 5.

**Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Sneak Attack** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 5d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

**Supreme Sneak** Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

**Thief** You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

**Thieves' Cant** During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

**Uncanny Dodge** Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

**Defense** While you are wearing armor, you gain a +1 bonus to AC.

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

# Fighter/Bard



CN; Medium Humanoid (Half-Elf)

OPOC

	⊗ <b>Low</b>	⊗ <b>Moderate</b>	⊗ <b>Advanced</b>	⊗ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Fighter 2 / Bard 2	Fighter 5 / Bard 5	Fighter 8 / Bard 8	Fighter 10 / Bard 10
<b>SIZE / ALN</b>	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf	Medium CN Half-Elf
<b>HP</b>	29	53	97	117
<b>ARMOR CLASS</b>	17	21	23	26
<b>SPEED</b>	Walk 30'	Walk 30'	Walk 30'	Walk 30'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 13 (+3)	<b>STR</b> 13 (+5)	<b>STR</b> 17 (+8)	<b>STR</b> 17 (+9)
	<b>DEX</b> 16 (+3)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 10 (+1)	<b>CON</b> 10 (+4)	<b>CON</b> 12 (+6)	<b>CON</b> 12 (+7)
	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)	<b>INT</b> 15 (+2)
	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)	<b>WIS</b> 8 (-1)
	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)	<b>CHA</b> 20 (+5)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 9 +2 Shawm	Passive Perception 13 +4 Shawm	Passive Perception 14 +5 Shawm	Passive Perception 21 +6 Shawm
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Melee</b> Rapier +5 (1d8+5) <b>Ranged</b> Longbow --> 150 ft.: +5 (1d8+3); 600 ft.: +5 (1d8+3) <b>Melee</b> Dagger +5 (1d4+5) <b>Ranged</b> Dagger (Thrown) 20 ft.: +5 (1d4+3); 60 ft.: +5 (1d4+3)	<b>Melee</b> +1 Rapier +10/+10 (1d8+8) <b>Ranged</b> Longbow --> 150 ft.: +9/+9 (1d8+5); 600 ft.: +9/+9 (1d8+5) <b>Melee</b> Dagger +9/+9 (1d4+7) <b>Ranged</b> Dagger (Thrown) 20 ft.: +9/+9 (1d4+5); 60 ft.: +9/+9 (1d4+5)	<b>Melee</b> +2 Rapier +12/+12 (1d8+9) <b>Ranged</b> Longbow --> 150 ft.: +10/+10 (1d8+5); 600 ft.: +10/+10 (1d8+5) <b>Melee</b> Dagger +10/+10 (1d4+7) <b>Ranged</b> Dagger (Thrown) 20 ft.: +10/+10 (1d4+5); 60 ft.: +10/+10 (1d4+5)	<b>Melee</b> +3 Rapier +14/+14 (1d8+10) <b>Ranged</b> Longbow --> 150 ft.: +11/+11 (1d8+5); 600 ft.: +11/+11 (1d8+5) <b>Melee</b> Dagger +11/+11 (1d4+7) <b>Ranged</b> Dagger (Thrown) 20 ft.: +11/+11 (1d4+5); 60 ft.: +11/+11 (1d4+5)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Battleaxe, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dart, Flail, Glaive, Greataxe, Greatclub, Greatsword, Halberd, Handaxe, Javelin, Lance, Light Hammer, Longbow, Longsword, Mace, Maul, Morningstar, Net, Pike, Quarterstaff, Rapier, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Trident, War Pick, Warhammer, Whip			
<b>SPECIAL QUALITIES</b>	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Bardic Inspiration, Cantrips, Fighting Style, Jack of All Trades, Second Wind, Song of Rest, Spellcasting, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Ability Score Improvement, Ability Score Improvement, Action Surge, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, Champion, College of Lore, Cutting Words, Expertise, Extra Attack, Fighting Style, Font of Inspiration, Improved Critical, Jack of All Trades, Martial Archetype, Second Wind, Song of Rest, Spellcasting, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Additional Magical Secrets, Bardic Inspiration, Bonus Proficiencies, Champion, College of Lore, Countercharm, Cutting Words, Expertise, Extra Attack, Fighting Style, Font of Inspiration, Improved Critical, Jack of All Trades, Martial Archetype, Remarkable Athlete, Second Wind, Song of Rest, Spellcasting, Dueling	Darkvision, Fey Ancestry, Languages, Skill Versatility, Action Surge, Additional Magical Secrets, Bardic Inspiration, Bonus Proficiencies, Champion, College of Lore, Countercharm, Cutting Words, Expertise, Extra Attack, Fighting Style, Font of Inspiration, Improved Critical, Indomitable, Jack of All Trades, Magical Secrets, Martial Archetype, Remarkable Athlete, Second Wind, Song of Rest, Defense, Dueling

	☒ Low	☒ Moderate	☒ Advanced	☒ Elite
<b>SPELL-CASTING</b>	Save DC 15; Spell Atk +7 1st: charm person; cure wounds; silent image	Save DC 17; Spell Atk +9 3rd: dispel magic; major image 2nd: hold person; knock; lesser restoration 1st: charm person; cure wounds; silent image; sleep	Save DC 18; Spell Atk +10 4th: dimension door; greater invisibility 3rd: dispel magic; major image; stinking cloud 2nd: hold person; knock; lesser restoration 1st: charm person; cure wounds; silent image; sleep	Save DC 19; Spell Atk +11 5th: greater restoration; hold monster 4th: dimension door; greater invisibility; hallucinatory terrain 3rd: dispel magic; major image; stinking cloud 2nd: hold person; knock; lesser restoration 1st: charm person; cure wounds; silent image; sleep
<b>EQUIPMENT</b>	Rapier; studded leather armor; shield; longbow; arrows (20x); dagger	+1 rapier; +1 studded leather armor; +1 shield; longbow; arrows (20x); dagger	+2 rapier; +2 studded leather armor; +2 shield; longbow; arrows (20x); dagger	+3 rapier; +3 studded leather armor; +3 shield; longbow; arrows (20x); dagger

## SPECIAL ABILITIES

**Darkvision** Thanks to your elf blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Fey Ancestry** You have advantage on all saving throws against being charmed or put to sleep.

**Action Surge** Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again. You can use this feature 1 time(s) before a rest, but only once on the same turn.

**Bardic Inspiration** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 5. You regain any expended uses when you finish a long rest.

**Champion** The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

**College of Lore** Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

**Countercharm** At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear

you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

**Cutting Words** Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Extra Attack** Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

**Font of Inspiration** Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**Improved Critical** Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

**Indomitable** Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature 1 time(s) between long rests.

**Jack of All Trades** Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Remarkable Athlete** Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to +3.

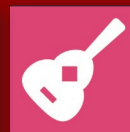
**Second Wind** You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

**Song of Rest** Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d8 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

**Defense** While you are wearing armor, you gain a +1 bonus to AC.

**Dueling** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

# Monk/Bard



LN; Medium Humanoid (Elf)

OPOC

	⊗ Low	⊗ Moderate	⊗ Advanced	⊗ Elite
<b>CHALLENGE</b>	CR 4 XP 1,100	CR 10 XP 5,900	CR 16 XP 15,000	CR 20 XP 25,000
<b>CLASS / HD</b>	Monk 2 / Bard 2	Monk 5 / Bard 5	Monk 8 / Bard 8	Monk 10 / Bard 10
<b>SIZE / ALN</b>	Medium LN Elf	Medium LN Elf	Medium LN Elf	Medium LN Elf
<b>HP</b>	25	47	72	101
<b>ARMOR CLASS</b>	15	17	19	19
<b>SPEED</b>	Walk 40'	Walk 40'	Walk 45'	Walk 50'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 13 (+3)	<b>STR</b> 13 (+5)	<b>STR</b> 13 (+6)	<b>STR</b> 13 (+7)
	<b>DEX</b> 13 (+3)	<b>DEX</b> 15 (+6)	<b>DEX</b> 19 (+9)	<b>DEX</b> 19 (+10)
	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)	<b>CON</b> 10 (+0)
	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)	<b>INT</b> 10 (+0)
	<b>WIS</b> 18 (+4)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)	<b>WIS</b> 20 (+5)
	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)	<b>CHA</b> 18 (+4)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16 +2 Flute, lute	Passive Perception 19 +4 Flute, lute	Passive Perception 20 +5 Flute, lute	Passive Perception 21 +6 Flute, lute
<b>LANGUAGES</b>	Common, Dwarvish, Elvish			
<b>ATTACKS</b>	<b>Ranged</b> Dart ) --> 20 ft.: -7 (1d4+1); 80 ft.: -7 (1d4+1) <b>Melee</b> Unarmed Strike +3 (1d4+1) <b>Melee</b> Dagger +3 (1d4+1) <b>Ranged</b> Dagger (Thrown) 20 ft.: +3 (1d4+1); 60 ft.: +3 (1d4+1)	<b>Ranged</b> +1 Dart ) --> 20 ft.: -3 (1d4+3); 80 ft.: -3 (1d4+3) <b>Melee</b> Unarmed Strike +6/+6 (1d6+2) <b>Melee</b> +1 Dagger +8/+8 (1d4+4) <b>Ranged</b> +1 Dagger (Thrown) 20 ft.: +8/+8 (1d4+4); 60 ft.: +8/+8 (1d4+4)	<b>Ranged</b> +2 Dart ) --> 20 ft.: +1 (1d4+6); 80 ft.: +1 (1d4+6) <b>Melee</b> Unarmed Strike +9/+9 (1d6+4) <b>Melee</b> +2 Dagger +14/+14 (1d4+9) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.: +14/+14 (1d4+9); 60 ft.: +14/+14 (1d4+9)	<b>Ranged</b> +3 Dart ) --> 20 ft.: +3 (1d4+7); 80 ft.: +3 (1d4+7) <b>Melee</b> Unarmed Strike +10/+10 (1d6+4) <b>Melee</b> +3 Dagger +16/+16 (1d4+10) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.: +16/+16 (1d4+10); 60 ft.: +16/+16 (1d4+10)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Longbow, Longsword, Mace, Quarterstaff, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

☒ **Low**

☒ **Moderate**

☒ **Advanced**

☒ **Elite**

**SPECIAL QUALITIES**

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Bardic Inspiration, Cantrips, Flurry of Blows, Jack of All Trades, Ki, Martial Arts, Patient Defense, Song of Rest, Spellcasting, Step of the Wind, Unarmored Defense, Unarmored Movement

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Cutting Words, Deflect Missiles, Expertise, Extra Attack, Flurry of Blows, Font of Inspiration, Jack of All Trades, Ki, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Song of Rest, Spellcasting, Step of the Wind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Deflect Missiles, Evasion, Expertise, Extra Attack, Flurry of Blows, Font of Inspiration, Jack of All Trades, Ki, Ki-Empowered Strikes, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Slow Fall, Song of Rest, Spellcasting, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

Darkvision, Elf Weapon Training, Extra Language, Fey Ancestry, Keen Senses, Languages, Trance, Ability Score Improvement, Ability Score Improvement, Additional Magical Secrets, Bard College, Bardic Inspiration, Bonus Proficiencies, Cantrips, College of Lore, Countercharm, Cutting Words, Deflect Missiles, Evasion, Expertise, Extra Attack, Flurry of Blows, Font of Inspiration, Jack of All Trades, Ki, Ki-Empowered Strikes, Magical Secrets, Martial Arts, Monastic Tradition, Open Hand Technique, Patient Defense, Purity of Body, Slow Fall, Song of Rest, Spellcasting, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body

**SPELL-CASTING**

**Save DC 14; Spell Atk +6**  
**1st:** *cure wounds; disguise self; sleep*

**Save DC 16; Spell Atk +8**  
**3rd:** *hypnotic pattern; major image*  
**2nd:** *lesser restoration; see invisibility; suggestion*  
**1st:** *cure wounds; disguise self; longstrider; sleep*

**Save DC 17; Spell Atk +9**  
**4th:** *compulsion; polymorph*  
**3rd:** *hypnotic pattern; major image; tongues*  
**2nd:** *lesser restoration; see invisibility; suggestion*  
**1st:** *cure wounds; disguise self; longstrider; sleep*

**Save DC 18; Spell Atk +10**  
**5th:** *legend lore; mislead*  
**4th:** *compulsion; locate creature; polymorph*  
**3rd:** *hypnotic pattern; major image; tongues*  
**2nd:** *lesser restoration; see invisibility; suggestion*  
**1st:** *cure wounds; disguise self; longstrider; sleep*

**EQUIPMENT**

Dart (6x);  
 dagger (4x)

+1 dart (6x);  
 +1 dagger (4x)

+2 dart (6x);  
 +2 dagger (4x)

+3 dart (6x);  
 +3 dagger (4x)

**SPECIAL ABILITIES**

**Darkvision** Accustomed to twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

**Keen Senses** You have proficiency in the Perception skill.

**Trance** Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

**Bardic Inspiration** You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time. You can use this feature a number of times equal to 4. You regain any expended uses when you finish a long rest.

**College of Lore** Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to

hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king. The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic. The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

**Countercharm** At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

**Cutting Words** Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being charmed.

**Deflect Missiles** Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 +

14. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

**Evasion** At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

**Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Font of Inspiration** Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

**Jack of All Trades** Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Ki** Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 10 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

**Ki-Empowered Strikes** Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

**Martial Arts** At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: \* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. \* You can roll a d6 in place of the normal damage of your unarmed strike or monk weapon. \* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

**Open Hand Technique** Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

**Patient Defense** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Purity of Body** At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

**Slow Fall** Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 50.

**Song of Rest** Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest, each of those creatures regains an extra 1d8 hit points. A creature regains the extra hit points only if it spends one or more Hit Dice at the end of the short rest.

**Step of the Wind** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**Stillness of Mind** Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

**Stunning Strike** Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Unarmored Defense** Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Unarmored Movement** Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**Way of the Open Hand** Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

**Wholeness of Body** At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 30. You must finish a long rest before you can use this feature again.

# Druid/Monk



LN; Medium Humanoid (Tiefling)

	☒ <b>Low</b>	☒ <b>Moderate</b>	☒ <b>Advanced</b>	☒ <b>Elite</b>
<b>CHALLENGE</b>	<b>CR</b> 4 <b>XP</b> 1,100	<b>CR</b> 10 <b>XP</b> 5,900	<b>CR</b> 16 <b>XP</b> 15,000	<b>CR</b> 20 <b>XP</b> 25,000
<b>CLASS / HD</b>	Druid 2 / Monk 2	Druid 5 / Monk 5	Druid 8 / Monk 8	Druid 10 / Monk 10
<b>SIZE / ALN</b>	Medium TN Tiefling	Medium TN Tiefling	Medium TN Tiefling	Medium TN Tiefling
<b>HP</b>	35	78	115	141
<b>ARMOR CLASS</b>	16	18	20	20
<b>SPEED</b>	Walk 40'	Walk 40'	Walk 45'	Walk 50'
<b>ABILITY SCORES / SAVES</b>	<b>STR</b> 12 (+1)	<b>STR</b> 12 (+1)	<b>STR</b> 13 (+1)	<b>STR</b> 13 (+1)
	<b>DEX</b> 15 (+2)	<b>DEX</b> 17 (+3)	<b>DEX</b> 20 (+5)	<b>DEX</b> 20 (+5)
	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)	<b>CON</b> 15 (+2)
	<b>INT</b> 17 (+5)	<b>INT</b> 17 (+7)	<b>INT</b> 17 (+8)	<b>INT</b> 17 (+9)
	<b>WIS</b> 18 (+6)	<b>WIS</b> 20 (+9)	<b>WIS</b> 20 (+10)	<b>WIS</b> 20 (+11)
	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)	<b>CHA</b> 6 (-2)
<b>VULNERABILITIES</b>	-	-	-	-
<b>IMMUNITIES</b>	-	-	-	-
<b>SENSES</b>	Passive Perception 16 +2 Herbalism Kit	Passive Perception 19 +4 Herbalism Kit	Passive Perception 20 +5 Herbalism Kit	Passive Perception 21 +6 Herbalism Kit
<b>LANGUAGES</b>	Common, Druidic, Infernal			
<b>ATTACKS</b>	<b>Unarmed Attack</b> +3 (1d4+1 20/x2; 5 ft.) <b>Melee</b> Spear +5 (1d6+3) <b>Ranged</b> Spear (Thrown) 20 ft.': +5 (1d6+3); 60 ft.': +5 (1d6+3) <b>Ranged</b> Dart ) --> 20 ft.': +4 (1d4+2); 80 ft.': +4 (1d4+2) <b>Melee</b> Dagger +5 (1d4+3) <b>Ranged</b> Dagger (Thrown) 20 ft.': +5 (1d4+3); 60 ft.': +5 (1d4+3)	<b>Unarmed Attack</b> +6/+6 (1d6+2 20/x2; 5 ft.) <b>Melee</b> +1 Spear +10/+10 (1d6+6) <b>Ranged</b> +1 Spear (Thrown) 20 ft.': +10/+10 (1d6+6); 60 ft.': +10/+10 (1d6+6) <b>Ranged</b> +1 Dart ) --> 20 ft.': +8/+8 (1d4+4); 80 ft.': +8/+8 (1d4+4) <b>Melee</b> +1 Dagger +10/+10 (1d4+6) <b>Ranged</b> +1 Dagger (Thrown) 20 ft.': +10/+10 (1d4+6); 60 ft.': +10/+10 (1d4+6)	<b>Unarmed Attack</b> +9/+9 (1d6+4 20/x2; 5 ft.) <b>Melee</b> +2 Spear +16/+16 (1d6+11) <b>Ranged</b> +2 Spear (Thrown) 20 ft.': +16/+16 (1d6+11); 60 ft.': +16/+16 (1d6+11) <b>Ranged</b> +2 Dart ) --> 20 ft.': +12/+12 (1d4+7); 80 ft.': +12/+12 (1d4+7) <b>Melee</b> +2 Dagger +16/+16 (1d4+11) <b>Ranged</b> +2 Dagger (Thrown) 20 ft.': +16/+16 (1d4+11); 60 ft.': +16/+16 (1d4+11)	<b>Unarmed Attack</b> +10/+10 (1d6+4 20/x2; 5 ft.) <b>Melee</b> +3 Spear +18/+18 (1d6+12) <b>Ranged</b> +3 Spear (Thrown) 20 ft.': +18/+18 (1d6+12); 60 ft.': +18/+18 (1d6+12) <b>Ranged</b> +3 Dart ) --> 20 ft.': +14/+14 (1d4+8); 80 ft.': +14/+14 (1d4+8) <b>Melee</b> +3 Dagger +18/+18 (1d4+12) <b>Ranged</b> +3 Dagger (Thrown) 20 ft.': +18/+18 (1d4+12); 60 ft.': +18/+18 (1d4+12)
<b>SPECIAL</b>	-	-	-	-
<b>PROFICIENCIES</b>	Club, Crossbow (Light), Dagger, Dart, Greatclub, Handaxe, Javelin, Light Hammer, Mace, Quarterstaff, Scimitar, Shortbow, Shortsword, Sickle, Sling, Spear, Unarmed Strike			

**SPECIAL QUALITIES**

☒ Low	☒ Moderate	☒ Advanced	☒ Elite
Darkvision, Hellish Resistance, Infernal Legacy, Languages, Bonus Cantrip, Cantrips, Druid Circle, Druidic, Flurry of Blows, Ki, Martial Arts, Natural Recovery, Patient Defense, Ritual Casting, Spellcasting, Spellcasting Focus, Step of the Wind, Unarmored Defense, Unarmored Movement, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Deflect Missiles, Druid Circle, Druidic, Extra Attack, Flurry of Blows, Ki, Martial Arts, Monastic Tradition, Natural Recovery, Open Hand Technique, Patient Defense, Ritual Casting, Slow Fall, Spellcasting, Spellcasting Focus, Step of the Wind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Deflect Missiles, Druid Circle, Druidic, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Land's Stride, Martial Arts, Monastic Tradition, Natural Recovery, Open Hand Technique, Patient Defense, Ritual Casting, Slow Fall, Spellcasting, Spellcasting Focus, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body, Wild Shape, Circle of the Land	Darkvision, Hellish Resistance, Infernal Legacy, Languages, Ability Score Improvement, Ability Score Improvement, Bonus Cantrip, Cantrips, Circle Spells, Deflect Missiles, Druid Circle, Druidic, Evasion, Extra Attack, Flurry of Blows, Ki, Ki-Empowered Strikes, Land's Stride, Martial Arts, Monastic Tradition, Natural Recovery, Nature's Ward, Open Hand Technique, Patient Defense, Purity of Body, Ritual Casting, Slow Fall, Spellcasting, Spellcasting Focus, Step of the Wind, Stillness of Mind, Stunning Strike, Unarmored Defense, Unarmored Movement, Way of the Open Hand, Wholeness of Body, Wild Shape, Circle of the Land

SPELLCASTING	Save DC 14; Spell Atk +6	Save DC 17; Spell Atk +9	Save DC 18; Spell Atk +10	Save DC 19; Spell Atk +11
	<b>1st:</b> charm person; create or destroy water; speak with animals	<b>3rd:</b> call lightning; dispel magic <b>2nd:</b> gust of wind; hold person; lesser restoration <b>1st:</b> charm person; create or destroy water; speak with animals; thunderwave	<b>4th:</b> conjure minor elementals; stoneskin <b>3rd:</b> call lightning; dispel magic; water breathing <b>2nd:</b> gust of wind; hold person; lesser restoration <b>1st:</b> charm person; create or destroy water; speak with animals; thunderwave	<b>5th:</b> greater restoration; inset plague <b>4th:</b> conjure minor elementals; dominate beast; stoneskin <b>3rd:</b> call lightning; dispel magic; water breathing <b>2nd:</b> gust of wind; hold person; lesser restoration <b>1st:</b> charm person; create or destroy water; speak with animals; thunderwave

EQUIPMENT	+1 spear;	+2 spear;	+3 spear;
Spear; dart (6x); dagger	+1 spear; +1 dart (6x); +1 dagger	+2 spear; +2 dart (6x); +2 dagger	+3 spear; +3 dart (6x); +3 dagger

**SPECIAL ABILITIES**

**Darkvision** Thanks to your infernal heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Hellish Resistance** You have resistance to fire damage.

**Infernal Legacy** You know the thaumaturgy cantrip. Once you reach 3rd level, you can cast the hellish rebuke spell once per day as a 2nd-level spell. Once you reach 5th level, you can also cast the darkness spell once per day. Charisma is your spellcasting ability for these spells. Spell save DC 12.

**Deflect Missiles** Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + 15. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack. The range of the monk's ranged attack is 20/60 feet.

**Druidic** You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the

message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Evasion** At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

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

**Flurry of Blows** Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

**Ki** Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. You have a total of 10 ki points. You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class. When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points. Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is as follows: Ki save DC = 19

**Ki-Empowered Strikes** Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to



nonmagical attacks and damage.

**Land's Stride** Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

**Martial Arts** At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield: \* You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. \* You can roll a d6 in place of the normal damage of your unarmed strike or monk weapon. \* When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn. Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon in chapter 5.

**Natural Recovery** Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than 5, and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest. For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

**Nature's Ward** When you reach 10th level, you can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

**Open Hand Technique** Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target: \* It must succeed on a Dexterity saving throw or be knocked prone. \* It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you. \* It can't take reactions until the end of your next turn.

**Patient Defense** You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

**Purity of Body** At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

**Ritual Casting** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

**Slow Fall** Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by 50.

**Step of the Wind** You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

**Stillness of Mind** Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

**Stunning Strike** Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

**Unarmored Defense** Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

**Unarmored Movement** Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

**Way of the Open Hand** Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

**Wholeness of Body** At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to 30. You must finish a long rest before you can use this feature again.

**Wild Shape** Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. You can stay in a beast shape for a number of hours equal to 5. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, the following rules apply: Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them. When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious. You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast. You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense. You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

**Circle of the Land** The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

# Appendix

# FlexAI

## What is FlexAI?

FlexAI is an attempt to model and simulate monster and NPC behavior in a combat encounter. It scales in complexity from very simple to as complex as you as a GM would like it to be. It can be used in any tabletop roleplaying game with zero preparation time.

The system takes only a few minutes to learn, is easy and quick to use, and can enhance any tabletop roleplaying combat experience.

## Summary vs. Full Version

The full FlexAI guidebook contains nearly 300 FlexTables which guide contextual monster behavior for hundreds of different combinations and scenarios.

This **summary description** contains some basic elements of the concepts of FlexAI, and only a single FlexTable per Role.

## How to Use FlexAI

### Sanity Checks & Rerolls

Generally speaking, if something “feels wrong”, reroll it.


More specifically, if the Outcome determined by FlexAI do not apply (e.g., creature lacks a ranged attack altogether) or are inappropriate to the circumstances (e.g., maneuver when the creature is surrounded by melee opponents), reroll the result to determine a more appropriate Outcome.

### Three Tiers of Complexity

Not everyone needs, or is interested in, complex AI combat mechanics. Sometimes, you just want to quickly roll on a single table, and determine an outcome.

Conversely, some gaming groups like the thrill of the unknown, and like to add even more

To support this array of interests, FlexAI provides three levels of complexity: **Simple**, **Full**, and **Advanced**.

 You can pick and choose which of these three approaches you wish to employ. You can even switch the method used at any time—even round-to-round within the scope of the same combat and monsters!

### Behavior Common Concepts

All three levels of complexity share two elements: **Outcomes**, and **Targeting**.

Simply put, these are what you need to determine the behavior of a creature in combat.

**Targeting** dictates *who* the creature attacks; **Outcomes** dictate *how* it goes about it.

Together, **Outcome** and **Targeting** are referred to as a creature’s **behavior**.

## Combat Outcomes

All three levels of FlexAI difficulty involve **Combat Outcomes** as the main output of using the tool.

This represents the behavior of a creature in the combat situation.

Note that not every Combat Outcome necessarily applies to every creature. For example, not every creature has both a primary and a secondary attack. The GM is encouraged to sanity check outcomes (see above).

If the Outcome determined does not require a target, ignore the Targeting aspect of the behavior determined.








Table 9: Combat Outcomes


Outcome	Description
 <b>Attack Main</b>	Creature attacks its target using its standard attack. For most creatures, this will be melee; for others, it will be ranged.
 <b>Attack Secondary</b>	If the creature’s main attack is Melee, the creature attacks using a Ranged attack, and vice versa.
 <b>Maneuver</b>	Creature moves about, either to get closer to its preferred target (see <b>Targeting</b> ), to evade the enemies currently surrounding it, or to take advantage of battlefield characteristics.
 <b>Use / Defend</b>	Creature uses an item, such as a wand or staff or potion. If it does not carry one, creature takes a defensive stance.
 <b>Ability</b>	Creature uses a special ability against its current target. If it lacks any special abilities, or none of its abilities apply, reroll this result.
 <b>Flee</b>	Creature tries to flee the combat encounter entirely. This creature flees in a direction most away from its current Target.

## Combat Targeting

In many circumstances, you can simply use the Outcome to dictate the current round’s worth of behavior for a given

Table 10: Combat Targeting Summary

Outcome	Description
 <b>Frontline</b>	<p>The frontmost adversaries. This can be, but is not always, the same as the <b>Closest</b> enemy.</p> <p>For the purposes of determining “front” and “back”, consider the starting positions of each side in the battle; the frontmost creatures of either side are those who began the combat encounter closest to their enemies.</p>
 <b>Rearguard</b>	<p>As <b>Frontline</b>, but the rear-most enemies.</p> <p>This may be, but is not always, the same as the <b>Farthest</b> enemy.</p>
 <b>Closest</b>	<p>The opponent which is currently physically closest to this creature.</p> <p>In most melee circumstances, this represents the creature’s current target.</p>
 <b>Farthest</b>	<p>The opponent which is currently physically farthest away from this creature.</p> <p>This result applies irrespective of whether the creature can physically reach the Farthest enemy by moving this round.</p>
 <b>Strongest</b>	<p>The enemy who is currently “strongest”, healthiest, or furthest from death.</p> <p>Typically this can be represented by the enemy with the most current hit points.</p>
 <b>Weakest</b>	<p>As <b>Strongest</b>, but the enemy closest to death.</p>
 <b>Ranged Enemy</b>	<p>This targets an enemy who uses a ranged attack as their primary attack.</p> <p>In the event of multiple enemies who employ ranged attacks, select one of them (you can pick the closest, randomize your selection, or roll again on whatever table you just used for Targeting to determine the specific Ranged Enemy within those who qualify).</p> <p>Note that this does not imply anything about how this creature goes about attacking its enemy: it may well use a melee attack to attack the <b>Ranged Enemy</b>.</p>

Outcome	Description
 <b>Melee Enemy</b>	<p>As <b>Ranged Enemy</b>, but select an enemy who uses a melee attack as their primary mode of attack.</p>

creature. During most combat, a creature’s current target does not change round-to-round.

However, there is value in dynamically changing targeting using FlexAI rules.

First, it can make things very interesting and keep PCs off their guard if a monster changes its target from round to round. Intelligent monsters might do so even if it serves to their temporary disadvantage (e.g., if it triggers attacks of opportunity or a less favorable battlefield positioning).

Second, creatures who are not typically involved in melee as their primary combat approach might indeed change their target round-to-round, particularly if their attacks or abilities inflict status changes (e.g., debuffs) or spell effects.

The table to the left summarizes the Combat Targeting results that FlexAI defines.

# Simple AI Rules

**Simple AI rules** assume the most common circumstances of the creature involved, the combat environment, and the status of the participants.

## Advantages & When to Use

Much of the time, the single table that results will provide a rich, dynamic result.

The single dice roll, the fact that it's a d20 as opposed to a d100, and the fact that there is a single table that does not have to be looked up (and indeed, whose contents could even be memorized) all make using the Simple AI approach very easy and quick to integrate.







## Limitations

It should be noted that the entire purpose of design behind the FlexAI concept is intended to account for a more nuanced, contextually-appropriate pool of results and related probability. An elder dragon at full health should simply not behave anything similar to a lurking thief hiding in the shadows; the Simple AI approach cannot take this into account.

## Simple AI Outcome Table

Use the following table to quickly and easily determine the combat action a creature takes.

*Table 11: Simple AI Outcomes*

D20	Outcome
01-12	 <b>Attack Main</b>
13-14	 <b>Attack Secondary</b>
15	 <b>Maneuver</b>
16	 <b>Use / Defend</b>
17-19	 <b>Ability</b>
20	 <b>Flee</b>

## Simple AI Targets

Use the following table to quickly and easily determine the targeting behavior of a creature in combat.

*Table 12: Simple AI Targeting*

D20	Outcome
01-05	 <b>Frontline</b>
06-07	 <b>Rearguard</b>
08-13	 <b>Closest</b>
14	 <b>Farthest</b>
15-16	 <b>Strongest</b>
18	 <b>Weakest</b>
19	 <b>Ranged Enemy</b>
20	 <b>Melee Enemy</b>

## Full AI Rules

This is the heart of FlexAI and its power to provide contextually-appropriate combat actions.

Instead of traditional tables, you use **FlexTables** (see the overview of FlexTale earlier in this document). And instead of using the same table regardless of what is going on, you intelligently select the appropriate FlexTable based on the nature of the creature involved and the battlefield circumstances.

In short, the concepts of **Outcomes** and **Targeting** still apply; it's just a matter of how they are determined.

### Advantages & When to Use


Use the **Full AI** rules when you want to simulate dynamic and contextually-appropriate creature behavior in combat, but want to adhere to RAW (Rules as Written) logic and standards that govern combat mechanics without further interference.

### Limitations

It does take a simple extra step to select the appropriate FlexTable.

However, creatures that are part of the *Aquillae: Bestiary of the Realm* collection of monsters already have all of the needed information assigned to them and defined. Using an **ABR** monster with FlexAI is as simple as looking up the right page to use in the full *FlexAI Guidebook*.

For monsters and NPCs that are not part of this collection, however, the GM must assign FlexTables to the creature.

 The **Full Edition of FlexAI** contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and “enable” them for FlexAI use!

## Additional Factors: Role & Stance

To determine which FlexTable is most appropriate for the monster and combat circumstances, Full AI rules require two additional elements: **Roles** and **Stances**.

A creature's **Role** represents its typical combat behavior and approach to battle.

A creature's **Stance** indicates its current combat circumstances.


Together, these two factors help determine the contextual probabilities that should apply to the creature's behavior in combat.

## Combat Roles

A tarrasque does not approach combat the same as a giant snake. A cockatrice lies in wait; an orc chieftain is much more likely to charge. Mimics might even be immobile, so are physically incapable of approaching combat in the same manner as other monsters.

And so on; you get the idea: each monster is likely to approach battle differently, based on its own strengths, weaknesses, and abilities. Although it would be possible to create a separate set of FlexTables for each creature, customized exactly to that creature's characteristics, such an endeavor would be exhausting, consume a mammoth amount of pages... and, ultimately, not add a great deal of value on top of the approach that FlexAI takes.

Instead of having 8 or more customized FlexTables for each monster, FlexAI recognizes that, ultimately, there are only so many ways that a creature might go about fighting. An orc lord and a hill giant might well be different in any number of important ways, but the two monsters will probably wade into a fight with much the same gusto.

 Those readers familiar with the **4th Edition** of the world's most popular roleplaying game will recognize some of this terminology and these concepts. Role was a key element of monster descriptions in materials from that rules system.

Reasonable people can disagree as to whether 4E represents the best or worst elements of the tabletop roleplaying concept, and indeed, endless debate has raged around this controversial rules set.

One can even debate as to whether the Combat Role concept was a creative, brilliant shorthand for accelerating GM prep time; or a huge, shackling hindrance to gameplay, immersion, or GM flexibility.

Regardless of these debatable matters, however, FlexAI's “echo” of the Role gameplay element is intentional. For all its controversy, 4E provided a great and accessible terminology starting point for defining creature AI in combat.







No matter your own personal perspective on 4E—or if you are even familiar with it in the first place!—I can assure you that 4E mechanics and concepts have nothing to do with FlexAI's mechanics.

The names and set of Roles is the only concept that is borrowed herein.

### Combat Role Summary

The following table summarizes the Combat Roles that FlexAI uses, and their typical characteristics.

Table 13: Combat Roles

Role	Description
 <b>Brute</b>	Inflicts high damage, typically via melee attacks. Has a great deal of hit points, but possibly low defenses.
 <b>Soldier</b>	Focuses on defense, usually in melee, but can also have high ranged defenses. Average health, and a variety of attack strengths.
 <b>Artillery</b>	Ranged attacks are the main focus of Artillery. Typically have very low hit points and/or defenses, however.
 <b>Skirmisher</b>	Skirmishers may be average in many categories, but excel in mobility, and use this to their tactical advantage in selecting targets where they can do the most damage.
 <b>Lurker</b>	Most Lurkers prefer to surprise or ambush their opponents, or to remove themselves from the possibility of easy attack once battle is joined.
 <b>Controller</b>	Controllers typically have sets of abilities that allow them to force enemies into disadvantage, either by moving enemies around, or controlling the battlefield itself.
 <b>Leader</b>	Leaders are special creatures with sets of abilities that make them a force to be reckoned with regardless of the circumstances. Although “leader” typically indicates that the creature is in charge of others, Leader creatures may be encountered on their own.

### Combat Role Variations

The core set of seven Roles described above covers the majority of monsters and NPCs.

However, there are some types of creature that do not fit evenly into those categories. Some creatures may therefore have Role Variations.

These may apply to any of the standard Roles. So, for example, you could have an **Elite Lurker**, or a **Solo Controller**.

Table 14: Combat Role Variations

Role Variant	Description
 <b>Normal</b>	Many monsters and most NPCs fall into this category. Neither particularly powerful nor weak, Normal creatures are just that: normal.
 <b>Minion</b>	Minions are weaker than Normal creatures, and are rarely found in the absence of a ruling, more powerful, presence. Typically, Minions are encountered in groups.
 <b>Elite</b>	Elite creatures are powerful, flexible, and formidable enemies. A single Elite creature might rule over dozens of Minions and several Normal creatures in a complex combat encounter.
 <b>Solo</b>	Solo creatures are often special cases: typically discovered on their own, they usually have sufficient power and ability to represent a significant challenge in and of themselves.
 <b>Mindless</b>	Mindless creatures do not typically think or plan their combat reactions, and simply act from a visceral, second-to-second standpoint. Most of the time, this means fighting to the death, but even Mindless creatures can make combat actions that spice things up a bit from the typical “skeleton keeps attacking the first PC they see” approach to things.

### Combat Stances

A haughty noble fresh from a good night’s sleep and at maximum hit points will behave very differently than that same noble after prolonged combat, suffering from exhaustion and bloody from multiple wounds.





A creature’s combat Stance is an assessment of its current fighting circumstances. This context can and will change throughout the fight, and allows FlexAI to differentiate the changing behavior of a creature in response to the situation at hand.





### Combat Stance Summary

There are probably dozens, if not hundreds, of different scenarios to take into account to truly represent the diversity of combat that is possible in a fantasy roleplaying environment.

To simplify the possibilities, however, there are 8 fundamental Stances that can be used to represent or approximate the full set of combat circumstances for a creature.

Table 15: Combat Stances

Role	Description
 <p><b>Ambushing</b></p>	<p>The creature is ambushing its prey: lying in wait, hiding, or using stealth, invisibility, or aspects of the terrain to make their presence unknown until the moment to strike is nigh.</p> <p>This Stance also applies to situations in which the PCs are simply unaware of the creature and are surprised by it.</p> <p>A Mimic that has not been detected is in an <b>Ambushing</b> stance.</p>
 <p><b>Unprepared</b></p>	<p>The reverse of Ambushing, in a way: the creature is surprised by the PCs, or is aware of them, but not ready to participate in combat.</p> <p>This could be because the creature is not expecting combat to occur, or because it does not have its weapons drawn or at the ready.</p> <p>An NPC woken from sleep, or one with whom the PCs have merely been talking up until the moment one draws its sword, typically counts as <b>Unprepared</b>.</p>
 <p><b>Fresh</b></p>	<p>In most combats, creatures begin the encounter in this Stance: well-rested, at full hit points, and ready to do battle.</p> <p>Creatures in this Stance neither have advantage over their enemies, or are taken by surprise by them; they are at full combat capability.</p> <p>If it is unclear which Stance applies to a combat situation, <b>Fresh</b> is typically a good assumption.</p> <p>A bear encountered in the wild, which sees the PCs just as they see it, counts as <b>Fresh</b>.</p>
 <p><b>Bloodied</b></p>	<p>Creatures fight differently when they have suffered wounds. Some fight more aggressively; others become more defensive; many will tend toward fleeing outright if brought low by injury.</p> <p>A young dragon reduced to 1/5 its maximum hit points counts as <b>Bloodied</b>.</p>

Role	Description
 <p><b>Cornered</b></p>	<p>Creatures who are <b>Cornered</b> have few options in terms of maneuverability, either as a result of the combat environment, and/or the PCs themselves.</p> <p><b>Cornered</b> creatures cannot easily flee without substantial risk, and for many, this is when the true instinct of “fight or flight” kicks in.</p> <p>Some creatures become truly deadly and imposing when <b>Cornered</b>.</p> <p>A street urchin backed into an alley with no escape counts as <b>Cornered</b>.</p>
 <p><b>Overwhelmed</b></p>	<p>Overwhelmed creatures are fighting against significant odds, in some combination of capability and/or simple numbers.</p> <p>Many creatures turn desperate or frightened when <b>Overwhelmed</b>; some turn into brutal and vicious combat machines when facing bad odds.</p> <p>A single kobold facing six PCs is <b>Overwhelmed</b>.</p>
 <p><b>Relentless</b></p>	<p>Relentless creatures fight with little care for odds or the environment in which they do battle.</p> <p>Some Relentless creatures start combat in that Stance, and some may not even change, others can end up in this Stance due to circumstances.</p> <p>A raging Barbarian orc chieftain counts as <b>Relentless</b>.</p>
 <p><b>Mindless</b></p>	<p>Mindless creatures may still take different kinds of actions in combat round-to-round, but are not driven so much by tactics or intelligence.</p> <p>A skeleton warrior counts as <b>Mindless</b>.</p>

### When to Apply Each Stance

For creatures with a FlexAI profile, the circumstances of when to apply each Stance are described as part of that profile. For example, some creatures become **Bloodied** when reduced to half their maximum hit points; others do not suffer this change until reduced to far fewer health.



## FlexAI & FlexTable Listing

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

## Advanced AI Rules

In addition to the wide range of dynamic combat behavior offered by the Full AI Rules, FlexAI offers Advanced AI rules. These allow for even more versatility in combat behavior, and reflect a more complex and nuanced creature intelligence.


### Advantages & When to Use

Advanced AI is pretty much the same system as Full AI, with possible additional boosts and penalties to the creature involved. It's a useful tool in providing a more unexpected and interesting combat experience for your PCs.

### Limitations

Of the three FlexAI rules systems, Advanced AI is the only one that departs tangibly from the RAW (Rules as Written) combat mechanics of the roleplaying system you are using.

Since Advanced AI provides the possibility of additional bonuses and penalties on combat actions, and does so outside the context of spells, spell-like abilities, racial effects, and so on, there is little in the rules mechanics

 It is strongly suggested that you discuss this option with your players before a combat encounter even starts, so your gaming group can come to a consensus as to how you collectively feel about this approach.

Many may love it, but if even one player has a rules objection to its use, you may wish to consider sticking with the Full AI rules approach.


## Surges & Lulls

Advanced AI takes the Full AI rules and extends them through the use of Surges and Lulls.

This is intended to represent the wide variance of combat abilities and behavior that every creature exhibits. Rules purists will point out that the roll of a die (typically a d20) to provide randomness already models this range of behavior.

In the wild, however, many factors influence the results of a battle: adrenaline and insight can boost performance, whereas sun glare, sweat, hunger, and even a simple root placed unexpectedly in the ground can trip up even the ablest of combatants.

The FlexTables provided in FlexAI describe not only the Outcomes involved, but also the possibility of Surges and Lulls for each Outcome.

 Surges and Lulls are a great companion to the concept of Quadded Statblocks and Variable Difficulty ([https://](https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG)

[www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG](https://www.drivethrurpg.com/product/190268/Quadded-Statblocks-to-Enable-VariableDifficulty-Adventures-in-Pathfinder-RPG)).

The Quadded Stats approach enhances and degrades a “regular” monster or NPC’s statblocks in a manner designed to support use of that crunch in a wide variety of PC levels and challenge.

The whole point of Quadded Statblocks is that every creature should be usable in any gaming group, no matter what the relative levels or difficulty.


**Surges and Lulls**, used with the correct Context in the FlexTables they appear in, are a great way of adding to this concept: boosting less-formidable monsters so they still pose a threat to higher-level PCs, and handicapping top-tier creatures so a lower-powered party isn’t instantly wiped out.

## Combat Surges

A Surge is a boost to a creature’s combat behavior. If a Surge is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Surges rolled do not apply to any other creature, friend or foe, this round. Benefits last until the start of the next round of combat for that creature.

This means that the benefit may still apply during the enemy’s combat turn. For example, a Surge for a creature using the **Use/Defend** Outcome might boost its Armor Class; this benefit lasts throughout the enemy’s next round.

 Surges are fun, useful additions to combat, and a great way of ensuring that battles are dynamic and unexpected, even for seasoned players.

However, if used without restraint or control, it can also make combat very different from how you, or a third-party adventure designer who does not support Variable Difficulty, intends. It could be, for instance, that the PCs are never supposed to be able to defeat Monster X in Hallway Y, and that the mere presence of that type of monster in that hallway effectively “blocks” the PCs from traveling in that direction.

Surges and Lulls and Advanced AI may handicap that monster to the point where the party can defeat it after all.

As a GM, you should be familiar enough with the adventure you’re running to know whether this concern applies to your gaming session. Plan your use of Advanced AI accordingly!

## Types of Surge

Combat Surges are specific to the context of the Outcome that is rolled.

## Attack Surges

The creature receives the listed bonus of its attack roll. If it is capable of multiple attacks, the listed bonus applies to ALL attacks it can make this round.

Note that as Combat Surges remain in effect until the start of the affected creature's next round, Attack surge benefits apply to attacks made during the enemy's turn—for example, opportunity attacks, of those apply.

## Damage

The creature's attacks inflict additional damage.

The listed value is applied to the damage that is calculated, and stacks with all other values for purposes of calculating damage. That is, if a "+2 Damage" Combat Surge is applied to a creature normally capable of inflicting **2d6+3** damage, the total damage it inflicts is **2d6+5**.

The bonus damage applies to all attacks the creature makes between the result's application and the start of its next turn. Therefore, opportunity attacks and other attacks made during the enemy's turn receive the benefit as well.

## Init

The creature's Initiative gains a bonus. Note that this may not fully help the creature this turn, as most uses of FlexAI will apply at the start of a creature's turn; gaining Initiative at that point will not benefit the creature for most purposes as its "place in line" of Initiative order has already been determined.

For the purposes of determining Initiative order next round, however, the Init bonus will be in place.

## Move

The creature's standard Movement receives the listed bonus. This stacks with all other bonuses to Movement that might apply, and remains in effect until the start of the creature's next turn.

For creatures capable of multiple methods of movement, this bonus applies to its primary mode of mobility.

If it is unclear as to which type of movement is its "primary", assume the one capable of the farthest travel. In the event of a tie, apply the bonus to both types of movement.


## Impact / Impact Dice

"Impact" is a shorthand for what a usable item does. A healing potion restores hitpoints; a wand of magic missiles casts a spell effect. Almost every usable item that produces a valuable effect has an impact—a measurable outcome that in most cases has some innate variability to it.

In scenarios that produce a **Use/Defend** Outcome, if the creature has a usable item that results in a variable effect, that effect is referred to as an Impact.

"**+1 Impact**" means that whatever the result is, add **+1** to the result. So a potion of cure light wounds that restores **2d6** hit points would instead restore **2d6+1** hit points when paired with this **Combat Surge** result.

**+1 Impact Die** means that you add one die when measuring the result. Following the above example, the potion would heal **3d6** hit points.

 Use common sense when applying **Combat Surges** of all kinds, but particularly when applying **Impact** and **Impact Dice** outcomes.

Remember that these mechanics are meant to represent a net positive benefit for the creature involved, so if a potion or other usable item has a variable results which is a negative value, then make the Surge values negative as well.

For example, if the creature's usable item is a staff which reduces the AC of a target opponent by **1d6** points, and it receives a "**+2 Impact**" Combat Surge, then the enemy's AC should be reduced by **1d6+2** points.

## DC

The creature's abilities are more formidable and dangerous temporarily.

Any ability, attack, or other effect produced by the creature that has a DC associated with it receives the additional bonus listed until the start of its next turn. This applies to combat attacks, defensive abilities, auras, and everything about the creature that might involve a DC (including poison/disease and similar effects).

## Range

The creature's abilities grow more far-reaching and can affect a broader area.

Any abilities the creature has that involve a range already receive the listed bonus to their maximum range.

A creature's melee abilities or touch-range abilities are unaffected by this bonus—in other words, this Surge does not transform any close-range abilities into ranged abilities!

## AC

The creature is more difficult to strike in combat and affect.

The creature receives the listed bonus to its AC until the start of its next turn. This bonus applies to all forms of AC—flat-footed/surprised, touch attack, melee, ranged, and so on.

## Combat Surge Summary

Table 16: Combat Surges

Outcome	Minor Surge	Major Surge
 <b>Attack Main</b>	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 <b>Attack Secondary</b>	 +1 Attack  +2 Attack  +3 Attack  +4 Attack	 +2 Attack  +4 Attack  +5 Attack  +6 Attack
 <b>Maneuver</b>	 +1 Init; +5' Move  +2 Init; +5' Move  +3 Init; +10' Move  +4 Init; +5' Move	 +2 Init; +5' Move  +4 Init; +5' Move  +5 Init; +10' Move  +7 Init; +15' Move
 <b>Use / Defend</b>	 +1 impact / +1 AC  +2 impact die / +2 AC  +1 impact die / +3 AC  +1 impact die / +4 AC	 +1 impact die / +3 AC  +1 impact die / +4 AC  +2 impact dice / +5 AC  +2 impact dice / +6 AC
 <b>Ability</b>	 +1 impact / +1 DC / +5' range  +2 impact die / +2 DC / +5' range  +1 impact die / +3 DC / +10' range  +1 impact die / +4 DC/ +10' range	 +1 impact die / +3 DC / +10' range  +1 impact die / +4 DC / +15' range  +2 impact dice / +5 DC / +20' range  +2 impact dice / +6 DC / +20' range
 <b>Flee</b>	 +1 AC; +5' Move  +2 AC; +10' Move  +3 AC; +15' Move  +4 AC; +20' Move	 +2 AC; +10' Move  +4 AC; +15' Move  +5 AC; +20' Move  +7 AC; +25' Move

## Combat Lulls

**Combat Lulls** are a temporary handicap, penalty, or other negative impact to a creature's combat abilities. Lulls represent the reality that in the shifting chaos of fighting, a creature might get distracted, trip, stumble, miscalculate, or otherwise perform not as well as it might typically, either through its own failure or the circumstances of the battle.

If a **Combar Lull** is indicated in the FlexTable results rolled, it applies for the combat actions of that creature alone, and for the current combat round only.

Lulls rolled do not apply to any other creature, friend or foe, this round. Penalties apply until the start of the next round of combat for that creature.

This means that the negative effect may still apply during the enemy's combat turn. For example, a Lull for a creature using the **Use/Defend** Outcome might degrade its Armor Class; this penalty lasts throughout the enemy's next round.

## Types of Lull

Combat Lulls are specific to the context of the Outcome that is rolled.

## Combat Lull Summary

Table 17: Combat Lulls

Outcome	Minor Lull	Major Lull
 <b>Attack Main</b>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <b>Attack Secondary</b>	 -1 Attack  -2 Attack  -3 Attack  -4 Attack	 -2 Attack  -4 Attack  -5 Attack  -6 Attack
 <b>Maneuver</b>	 -1 Init; -5' Move  -2 Init; -5' Move  -3 Init; -10' Move  -4 Init; -5' Move	 -2 Init; -5' Move  -4 Init; -5' Move  -5 Init; -10' Move  -7 Init; -15' Move
 <b>Use / Defend</b>	 -1 impact / -1 AC  -2 impact die / -2 AC  -1 impact die / -3 AC  -1 impact die / -4 AC	 -1 impact die / -3 AC  -1 impact die / -4 AC  -2 impact dice / -5 AC  -2 impact dice / -6 AC
 <b>Ability</b>	 -1 impact / -1 DC / -5' range  -2 impact die / -2 DC / -5' range  -1 impact die / -3 DC / -10' range  -1 impact die / -4 DC / -10' range	 -1 impact die / -3 DC / -10' range  -1 impact die / -4 DC / -15' range  -2 impact dice / -5 DC / -20' range  -2 impact dice / -6 DC / -20' range
 <b>Flee</b>	 -1 AC; -5' Move  -2 AC; -10' Move  -3 AC; -15' Move  -4 AC; -20' Move	 -2 AC; -10' Move  -4 AC; -15' Move  -5 AC; -20' Move  -7 AC; -25' Move

# AI FlexTables

## Full Edition vs. Solo CC


The following FlexAI tables include one detailed set of FlexTables for each Role, assuming a Fresh Stance.

The **Full Edition of FlexAI** contains a separate FlexTable for each distinct combination of Role and Stance.

With 35 Roles and 8 Stances, that makes for a grand total of 280 FlexTables, each one designed for a unique combination of a type of creature behavior, and its current circumstances.

In addition, the Full Edition contains several unique or special-circumstance scenarios beyond the mere combination of Role and Stance.

In total, the 300+ page Full Edition aims to address an enormous range of possible combat scenarios.

 The **Full Edition of FlexAI** also contains tools and rules for assigning FlexAI guidelines for your own, new, or existing published monsters or NPCs.

It also contains a wealth of easy-to-use guidelines for quickly picking FlexTables for a given monster.

In short: It should take less than a minute for a seasoned GM to take a monster or NPC and “enable” them for FlexAI use!

# Brute / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 2: Brute Role; Fresh Stance: Action**

A	B	C	D	Outcome
01-26	01-16	01-21	01-09	Attack Main
27-31	17-18	22-23	10-14	Attack Secondary
32-36	19-23	24-28	15-22	Maneuver
37-39	24-26	29-33	23-27	Use / Defend
40-54	27-31	34-41	28-32	Ability
-	-	-	33-35	Flee
55-66	32-46	42-46	36-43	AM/Minor Surge
67-71	47-54	47-48	44-46	AS/Minor Surge
72-73	55-59	49-50	47-51	M/Minor Surge
74-75	60-61	51-52	52-54	UD/Minor Surge
76-80	62-69	53-55	55-57	AB/Minor Surge
-	70-74	-	58	FL/Minor Surge
81-85	75-79	56	59-61	AM/Major Surge
86	80-81	-	62	AS/Major Surge
87	82-84	57	63-65	M/Major Surge
88	85-89	58	66	UD/Major Surge
89-90	90-91	-	67	AB/Major Surge
-	92-96	-	68	FL/Major Surge
91-92	97	59-68	69-73	AM/Minor Lull
93	-	69-73	74-76	AS/Minor Lull
94	-	74-78	77-79	M/Minor Lull
-	-	79-80	80-82	UD/Minor Lull

A	B	C	D	Outcome
95	-	81-85	83-85	AB/Minor Lull
-	98-99	-	86-87	FL/Minor Lull
96-97	-	86-90	88-90	AM/Major Lull
98	-	91-93	91-92	AS/Major Lull
99	-	94-96	93-95	M/Major Lull
-	-	97	96-97	UD/Major Lull
00	-	98-00	98-99	AB/Major Lull
-	00	-	00	FL/Major Lull

**FlexTable 3: Brute Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
01-23	01-06	01-16	01-06	Frontline
24-28	07-11	17-26	07-21	Rearguard
29-60	12-19	27-41	22-26	Closest
61-65	20-22	42-56	27-76	Farthest
66-80	23-37	57-71	77-91	Strongest
81-90	38-72	72-74	92-93	Weakest
91-95	73-97	75-87	94-95	Ranged Enemy
96-00	98-00	88-00	96-00	Melee Enemy

# Soldier / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 4: Soldier Role; Fresh Stance: Action**

A	B	C	D	Outcome
1-41	1-21	1-31	1-21	Attack Main
42-61	22-26	32-46	22-26	Attack Secondary
62-64	27-34	47	27-29	Maneuver
65-66	35-39	-	30-31	Use / Defend
67-71	40-41	48-62	32-36	Ability
-	42-51	-	37	Flee
72-79	52-59	63-72	38-40	AM/Minor Surge
80	60	73-77	41-42	AS/Minor Surge
81	61	-	43	M/Minor Surge
82	62	-	44	UD/Minor Surge
83	63	78-80	45	AB/Minor Surge
-	64-68	-	46	FL/Minor Surge
84-86	69	81-85	47	AM/Major Surge
87	70	86-88	48	AS/Major Surge
88	71	-	49	M/Major Surge
89	72	-	50	UD/Major Surge
90	73	89-90	51	AB/Major Surge
-	74-76	-	52	FL/Major Surge
91	77	91	53-57	AM/Minor Lull
92	78	92	58-62	AS/Minor Lull
93	79	93	63-67	M/Minor Lull
-	-	-	68-75	UD/Minor Lull

A	B	C	D	Outcome
94	80	94	76-80	AB/Minor Lull
95	81-90	95	81-85	FL/Minor Lull
96	91	96	86-88	AM/Major Lull
97	92	97	89-90	AS/Major Lull
98	93	98	91-93	M/Major Lull
99	94	99	94-96	UD/Major Lull
100	95	100	97-98	AB/Major Lull
-	96-100	-	99-100	FL/Major Lull

**FlexTable 5: Soldier Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-41	1-41	1-21	1-40	Frontline
-	-	-	-	Rearguard
42-76	42-76	22-51	-	Closest
-	-	-	-	Farthest
77-86	77-86	52-86	41-80	Strongest
87-88	87-88	87-88	-	Weakest
89-90	89-90	89-90	-	Ranged Enemy
91-100	91-100	91-100	81-100	Melee Enemy

# Artillery / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 6: Artillery Role; Fresh Stance: Action**

A	B	C	D	Outcome
1-16	1-16	1-21	1-16	Attack Main
17-31	17-31	22-41	17-31	Attack Secondary
32-41	32-39	42-44	32-46	Maneuver
42	40-44	-	47-56	Use / Defend
43-50	45-46	45-54	57-59	Ability
51-55	47-54	-	60-64	Flee
56-63	55-59	55-69	65-66	AM/Minor Surge
64-68	60-61	70-77	67	AS/Minor Surge
69-71	62-64	78	68-70	M/Minor Surge
72-73	65-66	-	71-72	UD/Minor Surge
74-78	67-71	79-86	73-75	AB/Minor Surge
-	72-74	-	76	FL/Minor Surge
79-83	75-79	87-89	77-78	AM/Major Surge
84-87	80-83	90-91	79	AS/Major Surge
88	84	92	80	M/Major Surge
89	85	-	81	UD/Major Surge
90	86	93-95	82	AB/Major Surge
-	87-88	96-98	83	FL/Major Surge
91-92	89	99	84-88	AM/Minor Lull
93	90	100	89	AS/Minor Lull
94	91	-	90	M/Minor Lull
-	-	-	91	UD/Minor Lull

A	B	C	D	Outcome
95	92	-	92	AB/Minor Lull
-	93-95	-	93	FL/Minor Lull
96-97	96	-	94-95	AM/Major Lull
98	97	-	96	AS/Major Lull
99	98	-	97	M/Major Lull
-	-	-	98	UD/Major Lull
100	99	-	99	AB/Major Lull
-	100	-	100	FL/Major Lull

**FlexTable 7: Artillery Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-6	1	1-6	1-16	Frontline
7-26	3-22	7-21	17-31	Rearguard
27-31	23-24	22-26	32-33	Closest
32-51	25-44	27-36	34-53	Farthest
52-71	45-54	37-71	54-93	Strongest
72-83	55-79	72-83	-	Weakest
84-98	80-99	84-98	94-98	Ranged Enemy
99-100	100	99-100	99-100	Melee Enemy



# Skirmisher / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 8: Skirmisher Role; Fresh Stance: Action**

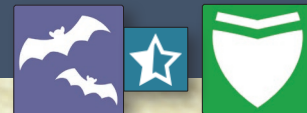
A	B	C	D	Outcome
1-6	1-6	1-11	1-9	Attack Main
7-16	7-11	12-26	10-16	Attack Secondary
17-36	12-36	27-36	17-27	Maneuver
37-38	37-41	37	28-29	Use / Defend
39-53	42-56	38-54	30-34	Ability
54-55	57-61	-	35-39	Flee
56-63	62-65	55-64	40-44	AM/Minor Surge
64-65	66	65-69	45	AS/Minor Surge
66-70	67-71	70-71	46-48	M/Minor Surge
71	72	72	49	UD/Minor Surge
72-76	73-74	73-77	50	AB/Minor Surge
-	75-76	-	51	FL/Minor Surge
77-81	77-78	78-84	-	AM/Major Surge
82	79	85-87	-	AS/Major Surge
83-85	80-81	88	-	M/Major Surge
86	82	89	-	UD/Major Surge
87	83	90-94	-	AB/Major Surge
88	84-86	-	-	FL/Major Surge
89-90	87-88	95-96	52-59	AM/Minor Lull
91	89	97	60-64	AS/Minor Lull
-	-	-	65-72	M/Minor Lull
92	90	-	73-75	UD/Minor Lull

A	B	C	D	Outcome
93	91	-	76-78	AB/Minor Lull
94	92-94	-	79-81	FL/Minor Lull
95-96	95-96	98	82-86	AM/Major Lull
97	97	99	87-89	AS/Major Lull
-	-	-	90-94	M/Major Lull
98	-	-	95-96	UD/Major Lull
99	98	100	97-98	AB/Major Lull
100	99-100	-	99-100	FL/Major Lull

**FlexTable 9: Skirmisher Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-3	1	1-3	1-16	Frontline
4-23	3-24	4-33	17-36	Rearguard
24-33	25-32	34-38	37-46	Closest
34-58	33-52	39-43	47-61	Farthest
59-83	53-67	44-78	62-91	Strongest
84-98	68-97	79-98	92-93	Weakest
99	98-99	99	94-95	Ranged Enemy
100	100	100	96-100	Melee Enemy

# Lurker / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 10: Lurker Role; Fresh Stance: Action**

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-13	7-8	12-16	7-9	Attack Secondary
14-18	9-13	17-19	10-14	Maneuver
19-30	14-33	20-24	15-24	Use / Defend
31-50	34-48	25-49	25-36	Ability
51-52	49-53	-	37-41	Flee
53-55	54-55	50-56	42-43	AM/Minor Surge
56-57	56	57-61	44	AS/Minor Surge
58-60	57-58	62-64	45-46	M/Minor Surge
61-65	59-66	65-67	47-51	UD/Minor Surge
66-73	67-69	68-77	52-54	AB/Minor Surge
74	70-72	-	55-59	FL/Minor Surge
75-76	73	78-82	60	AM/Major Surge
77	74	83-84	61	AS/Major Surge
78-79	75	85-86	62	M/Major Surge
80-82	76-77	87-88	63-65	UD/Major Surge
83-87	78-79	89-96	66-67	AB/Major Surge
88	80-82	-	68-72	FL/Major Surge
89-90	83-84	97	73-74	AM/Minor Lull
91	85	98	75	AS/Minor Lull
92	86	99	76	M/Minor Lull
-	-	-	77-81	UD/Minor Lull

A	B	C	D	Outcome
93	87	100	82	AB/Minor Lull
94	88-92	-	83-87	FL/Minor Lull
95-96	93-94	-	88-89	AM/Major Lull
97	95	-	90	AS/Major Lull
98	96	-	91	M/Major Lull
-	-	-	92-94	UD/Major Lull
99	97	-	95	AB/Major Lull
100	98-100	-	96-100	FL/Major Lull

**FlexTable 11: Lurker Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-31	1-31	1-41	1-21	Frontline
32-40	32-42	42-46	22-23	Rearguard
41-90	43-82	47-76	24-73	Closest
91-92	83-84	77-78	74-75	Farthest
93-94	85-86	79-94	76-94	Strongest
95-96	87-96	95-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

# Controller / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 12: Controller Role; Fresh Stance: Action**

A	B	C	D	Outcome
1-9	1-6	1-11	1-6	Attack Main
10-17	7-11	12-21	7-11	Attack Secondary
18-19	12-14	22	12-16	Maneuver
20-21	15-19	23	17-21	Use / Defend
22-51	20-49	24-49	22-41	Ability
-	50-52	-	42-46	Flee
52-56	53-57	50-57	47-48	AM/Minor Surge
57-61	58-62	58-65	49-50	AS/Minor Surge
62	63	66	51	M/Minor Surge
63	64	67	52	UD/Minor Surge
64-68	65-74	68-77	53-54	AB/Minor Surge
-	75-76	-	55-56	FL/Minor Surge
69-71	77	78-80	57-59	AM/Major Surge
72-74	78	81-83	60-62	AS/Major Surge
75	79	84	63	M/Major Surge
76	80	85	64	UD/Major Surge
77-79	81-83	86-90	65	AB/Major Surge
-	84	-	66	FL/Major Surge
80-82	85	91	67-71	AM/Minor Lull
83-85	86	92	72-76	AS/Minor Lull
86	87	-	77-81	M/Minor Lull
87	88	-	82-85	UD/Minor Lull

A	B	C	D	Outcome
88-92	89-91	93-95	86-90	AB/Minor Lull
-	92-94	-	91-93	FL/Minor Lull
93-94	95	96	94-95	AM/Major Lull
95-96	96	97	96	AS/Major Lull
97	97	98	97	M/Major Lull
98	98	99	98	UD/Major Lull
99-100	99	100	99	AB/Major Lull
-	100	-	100	FL/Major Lull

**FlexTable 13: Controller Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-16	1-11	1-11	1-26	Frontline
17-31	12-21	12-21	27-36	Rearguard
32-46	22-31	22-41	37-46	Closest
47-61	32-41	42-51	47-71	Farthest
62-76	42-51	52-81	72-96	Strongest
77-91	52-91	82-91	97	Weakest
92-95	92-95	92-95	98	Ranged Enemy
96-100	96-100	96-100	99-100	Melee Enemy

# Leader / Fresh



## Contexts

- Use Context A:**  
 By **default**, if the creature and its allies represent a comparable challenge to that of the party, or if no other Context described applies to the circumstances.
- Use Context B:**  
 If the creature and its allies represent a low level of threat to the party; i.e., the **creature is outmatched**.

- Use Context C:**  
 If the creature and its allies represent a high level of threat comparable to the PCs; that is, the **party is outmatched**.
- Use Context D:**  
 If you wish to decrease the difficulty that the creature and its allies represent to the party; that is, you wish a **reduced challenge** scenario.

**FlexTable 14: Leader Role; Fresh Stance: Action**

A	B	C	D	Outcome
1-11	1-9	1-11	1-6	Attack Main
12-21	10-17	12-21	7-11	Attack Secondary
22-26	18-22	22-26	12-16	Maneuver
27-31	23-30	27-31	17-21	Use / Defend
32-44	31-40	32-44	22-26	Ability
-	41-43	-	27-29	Flee
45-57	44-51	45-59	30-34	AM/Minor Surge
58-62	52-54	60-65	35-37	AS/Minor Surge
63-64	55-56	66-67	38-39	M/Minor Surge
65-66	57-58	68-69	40-44	UD/Minor Surge
67-71	59-61	70-74	45-47	AB/Minor Surge
-	62-64	-	48-55	FL/Minor Surge
72-79	65-69	75-84	56-60	AM/Major Surge
80-82	70-71	85-92	61-62	AS/Major Surge
83	72	93-94	63	M/Major Surge
84	73-75	95	64-66	UD/Major Surge
85-87	76-78	96-100	67-69	AB/Major Surge
-	79-80	-	70-74	FL/Major Surge
88-90	81-83	-	75-77	AM/Minor Lull
91	84	-	78	AS/Minor Lull
92	85	-	79	M/Minor Lull
93	86-87	-	80-84	UD/Minor Lull

A	B	C	D	Outcome
94	88	-	85	AB/Minor Lull
-	89-91	-	86-90	FL/Minor Lull
95-96	92-93	-	91-92	AM/Major Lull
97	94	-	93	AS/Major Lull
98	95	-	94	M/Major Lull
99	96-97	-	95-97	UD/Major Lull
100	98	-	98	AB/Major Lull
-	99-100	-	99-100	FL/Major Lull

**FlexTable 15: Leader Role; Fresh Stance: Targeting**

A	B	C	D	Outcome
1-16	1-6	1-16	1-21	Frontline
17-26	7-11	17-21	22-24	Rearguard
27-41	12-41	22-46	25-39	Closest
42-46	42-46	47-51	40-64	Farthest
47-76	47-56	52-86	65-94	Strongest
77-96	57-96	87-96	95-96	Weakest
97-98	97-98	97-98	97-98	Ranged Enemy
99-100	99-100	99-100	99-100	Melee Enemy

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