

Demigod Campaign

Basic Rules

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Demigod Campaign – Contents

General Campaign Logistics

This is a very open-ended campaign setup so that different groups of demigods can go on quests at different times. Characters can level without going on every quest to make sure the general party stays close in level (it will be assumed that the characters were training at camp).

You are able to have **multiple characters** in this world, but only one will go on any given quest. If you want to play a nymph, having a second character is highly encouraged, as nymphs need their source to rest, which may not be suitable for all adventures (though I'll do my best...)

There's gonna be a bit more magic in this campaign since everyone has powers, so I'm going to be a little stricter about making sure **everyone is responsible for knowing their own spells**. You can use spells from the **Player's Handbook** or the **Elemental Evil Player's Companion**¹, but I strongly recommend making a printout of the spells your character has access to and making sure they're easily available for you to reference! I'm happy to answer questions about spells as needed (especially situational stuff like "can I hit both of these enemies at once" etc) but things will go a *lot* smoother if you at least know the basics of what your character can do.

This campaign takes place in a world based on the Percy Jackson universe, but it is designed not to reference specific book events/characters aside from a few specific characters such as Chiron. It's modern, but not quite present day since there's no COVID or reference to current politics. The main setting for the campaign is **Camp Half-blood**, which is in Long Island, New York, USA. The Camp is a place where demigods are can live and train in peace from the **monsters** which try to find and kill them in the outside world. There are campers who are only there for the summer and campers who stay year-round. Sometimes, a group of heroes leaves Camp on a **quest**, usually to defeat a specific monster or find a magical item. These quests will make up the campaign, and will be usually played in 1-2 sessions.

For those of you familiar with the Percy Jackson series, there isn't a specific point in the timeline where this setting fits. The war that takes place in the series has not happened, but there are some elements of later books such as minor gods having their own cabins and the existence of the Labyrinth. The Oracle of Delphi can be a player character if someone wants. Otherwise, it will be an NPC, but it will not be one of the oracles from the books.

Camp Half-Blood

Camp Half-Blood is located on Long Island Sound and has a large section of woods that is home to the satyrs and nymphs that live on camp. The demigod and legacy campers live in the **cabins**, each of which is themed after their godly parent. The major gods and goddesses all have their own cabins in a semi-circle, and then the minor gods and goddess have cabins behind them, some of which are still being built.

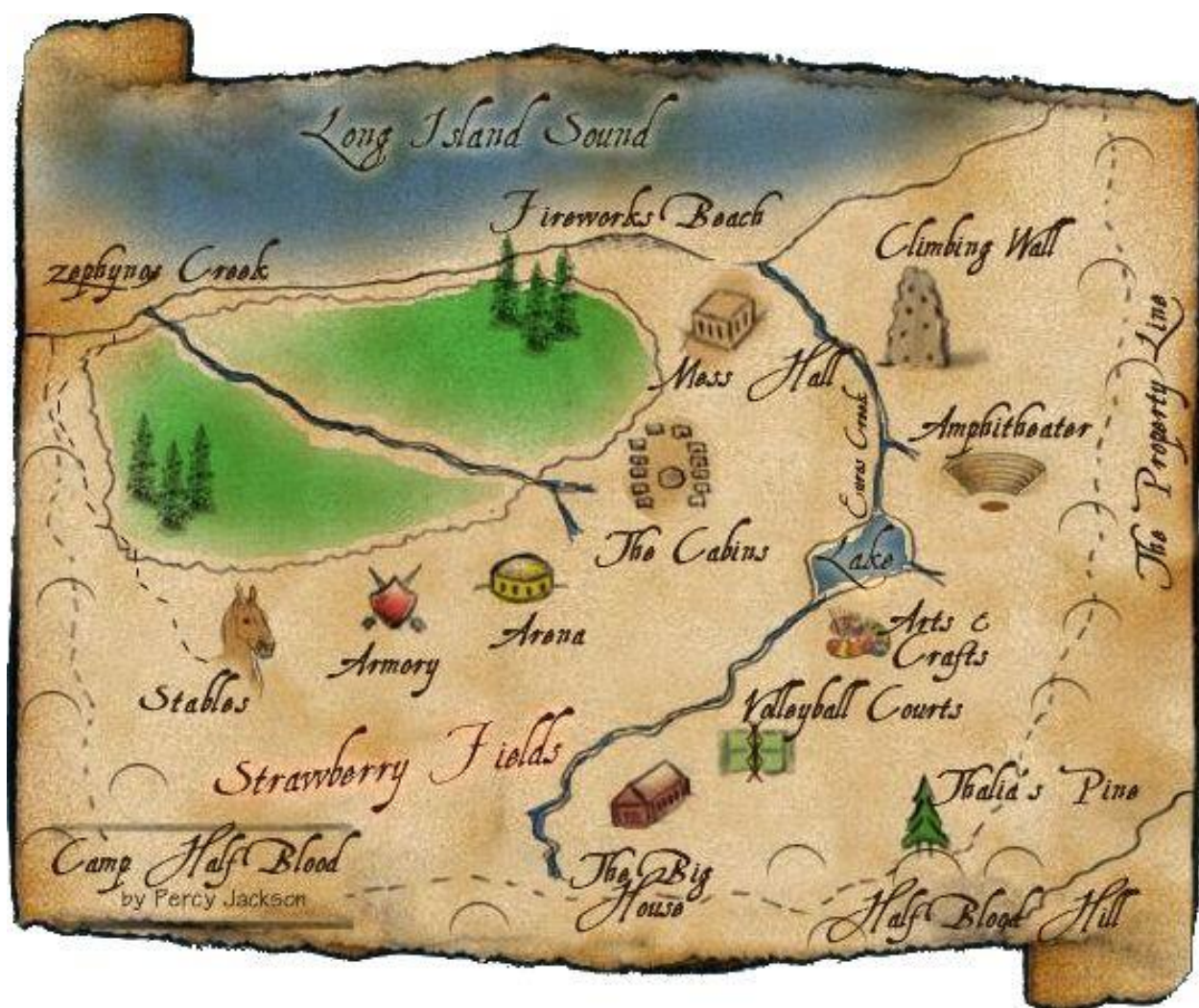
Mortals are usually unable to cross the property line (it works similarly to the will of the elders magic that protects the scepter in SP book 1). Clear-sighted mortals can come to camp under certain circumstances, but even they require a demigod or satyr to find it. Usually the only mortal present—clear-sighted or otherwise—is the Oracle of Delphi. The one connection between Camp Half-Blood and the mortal world is the **strawberries** (grown by various nature spirits and children of Demeter or Dionysus) that are then sold to mortal grocery stores for the funding to keep camp running.

¹ https://media.wizards.com/2015/downloads/dnd/EE_PlayersCompanion.pdf

Demigod Campaign – General Logistics and Setting

The general focus of the camp is training heroes to survive dangerous situations, but there are also for-fun activities like arts and crafts and campfire singalongs. Every couple of weeks, there's a game of **capture the flag** that takes place in the woods. Two cabins are designated as the captains (usually based on the previous week's game) and they trade chores and privileges with other cabins to form alliances. Winning capture the flag for the first time (specifically being the person who captures the flag) is kind of a Big Deal. There are occasionally other competitions such as chariot races or the weirder track and field events like javelin and discus.

The camp is run by **Chiron** the centaur, who lives in the **big house**, which is a cross between administrative building and medical center. Chiron has a magic wheelchair with fake legs on it that he can compress his horse half into to pass as human when needed, though he usually stays at camp and leaves demigod-finding to the satyrs. Specific activities are often run by nymphs or satyrs under Chiron's direction, or by **counselors**, the leaders of each cabin. Usually the counselor is either the oldest or the one who has been at camp the longest, though each cabin is able to select whoever they see fit. A lot of cabins have only one or two campers and will sometimes form alliances that share all activities and chores and a table in the mess hall. These alliances need only one counselor between them, though individuals are still responsible for the upkeep of their own cabin.



The World Outside Camp

Outside of camp, all sorts of mythological creatures run rampant, usually unable to harm mortals.

Gods, demigods, and monsters alike can manipulate a magical field known as **the Mist**, which is designed to hide the existence of gods and magic from mortal eyes, though it can also affect demigods. Some mortals have the ability to see through the mist, though this is fairly rare.

There are a few other mythological Greek landmarks that have relocated themselves to the US. The most well-known are listed below. If your character is completely new to camp, they may know none of this.

Mount Olympus is at the top of the Empire State Building, via special elevator to the 600th floor. The only way to get in is with the permission of the lobby security guard, who only allows those with special authorization to pass. The gods will let demigods in to return their lost items, but it's not somewhere the demigods can just stop by to visit their parents at work.

The Underworld is in Los Angeles, of course. It's located under DOA Recording Studios. The most well-known way to get in is a boat ride from Charon, but he doesn't just "let in" people who aren't dead or can't pay his fare. There's another door called the Door of Orpheus that can be activated with music, but its location is unknown.

The Labyrinth runs below basically the entire world. It can be a great useful shortcut, or it can take you into the middle of a crowd of hungry monsters. The maze has its own consciousness and constantly shifts, making it impossible to map.

San Francisco is considered dangerous for demigods, but the reasons why are not widely known.

Demigods and Monsters

This campaign is centered around **demigods**, the children of the Greek gods and mortals. On the outside, they look like normal human kids, but they have a few key differences. Firstly, they often have dyslexia and ADHD due to the fact that their brains are wired for Ancient Greek and battle rather than sitting still in a classroom or reading in English. Secondly, they have magical abilities that come from their godly parentage. Thirdly, when they are in the mortal world, they attract monsters. The older and more powerful a demigod becomes, the more monsters they attract.

Mythological monsters from the old legends can constantly reappear even if they have previously been "killed." When a monster is seriously harmed by a weapon made of a celestial material and "dies," it disintegrates into dust (often leaving behind a trophy of some kind for the hero that slayed it) and its spirit returns to **Tartarus**, the deepest, darkest part of the Underworld. Monsters take time to reform there, anywhere from hours to centuries, but they are never truly "dead."

Demigods walk the fine line between the godly world and the mortal world. While this comes with some perks like the ability to use godly **ambrosia and nectar** to restore their own health, it also means that they are vulnerable to both godly and mortal weapons. Most of the weapons used to kill monsters are made out of **celestial bronze**, which will pass right through mortals with no godly connections. Similarly, most human-made weapons have no effect on monsters. Demigods can be harmed or killed by both.

Demigod Campaign – General Logistics and Setting

It's hard for demigods to survive in the world outside camp without some sort of training, and although Camp Half-Blood isn't the only place that provides training, it's the most popular. Some demigods find their way to camp with the help of their mortal parent, but many grow up on the streets, in foster homes, or with a parent that doesn't want them to go to camp. Some mortal parents of demigods hope that if they hide the truth and keep their children close to them, they won't grow powerful enough to attract a lot of monsters. For the children of more minor gods, that can work for a time, but for children of Zeus, Poseidon, and Hades (aka the **Big Three**), it is effectively impossible for them to stay under the radar. The Big Three supposedly have a pact to not have demigod children, but it gets broken fairly often in the grand scheme of things.

The demigods who aren't brought to camp by a parent occasionally find their way there on their own, but more often than not, they have the help of a **satyr**. Satyrs are a type of nature spirit with human torsos and goat legs (though they hide their legs when in the mortal world). They can smell both demigods and monsters, which makes them good at finding demigods and keeping them safe. Finding demigods and bringing them to camp is the second most prestigious job for a satyr, after searching for the great god Pan.

When demigods first arrive in camp, they stay in the Hermes cabin until they are **claimed** by their godly parent. The "claiming" is a glowing symbol that appears above the demigod's head (symbol varies by godly parent). It's customary to bow when a demigod is claimed. Zeus knows why. Some demigods are claimed immediately upon arrival to camp, for others their godly parent may wait for them to do something cool so that they can add godly flair to a dramatic moment and be like "hey you know this kid that just did something cool? That's my kid!" Other demigods can go a very long time without being claimed, though that's become less rare in recent years.

In addition to the regular parts of a character profile, be prepared to answer the questions below if you are playing a demigod:

- What is your relationship with your mortal parent? If you grew up with them, did they tell you about your powers from a young age or did they keep the truth a secret to try to protect you?
- Do you struggle in school with demigod dyslexia/ADHD, or did you have good teachers that were able to help you? Do you have mortal friends, or are you a loner/outcast of some kind?
- How long have you been at camp? If you have cabin-mates, what is your relationship with them like? Do you go to camp for the summer, or are you one of the people who stays year round?
- What is your relationship with your godly parent like? Have you ever met them? Were you claimed right away, or did you stay in Hermes cabin with the unclaimed for awhile? Are you still unclaimed?

Races

Currently Recommended:

Demigods are the children of regular humans and Olympian gods. They live on the Mortal Plane (except while attending Camp Halfblood), but have powers that stem from their godly ancestry.

Satyrs are half-human half-goat hybrids that live and work around camp and are close friends of the demigods. Satyr **scouts** find demigods that are in danger and bring them to camp so that they can safely train. Satyr **seekers** search for the missing god Pan (being a seeker is a high honor that satyrs must earn). Other satyrs live on camp full-time, some with jobs, some without.

Satyrs are traditionally male, but you can play a female or nonbinary one if you so choose.

Not Recommended for Starting Character, but Available Upon Request:

Nymphs are forest spirits that live in the trees, lakes, sky, and hills of Camp Half-blood and the outside world. Nymphs are bound to their source, so they rarely leave Camp for any length of time and never go to urban places or places without their type of source (trees, fresh water, etc.). Although they can live temporarily in anything similar to their source, they die if their specific home tree/lake/hill/gust of wind dies or becomes too polluted.

Nymphs are traditionally female, but you can play a male or nonbinary one if you so choose.

NOTE: If you play a nymph, it's good to create a backup character since nymphs require their source to rest and may not be able to go on all quests.

Clear-sighted humans can see through the Mist better than any demigod. They do not have any inherent magical powers, so they are limited to non-magical classes or magical classes such as cleric or warlock where the power comes from serving a deity.

NOTE: If you play a human, you are limited to non-magical classes or clerics/warlocks. One possible human character option is to play the Oracle of Delphi, though there can only be one in the world at a time. Let me know if you're interested in that (even as first character)

Legacies are the descendants of demigods. They retain some powers from their ancestry, but are usually less powerful than demigods. You can be a legacy of multiple gods. Legacies will be released in the next update since they're a little complex and double legacies are hard to balance. If you want your character to be a legacy for story reasons, they can be a legacy of one god who is powerful enough to have the same abilities as a regular demigod.

(Note that demigods are effectively not genetically related on the godly side, so it's not taboo for demigods to have relationships with each other even if their godly parents are closely related.)

Demigod

Age: Demigods can live as long as or slightly longer than humans if not killed in battle. Most of the campers at Camp Half-Blood are 14-22, but there are a several younger and a few older.

Size: Medium

Speed: 30ft

Languages: You can speak, read, and write both Common and Ancient Greek.

Innate Power: If your subrace has an ability or spell that requires a spellcasting ability, use that of your spellcasting class if you have one, if you don't have a spellcasting class, use your Constitution instead.

Technology Aversion: You are not able to use cell phones or the internet outside of camp without broadcasting your location to all nearby monsters.

See the God Descendancy list to determine your "subrace" (aka godly parent) or play as an unclaimed/undetermined demigod (see below).

Unclaimed Demigod:

You can choose to play as an **unclaimed** demigod and have the DM choose a godly parent based off your ability score choices, backstory, and character personality.

You retain your **ability score improvements** and **battle reflexes** once your godly parent is determined and gain all the powers that come with your godly parentage *except* for the ability score improvements since you will already have those.

If you know what godly parentage you want your character to have but want them to start out unclaimed for flavor reasons, it's probably easier to just use the stats for their parentage but say that they don't know what all of their abilities are yet.

Ability Score Improvements: Either increase one ability score by 2 and one other ability score by 1 **or** increase three ability scores by 1.

Battle Reflexes: Choose one of the following traits:

- Proficiency in Dexterity Saving Throws
- Speed of 35ft
- +1d4-1 to Initiative Rolls

Demigod Campaign – Races

Satyr

Ability Score Improvements: Your Dexterity score increases by 2.

Age: You mature and age at half the rate as a human and a demigod and become a plant when you die.

Size: Medium.

Languages: You can speak Common, Ancient Greek, and Satyr.

Speed: Your base walking speed is 35 ft. You also have climbing speed of 35 ft.

Supreme Senses: You have proficiency in Perception, and if you will gain proficiency from any other source, you gain expertise in Perception instead. You have advantage on Perception and Survival checks based on scent. Additionally, as an action, you can tell from scent produced by a creature or residue of creature within 120 ft. of you, what the creature's creature type is.

Child of Pan: You ignore natural difficult terrain.

*Choose either the **Scout** or **Piper** subrace below*

Scout

You trek through all sorts of terrain, searching for demigods to bring to camp.

Ability Score Improvements: Your Wisdom score increases by 1.

Fleet of Foot: Your base walking speed is increased to 40 ft.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Piper

Many musically-gifted satyrs are part of the camp's staff. Some are instructors, some lead the storytelling at the campfire each night, some are dining hall staff, some are just sort of there.

Ability Score Improvements: Your Charisma score increases by 1.

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

Cantrip: You know one cantrip of your choice from the bard spell list. Charisma is your spellcasting ability for it. (if you choose to be a bard, this is one extra cantrip that doesn't count toward your regular limit)

God Descendancy

Some demigods are the result of “intimacy” between a god and a mortal, but not all of them. Many of the Greek gods, such as Athena, Hecate, and Morpheus, are asexual but can still create demigod “brainchildren” as a token of respect for a human that they favor. A few others, such as Hera and Hestia can bestow pieces of their godly power on mortals in a way that effectively makes them demigods. Artemis has a similar ability, but since she exclusively bestows it on her Hunters, and those Hunters remain with her rather than training at Camp Half-Blood, so she is not listed among the options below.

You can also choose to play as an **unclaimed** demigod (listed below the general demigod stats), and the DM will determine your godly parent based off your choices during character creation. If you want to decide your character’s parentage but have them be unclaimed at the beginning of the campaign for flavor, just use the regular stats for the parentage you want to play.

Aletheia, Goddess of Truth and Philosophy

*Aletheia is the goddess of truth and philosophy. Her demigods are always brainchildren and can have mortal parents of any gender. Demigods of Aletheia have all of the abilities below. Legacies of Aletheia have the **Ability Score Improvements**, **Human Polygraph**, **Clear Vision** and a choice between **Veritas Est Lux** or **Scholar**.*

Ability Score Improvements: One of Intelligence, Wisdom, or Charisma increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Human Polygraph:

You are unable to tell a direct lie. (Omitting the truth or being evasive is ok).

You have advantage on insight checks to tell if someone else is lying.

Clear Vision: You have advantage on perception checks to see through an illusion. (DM will roll perception checks and decide which checks constitute “seeing through an illusion”).

You can also see through magically-induced darkness as though it were dim light.

Veritas Est Lux: You know the *Light* cantrip and do not require the material components to cast it.

Scholar: You know the spell *Comprehend Languages*. You can cast it as a ritual (takes ten minutes, does not require a spell slot) as many times as you like, or you can use a spell slot to cast it instantly if you have a spellcasting class.

Aphrodite, Goddess of Love and Beauty

Aphrodite is the goddess of love, beauty, passion, and procreation. She can often be found in the mortal realm among the young and beautiful. Demigods and legacies of Aphrodite are very common.

Ability Score Improvements: One of Strength, Wisdom or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

La Vie En Rose: You are fluent in French. You have advantage on your Persuasion and Deception checks on creatures who are not hostile to you.

You have advantage on saving throws against being charmed.

(Aphrodite, continued)

Choose 1 of 2:

Love Story:

You may use an action to attempt to charm a creature of your choice within 60 ft. of you that you can see, the creature must succeed a Wisdom saving throw or they change their view of another target creature of your choice. Choose one of the following options:

-Repulsion: The creature feels a negative emotion to the target creature such as disgust, hate, and anger. Due to this, the creature starts noticing annoying and infuriating traits and habits that the other target creature does. Subtract an amount equal to double your proficiency modifier to the target creature's Persuasion and Deception rolls on the charmed creature.

-Attraction: The creature feels a positive emotion to the target creature such as admiration, love, and sympathy. Due to this, the creature starts noticing charming and lovable traits and habits that the other target creature does. Add an amount equal to double your proficiency modifier to the target creature's Persuasion and Deception rolls on the charmed creature.

The charmed creature will not do things that may put themselves into obvious danger, however if the charmed creature is quick to fight, they may fight either for someone or against someone (DM's discretion). The effect ends after 1 hour, they do not know they were charmed, but if they suspect they are charmed, they may make an Arcana check against the saving throw DC to figure out they are charmed. Once you've used this ability, you may not use it again until you finish a long rest.

You Belong with Me:

You may use your action to attempt to charm a creature of your choice within 60 ft. of you that can hear you, the creature must succeed a Wisdom saving throw or they are charmed. Whilst under this effect, you may instruct the creature to do up to a number of actions equals to your proficiency modifier and they will try their best to accomplish it for you. They will not do anything that will place them in obvious danger or risk their lives for you. This effect lasts for 1 hour or until they take damage from you or your ally. Once you've used this ability, you may not use it again until you finish a long rest.

Apollo, God of the Sun

Apollo is the god of the sun, music, medicine, and archery. He is unapollogetically bisexual and has “normally-created” demigod children with women and “brainchildren” with both women and men. The latter are rarer, and most of his unions with men do not result in a child. Demigods and legacies of Apollo are very common.

Ability Score Improvements: One of Dexterity, Wisdom or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Prophetic Powers: Apollo Pythia has granted you the ability to see just slightly into the future, when you fail a saving throw, you may reroll and use the higher roll. Once you’ve used this ability, you may not use it again until you finish a long rest.

Choose 1 of 2 power sets (each set is underlined)

Apollo’s Bow (Usually Apollo):

Master of Strings: You are proficient of string instruments and Performance (Charisma).

You are my sunshine:

You know the *Dancing Lights* cantrip.

Using an action, you call forth the soothing music of your father, creatures of your choice (you may choose yourself) that can hear you within 30 ft. of you suffering these conditions: Blinded, Charmed, Frightened, Paralyzed, Poisoned and, Stunned, may choose to end any number of these conditions. For up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, creatures chosen are immune to 2 of the conditions of your choosing. During this time, on each of your turn, you may use a bonus action to heal target creature of your choice that can hear you and is within 30 ft., it regains a number of hit points equals to your proficiency modifier. Once you’ve used this ability, you may not use it again until you finish a long rest.

Apollo’s Bow:

Master of Strings: You are proficient with stringed range weapons. (aka bows)

You are my son. Shine!

You know the *Light* cantrip.

Using an action, you call forth the scorching rays of your father, creatures within 30 ft. of you that can see you must succeed in a Constitution saving throw, or be blinded for 1d4+1 turns. For up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, bright light illuminates 15 ft. around you and dim light 10 ft. further. During this time, whenever you hit with a weapon attack or spell attack, add an additional radiant damage equals to your proficiency modifier. If it has multiple instances of rolling, such as *Magic Missile* or *Scorching Ray*, you only add this damage to one of the rolls. Once you’ve used this ability, you may not use it again until you finish a long rest.

Ares, God of War and Violence

*Both demigods and legacies get the **Ability Score Improvements, Aggression, and Born to Fight**. Demigods also get a choice between **United, We Stand** or **Divided, They Fall**. Demigods of Ares are fairly common.*

Ability Score Improvements: One of Strength, Dexterity or Constitution score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Aggression: As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Born to fight: At the end of each short or long rest, you can choose one weapon, to be proficient in, if you are already proficient in that weapon, you double the proficiency bonus when attacking with that weapon. (This mechanic is effectively like how clerics and druids prepare spells—you get to prepare extra proficiency in a weapon! It's not a cumulative thing, just one at a time.)

Choose 1 of 2:

United, We Stand:

While in battle, you may use this ability once with an action, choose up to a number of willing creatures equals to your proficiency modifier (you may choose yourself) within 30 feet. Each creature gains temporary hit points equal to 2d4s that lasts until the end of the fight. Once you've used this ability, you may not use it again until you finish a short or long rest. The temporary hit points are 2d6 at 5th level instead, 2d8 at 10th level, and 2d10 at 15th level.

Divided, They Fall:

While in battle, you may use this ability once with an action, choose up to a number of willing creatures equals to your proficiency modifier (you may choose yourself) within 30 feet. Each creature gains 1d4 that can be added to any two of their damage rolls. Once you've used this ability, you may not use it again until you finish a short or long rest. The extra damage applied is 1d6 at 5th level instead, 1d8 at 10th level, and 1d10 at 15th level.

Aristraeus, God of Beekeeping, Cheesemaking, Olive-growing, et al.

If it's considered an artisan good in Stardew Valley, Aristraeus is probably the god of it. Coincidentally he is also the god of Stardew Valley. He can be found in artisan circles and is generally drawn toward humans who are trying to preserve some sort of dying craft. Demigod children of Aristraeus are rare.

Ability Score Improvements: One of Dexterity, Intelligence, or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Artisan: You are proficient in any two types of artisan's tools and your choice of History, Investigation, or Sleight of Hand.

You know the *Mending* cantrip. It does not count against any cantrip limits.

Athena, Goddess of Wisdom and Battle Strategy

*Athena is the goddess of smart people and of the more calculated aspects of war (as opposed to Ares' focus on reckless violence). Her children are always "brainchildren" with a mortal parent of any gender. Demigods and legacies of Athena are fairly common. Demigods and legacies both get the **ability score improvements, quick learner, and strategic positioning**. Demigods also get a choice between **Knowledge is Power and Words and Swords**.*

Ability Score Improvements: One of Intelligence, Wisdom or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Quick Learner: At level 1, you may pick up 2 new proficiencies in either a skill, language, a specific toolset, a specific weapon, or a specific armor. Alternatively, you can choose one of the skills you are proficient with, and gain expertise in it. Whenever your proficiency modifier increases by 1, you may pick up 1 new proficiency in either a skill, language, a specific toolset, a specific weapon, or a specific armor.

Strategic Positioning: You add half your Intelligence modifier (minimum 0) to your AC.

Choose 1 of 2

Knowledge is power: At the end of a short or long rest, you may choose a type of 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 Demigods and Humans) as favored enemies. Your choices are limited to the book(s) (or any device that allows you to gain information about a type of enemy) you have on you when you take your long or short rest. You gain advantage on Intelligence (History/Religion/Investigation/Nature) check to recall information about them. (Such as weaknesses, based on your DM's decision of your Intelligence check.)

Words and Swords: You may use an action to call out a rallying cry, creatures of your choice within 60 ft. that can hear you (including yourself) gains temporary hit points equal to your level, and extra damage for their next attack hit equals to your proficiency modifier. The temporary hit points last for 1 hour, or until you use the ability again.

Britomartis, Goddess of Nets and Hunting

*Demigods and legacies of Britomartis are uncommon. Demigods of Britomartis have all of the abilities below. Legacies have the **Ability Score Increases** and **Hunter's Mark** and may pick one of the three types of traps for the **Trap Master** ability.*

Ability Score Improvements: One of Dexterity, Intelligence, or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Hunter's Mark: Proficient in all ranged weapons, expertise in nets.

Trap Master: You know how to create three kinds of traps and add the materials to create one of each to your starting equipment.

Needle Trap. You spend 30 minutes crafting a pressurized container of needles. When triggered by a pressure plate each creature in a 30 ft. cone must make a dexterity saving throw at disadvantage or take 1 point of piercing damage. If you have access to poison, you can add it to the trap and creatures hit by the needles must roll a constitution saving throw in response to the poison (damage amount depends on the type of poison added to the needles)

Net Trap. You spend 5 minutes crafting a spring-loaded wire net. When triggered by a trip wire, each creature in a 5 ft. cube must make a dexterity saving throw or become restrained. A creature may make an athletics check DC 18 or deal 20 points of damage to break the net. A net trap must be mounted on a ceiling or wall.

Tripping Hazard. You spend 5 minutes crafting a spring-loaded wire net. Any creature that crosses this trap must make a dexterity saving throw or fall prone. A creature must use their full action to stand up from prone.

Comus, God of Festivity, Anarchy, and “Nocturnal Dalliances”

Comus is the god of wild, crazy celebration and Dionysus' son and right-hand man. While his father is known for both partying and orchards/vegetation, Comus represents the chaotic “fuck the rules” sort of partying. He likes to think of himself as the patron saint of rebellious youths & is definitely pansexual. Demigods and legacies of Comus are rarer than you would think, since although he enjoys “nocturnal dalliances” he spends most of his time with drunk people. He doesn't hook up with drunk people. Both demigods and legacies get all the skills below.

Ability Score Improvements: One of Strength, Constitution or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Hearty Constitution: You have resistance to poison damage and advantage on saving throws against being poisoned.

I Am the Voice in Your Head: You know the *Vicious Mockery* cantrip. At 3rd level, you gain the ability to cast *Dissonant Whispers* once between long rests. Starting at 5th level, you can cast either *Dissonant Whispers* or *Crown of Madness* once between long rests.

Demeter, Goddess of Wheat and Agriculture

*Legacies of Demeter have the **Ability Score Improvements** and **Green Fingers**. Demigod children of Demeter have both of those, plus a choice between **Nature's Nurture** or **Shifting Seasons**. Both demigods and legacies of Demeter are common.*

Ability Score Improvements: One of Strength, Constitution or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Green Fingers: You have advantage on saving throws against spells or powers that manipulates plant lives, such as *Entangle*, and *Thornwhip*. You also know the *Druidcraft* cantrip.

Choose 1 of 2:

Nature's Nurture:

You may use a bonus action to accelerate the growth of plants. Choose a point, for up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, 15 ft. radius around the point you chose is difficult terrain and for every 5 ft. a creature moves through the zone, they take 1d4 points of slashing damage. The damage increase to 2d4 at 5th level, 3d4 at 10th level, 4d4 at 15th level. Once you've used this ability, you may not use it again until you finish a long rest.

Shifting Seasons:

Your ability is determined by the season of the year:

Spring: Your speed is increased by 5 ft. At the start of each of your turns, you may choose to activate this ability, if you do, creatures of your choice that you can see within 10ft of you regain an amount of hit points equals to your proficiency modifier. You may use this ability up to 4 times, you regain all uses after you finish a long rest.

Summer: Your speed is increased by 5 ft. When you roll for damage you may add 3d4 plus proficiency bonus fire damage to it, your speed is increased by 10 ft instead. Once you've used this ability, you may not use this ability again until you finish a long rest, to which your speed is increased by 5 ft. instead of 10 ft.

Autumn: Your speed is decreased by 5 ft. At the end of each of your turns, you may choose to activate this ability, if you do, creatures of your choice that you can see within 10ft of you take an amount of necrotic damage equal to your proficiency modifier. You may use this ability up to 4 times, you regain all uses after you finish a long rest.

Winter: Your speed is decreased by 5 ft. When you take damage you may reduce the damage taken by 3d4 plus proficiency bonus, your speed is decreased by 10 ft instead. Once you've used this ability, you may not use this ability again until you finish a long rest, to which your speed is reduced by 5 ft. instead of 10 ft.

Dionysus, God of Wine and Revelry

Ability Score Improvements: One of Constitution, Wisdom or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Dramatic Life: You have an advantage on Deception and Performance checks when trying to pass yourself off as a different person. You have advantage on saving throws against spells and effects that induce madness.

Choose 1 of 2:

Craziest Party in The World:

You know the *Vicious Mockery* cantrip.

You may use an action to create rambunctious party noise! When you do, sounds of music and dancing starts to echo around you faintly and grows gradually louder. Choose a number of creatures up to your proficiency modifier that is within 15 ft. of you, they must succeed a Wisdom saving throw or they are unable to distinguish between friends and foes, they must roll to decide whom to attack whenever they take the attack action. This effect requires concentration and lasts up to 1 minute.

Once you've used this ability, you may not use it again until you finish a short or long rest.

Wine! Wine! Wine!

You know the *Druidcraft* cantrip.

You may use an action to call up vines from the ground to bind down your enemies. Choose a number of creatures up to your proficiency modifier that is within 120 ft. of you, they must succeed on a Strength saving throw or they are restrained. If the target is flying when they fail their save, they take falling damage as the vines pulled them to the ground. At the end of each of their turns, they may roll a Strength saving throw to try to get out of the pull of the vines. This effect requires concentration and lasts up to 1 minute. Once you've used this ability, you may not use it again until you finish a long rest.

Hades, God of the Underworld

Both demigods and legacies of Hades have the **Ability Score Improvements**, **Scent of the Three**, **Masters of Earth**. Legacies have one of the cantrips *Toll the Dead*, *Chill Touch*, or *Mold Earth*. Demigods have either the **Heir to the Underworld** or the **Heir to the Riches** abilities. Demigods and legacies of Hades are very rare.

Ability Score Improvements: One of Constitution, Intelligence or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three scores to be increased by 1.

Scent of the Three: Due to your father being Hades, one of the big three gods ruling over the three major domains, your scent is strong and easily recognizable by monsters, and mythical creatures. Monsters and other mythical creatures would know of your general location once you are within a one-mile radius of them. Furthermore, you roll with disadvantage with Stealth checks when hiding from monsters who have the ability to smell.

Deathly Aura: You have proficiency in Intimidation, resistance to necrotic damage, and cannot critical fail on your Death saving throw.

Masters of Earth: You can use your bonus action to open up a rift within 120 ft of you that is 25 ft long, it becomes difficult terrain and is 10 ft deep, you can then close the rift with an action, and creatures in the rift have to make a Dexterity saving throw or take 1d8 bludgeoning damage and be restrained. On a success they only take half damage, and is not restrained. At the end of each of their turns they can make a Strength saving throw. The length and damage increase to 30 ft and 2d8 respectively at 5th level, 45 ft and 3d8 at 10th level, and 60 ft at 4d8 15th level. At the start of each of your turns, roll 1d12, you regain the ability to use this if you roll a 12

Choose 1 of 2:

Heir to the Underworld:

You know either *Toll the Dead* or *Chill Touch* cantrip.

If you are in a place of shadows, you may use an action to bring 2 willing creatures along you to travel and emerge from another point of shadows with a distance equal to your (Constitution modifier plus your character level) times 10ft. If the creature is unwilling, it must succeed a Dexterity (Acrobatics) contest against you, or be teleported. The first time that you shadow travel, you make a Constitution saving throw with a DC of 10. On a failure, your exhaustion level is raised by 1, and the DC is raised by 5 for the next time you attempt to shadow travel. On a success, the DC is raised by 2 instead. The DC resets to 10 after taking a long rest.

Heir to the Riches:

You know the *Mold Earth* cantrip.

You can feel the location of precious metals such as gold and silver underground within 60 ft radius from you. You can also use an action to surface nuggets from underground, and/or shoot it, the nuggets act as the *Magic Missile* spell, but the number of nuggets are 1 plus your proficiency modifier. (The types of nuggets depends on the location and is determined by your DM).

Hecate, Goddess of Trickery, Magic, Ghosts,

Ability Score Improvements: One of Constitution, Intelligence or Charisma score increases by 2, and another increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Knowledge from the past: You are proficient with Arcana, and Religion.

Choose 1 of 2:

Mist Manipulator:

You know the *Minor Illusion* cantrip.

You may use an action to create a field around you where others will look away from and disregard you as unimportant. For up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, you may use the Hide action even when you are not obscured at all, and you can treat your Stealth roll of 9 or lower as a 10.

Magical Affinity:

You can transform unexpended hit dice into one spell slot as a bonus action on your turn. The created spell slots vanish at the end of a long rest. The table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th.

1 st Level Spell Slot	2 Hit Dice
2 nd Level Spell Slot	3 Hit Dice
3 rd Level Spell Slot	5 Hit Dice
4 th Level Spell Slot	6 Hit Dice
5 th Level Spell Slot	7 Hit Dice

Hephaestus, God of the Forge

Both demigods and legacies have the **Ability Score Improvements**, **Natural Smith**, and **Language** traits. Demigods may choose between the full ability sets of **Tinkering Spark** or **Hammer Ablaze**. Legacies get the **Artificer's Lore** and **Tinker's Tools** proficiency (you don't get the full ability to make clockwork toys, but you get the proficiency bonus if you try to use Tinker's Tools to repair something.)

Ability Score Improvements: One of Strength, Constitution or Intelligence score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Natural Smith: You are proficient with Smith's Tools and Warhammer.

Languages: You understand Mechanical Speech.

Choose 1 of 2:

Tinkering Spark: (Artificer's Lore + Tinker)

Artificer's Lore: Whenever you make an Intelligence (History) check related to Magic Items, alchemical objects, or technological devices, you can add double your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker: You have proficiency with artisan's tools (*Tinker's Tools*). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device, when you make the device make an Intelligence check with your Tinker's Tools. You can 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. Once you reach 5th level, you may have four devices active at a time. When you create a device, choose one of the following options:

-*Clockwork Toy:* This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a direction specified when deployed. It makes noises as appropriate to the creature it represents. (AC 8 plus proficiency modifier, hit points equal to the Intelligence check you made when you make it) You may arm it with tiny weapons, dealing piercing damage equal to your proficiency modifier at the end of each of your turns to target specified when deployed if it is within 20 ft. of the target.

-*Fire Starter:* The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action, or one action of your Clockwork Toy if you have armed it with the Fire Starter device. It deals fire damage equal to your proficiency modifier, and has a range of 5 ft.

-*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.

Hammer Ablaze:

You know the *Produce Flames* cantrip. You have resistance to fire damage. You may use an action to release flames from you once. Creatures within a 15 ft. cone from you must make a Dexterity saving throw. On a failure, they take 1d8 points of fire damage and is on fire, while on fire they take 1d6 fire damage at the end of each of their turns. They may end this effect by taking an action to extinguish the fire, or extinguish it by environmental means like submerging themselves into water. On a success, they take half as much and is not on fire. The damage increases to 2d8 at 5th level, 3d8 at 10th level, and 4d8 at 15th level. At the start of each turn, roll 1d12, you regain the ability to use this if you roll a 12.

Hermes, God of Roads and All Who Use Them

*Both demigods and legacies gain the **Ability Score Improvements**, **Traveler**, and a choice between **Fast and Sly** or **Trade and Commerce**. Demigods also gain the **Jack of All Trades** and **I know what you're planning** features. Demigods and legacies of Hermes are common.*

Ability Score Improvements: One of Dexterity, Intelligence or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Jack of All Trades: When you finish a short rest or long rest, you can choose up to two skills, tools, or weapons you are not proficient in. You must spend at least 30 minutes training yourself with another willing creature who is proficient with the chosen skills, tools, or weapons. Until you choose another set of skills, tools, or weapons, whenever you make an ability check that involves the chosen skill or tool, or make an attack roll with the chosen weapon, you add half your proficiency bonus to the roll. You do not gain this benefit if the roll already includes your proficiency bonus, but you do gain this benefit if the roll only adds half your proficiency (eg. The class feature Jack of All Trades from the Bard class).

Traveler: Your base walking speed increases to 35 ft.

I know what you're planning: You are proficient in Investigation. When you are surprised, roll a d100, if you roll higher than 70 minus your character level, you are not surprised instead.

Choose 1 of 2:

Fast and Sly:

Choose two to gain proficiency in: Stealth, Sleight of Hand, Deception, Acrobatics, Persuasion.

You are proficient with Thieves' Tools.

Trade and Commerce:

Choose two to gain proficiency in: Persuasion, Insight, Perception, Deception.

You are fluent in 2 additional languages of your choice.

Hera, Goddess of Marriage and Family

Hera is the goddess of marriage and family, and she never breaks her marriage oath to Zeus (despite him repeatedly cheating on her). Demigods of Hera are created solely by Hera and given to a couple with a healthy marriage that is unable to produce their own biological children. Legacies of Hera have as much power as a regular demigod.

Ability Score Improvements: One of Charisma, Constitution or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Natural Leader: You have advantage on saving throws against being charmed or frightened.

Choose 1 of 2

Child of the Queen:

You know the *Command* cantrip.

As a bonus action, you can create an aura of majesty around yourself that intimidates and/or impresses those around you. Anyone who wants to attack you must succeed a charisma saving throw in order to do so. The DC for that throw is your spellcasting ability if applicable. Otherwise, it's 8 + proficiency bonus + charisma modifier. The aura wears off after 1 minute or if you lose concentration. Once you have used this ability, you must finish a long rest before you can use it again.

Child of the Mother:

You know the *Guidance* cantrip.

As a bonus action, you can create a protective aura that targets a number of creatures up to your level plus your proficiency modifier. You can target yourself and anyone within 60ft and line of sight of you. The creatures in question gain +2 to their AC the next time they are attacked. Once you have used this ability, you must finish a long rest before you can use it again. At 3rd level, you may use the ability twice between rests, at 5th level 3 times, and at 10th level up to 5 times.

Hestia, Goddess of Hearth and Home

Hestia, the Goddess of Hearth and Home, does not have “normal” demigod children. Instead, she bestows a blessing on homeless children (especially LGBT youth) that helps them find their way to a home at camp and gives them demigod-like powers. Demigods of Hestia are common, but legacies are rare since so many of Hestia’s adopted demigods prefer to adopt if they have children. When they do exist, they have the same powers as a regular demigod.

Ability Score Improvements: One of Constitution, Wisdom or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Anywhere Is: You are proficient in Survival.

Blessing of the Home: You can give someone who is lost the ability to find their way home (or to someplace like a homeless shelter or their usual sort of living environment). This ability works on animals as well as people, and because of the Mist, mortals will just think you gave them extremely detailed and helpful directions.

The number of times you can use this ability is determined by your proficiency modifier.

Blessing of the Hearth: When you stop for the night while on a quest, you have advantage on investigation checks for a good place to setup camp, find food, and similar things that would make a stop on the road feel more comfortable. Your campfires always provide enough warmth for you to feel nice and warm and safe :)

Hypnos, God of Sleep

Ability Score Improvements: One of Strength, Intelligence or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Somniac: When you take a long rest, you will be asleep for the full duration, and you cannot be awoken. If you choose to, you may even continue sleeping past the 8 hours' mark, and remain asleep, to which you can be awoken by taking any damage that is not psychic. You may put yourself to sleep with an action if you have not taken damage or attacked since last turn, if you're in combat, you will be awoken by taking any damage that is not psychic.

Contagious Yawns: When you are asleep, you may use an action to yawn, creatures within 30 ft of you who can see or hear you yawn must succeed a Wisdom saving throw or be put to sleep that could be awoken by an action, or if it takes any damage that is not psychic. You may use this a number of times up to your proficiency modifier per long rest.

Choose 1 of 2:

Dreamer: Whilst asleep, you may use an action to wander into a creature's mind, it must be a creature that you have seen and have at least observed it or interacted with it for 1 minute. You initially learn the surface thoughts of the creature — what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, the target must make a Wisdom saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, you take 3d4 points of psychic damage.

Catatonia: Whilst asleep, you may use an action to wander into a sleeping creature's mind, it must be a creature that you have seen and have at least observed it or interacted with it for 1 minute. You learn the surface thoughts of the creature — what is most on its mind in that moment. As an action, you can have it make a Wisdom saving throw, if it fails, it takes 1d6 points of psychic damage. The damage increases to 2d6 at 5th level, 3d6 at 10th level, and 4d6 at 15th level.

Iris, Goddess of the Rainbow

Ability Score Improvements: One of Strength, Intelligence or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Colorful World: You have proficiency with Painter's Supplies. You have advantage on saving throws against being blinded.

Choose 1 of 2:

Holo Message:

You know the *Message* cantrip.

You are able to pull rainbows from the spectrum of the light without needing water, as long as the area has light you may use an action to get an iris message to someone that you're familiar with. Once you've used this ability, you may not use it again until you finish a long rest.

Rainbow Reign:

You know the *Word of Radiance* cantrip.

You may use an action to send out a blast of rainbow 5 ft wide, 30 ft long from you. Each creature within the line must make a Constitution saving throw. On a failure, they take 1d8 points of radiant damage and is blinded for 1d6+1 turns. On a success, they take half as much and is not blinded. The damage increases to 2d8 at 5th level, 3d8 at 10th level and 4d8 at 15th level. Once you've used this ability you lose the ability to use it, at the start of each turn, roll 1d12, you regain the ability to use this if you roll a 12.

Janus, Two-Faced God of Decisions

Ability Score Improvements: One of Dexterity, Intelligence or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Pedestrian of Portals: You have advantage on saving throws against being teleported or banished to another plane. Whenever you teleport, you gain temporary hit points equal to your proficiency modifier.

Tough Choices: As an action, you may target a creature, it must make a Wisdom saving throw or it will pick from 2 choices that you offer it from this list:

-*Pain:* It takes psychic damage equal to double your proficiency modifier.

-*Halt:* Its speed drops to 0 until the end of its turn.

-*Guard Down:* It temporarily lets its guard down, granting advantage for the next attack targeting it before the end of its turn.

-*Run Away:* It must move its full movement speed away from you on its turn, this movement will provoke opportunity attacks, it will not move into obviously dangerous area like a pit of fire.

-*Relax:* It temporarily relaxes itself and has disadvantage on the next saving throw before the end of its turn.

You have two uses of this ability, and you only regain all uses at the end of a long rest.

Alternatively, you may use one use of this ability to teleport yourself to an unoccupied space 5 ft adjacent to enemy within 30 ft. of you that you can see.

Nemesis, Goddess of Revenge

Ability Score Improvements: One of Dexterity, Constitution or Intelligence score increases by 2, and another score increases by 1. Alternatively, you can choose for all 3 ability scores to be increased by 1.

Revenge and Retribution: As a bonus action, you may switch between these two modes:

-Revenge: If you are dealt damage, you gain advantage to your attack against the creature that dealt the damage to you until the end of your next turn.

-Retribution: If you are dealt damage, record down how much damage was dealt and who dealt it, your next attack that hits the recorded creature, it will take the recorded damage, bypassing any form of resistances and immunities. If you switch out of this mode, the recorded damage is nullified.

Blind Justice: If you are dealt damage, you know the exact location of the culprit if it is within 30 ft. of you even if you cannot see or hear.

Nike, Goddess of Victory

Ability Score Improvements: One of Strength, Dexterity or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Fastest: Your base walking speed increases to 40 ft.

Winner: If you fail a contest, you may choose to succeed instead. Once you've used this ability, you may not use it again until you've finished a long rest.

Not A Loser: If you rolled a natural 1, you rolled a natural 20 instead. This can only occur once per long rest, and you do not suffer critical failure.

The Best: If you fall unconscious, you don't fall unconscious and are at 1 hit point instead. Once this ability trigger, it will not trigger again until you finish a long rest.

Nyx, Goddess of the Night

Nyx is one of the primordial gods, and does not often grow attached to humans, so her demigods and legacies are rare.

Ability Score Improvements: One of Strength, Constitution or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Darkvision: You can see up to 60ft in dim light as though it were daylight and up to 60ft in total darkness as though it were dim light. You cannot see color in darkness, only shades of gray.

One with the Night: You have advantage on perception and stealth checks in dark environments. At 5th level, you gain the ability to cast *Darkness* once between long rests.

Trance: You do not require sleep and can gain all the benefits of a long rest with 4 hours of deep meditation. You can still dream during these meditations, but you are semiconscious and aware of how much time has passed. Magic cannot put you to sleep.

Poseidon, God of the Sea

Ability Score Improvements: One of Dexterity, Constitution or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Familiar Environment: Adapted to even the most extreme ocean depths, you can breathe underwater and has advantage on saving throws against spells or powers that manipulates water, such as: *Tidal Wave*, or the *Whelm* power that water elementals possess. You also know the *Shape Water* cantrip.

You have a swim speed equal to your walking speed.

Scent of the Three: Due to your father being Poseidon, one of the big three gods ruling over the three major domains, your scent is strong and easily recognizable by monsters, and mythical creatures. Monsters and other mythical creatures would know of your general location once you are within a one-mile radius of them. Furthermore, you roll with disadvantage with Stealth checks when hiding from monsters who have the ability to smell.

Healing Waters: When you are at least one quarter submerged in water, with a bonus action, you may expend your hit dice and regain hit points following the rules of taking a short rest.

Choose 1 of 2:

Earthshaker:

You may use an action to cause a minor tremor around you. Creatures within 15 ft. of you must succeed a Strength saving throw or they fall prone and take 1d8 bludgeoning damage. They take half damage on a success and do not fall prone. The radius and damage increase to 30 ft and 2d8 respectively at 5th level, 45 ft and 3d8 at 10th level, and 60 ft at 4d8 15th level. At the start of each turn, roll 1d12, you regain the ability to use this if you roll a 12.

Stormbringer:

You may use an action to call water from the nearest source comes swirling around you. For up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, creatures of your choice who enters or ends their turn within 15 ft. around you must make a Strength saving throw or you may move them up to an amount equals your proficiency modifier multiplied by 5 ft. If they are moved into a solid structure, they take 1d6 bludgeoning damage for each 10 ft. moved before moving into the solid structure. This area is considered difficult terrain. The radius increase to 30 ft. at 5th level, 45 ft. at 10th level, and 60 ft. at 15th level. Once you've used this ability, you may not use it again until you finish a long rest.

Philomelus, God of Wheeled Transportation

Demigods and legacies have effectively the same powers from this set. Both are fairly rare.

Ability Improvements: One of Strength, Dexterity or Wisdom score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Stunt Driver

You are proficient in all land vehicles (cars, bikes, roller skates, chariots, wagons, anything that rolls on the ground with wheels) and have advantage on any car maneuvers the DM asks you to roll for.

Tyche, Goddess of Chance

Ability Score Improvements: One of Strength, Dexterity or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Game of Fortune: You have advantage on any game that involves an element of randomness. (eg. poker, dice, at the DM's discretion)

Choose 1 of 2:

Random Luck: You may use this ability before or after you roll a d20. When you activate this ability, roll a d100. If you roll higher than 70 minus your character level, you may treat your d20 roll as a natural 20. You have a maximum number of uses equal to half your proficiency modifier, at the end of each short or long rest, you regain 1d3 uses.

Organized Chances: Before a d20 roll, you may call out to Fortuna to aid your chances. When you activate this ability, add 7 to the result of your roll. You have a total of uses equal to half your proficiency modifier (rounded down), you regain all uses at the end of a long rest, when you perform a ritual to reel in the luck to prepare you for the day.

Zeus, God of the Sky

*You are a descent of the king of gods, master of the sky. Zeus isn't supposed to have mortal children, but he can't keep it in his pants, so his demigod children pop up every few years. They are typically expected to be the championest of champions and often given the most dangerous quests. Because of this, legacies of Zeus are extremely rare. Whether you wish to play a demigod or a legacy, choose between the **Lightning Legacy** powers and the **Zephyr Heritage** powers.*

Ability Score Improvements: One of Strength, Dexterity or Charisma score increases by 2, and one other score increases by 1. Alternatively, you can choose for all three ability scores to be increased by 1.

Scent of the Three: Due to your father being Zeus, one of the big three gods ruling over the three major domains, your scent is strong and easily recognizable by monsters, and mythical creatures. Monsters and other mythical creatures would know of your general location once you are within a one-mile radius of them. Furthermore, you roll with disadvantage with Stealth checks when hiding from monsters who have the ability to smell.

Choose 1 of 2:

Lightning Legacy:

You have resistance to lightning damage, and you know the *Shocking Grasp* cantrip.

You may use a bonus action to channel lightning into your attacks. For up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, whenever you hit with a weapon attack or spell attack, you add 1d4 lightning damage to your damage. If it has multiple instances of rolling, such as *Magic Missile* or *Scorching Ray*, you only add this damage to one of the rolls. It increases to 1d6 at 5th level, 1d8 at 10th level and 1d10 at 15th level. Once you've used this ability, you may not use it again until you finish a long rest.

You may use an action to summon lightning to blast a line of lightning 5 ft wide, 30 ft long from you. Each creature within the line must make a Dexterity saving throw, they take 2d6 points of lightning damage and cannot make a reaction on a failure, half as much on a success. The damage increases to 3d6 at 5th level, 4d6 at 10th level and 5d6 at 15th level. Once you've used this ability you lose the ability to use it, at the start of each turn, roll 1d12, you regain the ability to use this if you roll a 12.

Zephyr Heritage:

You have advantage on saving throws against spells or powers that manipulates air, such as: *Gust of Wind*, or the *Whirlwind* power that air elementals possess and you know the *Gust* cantrip.

You may use a bonus action to channel wind around you as protection. for up to one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, ranged attacks targeting you are rolled with disadvantage, and creatures of your choice entering or ending their turn within 5 ft. of you must make a Strength saving throw or it is pushed 10 ft away from you. Once you've used this ability, you may not use it again until you finish a long rest.

You may use a bonus action to control air around you to allow you to fly, for one minute or until you are incapacitated or choose to end this with a bonus action, whichever is sooner, you gain fly speed equals to your walking speed. Once you've used this ability, you may not use it again until you finish a short or long rest. The duration increases to 10 minutes at 5th level, and the fly speed becomes 35 ft. You gain permanent fly speed of 35 ft. at 10th level.

Classes

As far as class and spells go, the idea in this world is that **the class is an extension of your powers**. So not all class/race combinations will be allowed without a solid reason. For example, the Ancestral Guardian barbarian subclass is only open to characters who have a logical reason to be able to summon ghosts. That said, **if you have a solid story justification for something that's not listed as an option in this document, let me know and I'll probably allow it**. There are also some options that have not been listed here due to complexity but will be available later in a "part 2" for when people are a little bit more comfortable with D&D. There should still be plenty of character options to choose from, but if you're feeling really uninspired I can give you a sneak peek at the second document.

Multiclassing will be allowed at higher levels. You must take your first 5 levels in the same class, but after that you can dip into a second class if you want to and meet the multiclassing prerequisites as detailed in the Player's Handbook. A lot of subclasses are designed to feel like a cross between two different classes, so you may also be able to create the type of character you want without multiclassing.

Since you'll be picking a class that fits with your godly parent logistic-wise, there's a chance that the abilities will overlap occasionally. If you gain an ability from your class that was already one of your demigod traits, we'll find an alternative. For a skill or spell/cantrip just pick a different one (from the appropriate list if applicable). If it's more complicated I'll work it out with you on a case-by-case basis.

General Class Suggestion Notes

- All classes are technically available options, but Artificer, Barbarian, Bard, Cleric, Fighter, Ranger, Rogue, and Sorcerer fit the setting better than Druid, Monk, Paladin, Warlock or Wizard.
- If you want to play a nature-focused demigod, I recommend a College of the Wild Bard, as the druid's abilities are usually hard to justify. Nature Cleric is also an option, though it's one of the weaker cleric subclasses available. There is also the Circle of Spores Druid which is open to children of Hecate, though it's darker than the typical chill nature druid person.
- Paladins get their power by swearing an oath on the River Styx for one of the following reasons:
 - They swear vengeance against someone who committed a major wrongdoing.
 - They swear to solve problems without violence whenever possible.
 - They swear to serve the light / uphold a moral value of some kind.

An oath on the River Styx is the strongest oath you can swear, and the consequences of breaking such an oath are severe and often deadly. If you want to play a magicky fighter type but can't think of a backstory reason that your character would swear such a strong oath, consider either an Eldritch Knight Fighter or a War Cleric.

- Warlocks get their power from making a deal with a god/demon of some kind. If you don't have an idea for the deal and why they would have made it, consider a different spellcasting class.
- Children of Aletheia are unable to lie. If you like the idea of being the brainchild to a smart goddess but don't like the no-lying mechanic, consider playing a child of Athena or ask me to bring back Eunomia as an option.
- Nymphs are very limited as far as the different environments they can go to. If you don't have a strong **MUST BE A NYMPH** instinct, go with something else for your first character (you can always create a secondary character who's a nymph)

Class Suggestions by Godly Parent

(Suggestions for each god are in alphabetical order. These aren't the only possible options, just the few classes that make the most sense to me for each possible godly parent. Feel free to ignore this table entirely if you already have a character idea, it's mainly there for people who need a place to start.)

Aletheia	Lore Bard, Order Cleric, Clockwork Soul Sorcerer,
Aphrodite	Glamour Bard, Arcana Cleric, Oath of Devotion/Redemption Paladin, Arcane Trickster Rogue
Apollo	Lore Bard, Life Cleric, Light Cleric, Arcane Archer Fighter,
Ares	Ancestral Guardian Barbarian, Berzerker Barbarian, War Cleric,
Aristraeus	Alchemist Artificer, Knowledge Cleric, Swarm Keeper Ranger,
Athena	Eloquence Bard, Battlemaster Fighter, Swashbuckler Rogue
Britomartis	Battle Smith Artificer, Hunter Ranger, Monster Slayer Ranger, Assassin Rogue
Comus	Berzerker Barbarian, Wild Bard, Drunken Master Monk, Scout Rogue,
Demeter	Wild Bard, Nature Cleric, Scout Ranger, Wild Magic Sorcerer,
Dionysus	Alchemist Artificer, Wild Bard, Drunken Master Monk, Wild Magic Sorcerer,
Hades	Ancestral Guardian Barbarian, Grave Cleric, Shadow Monk, Gloom Stalker Ranger, Phantom Rogue,
Hecate	Glamour Bard, Arcana Cleric, Circle of Spores Druid, Arcane Trickster Rogue
Hephaestus	Battle Smith Artificer, Forge Cleric,
Hera	Order Cleric, Oath of Devotion Paladin,
Hermes	Eloquence Bard, Trickery Cleric, Thief Rogue,
Hestia	Life Cleric, Oath of Redemption Paladin, Scout Rogue,
Hypnos	Twilight Cleric,
Iris	Light Cleric,
Janus	Echo Knight Fighter,
Nemesis	Battlemaster Fighter, Oath of Vengeance Paladin,
Nike	Valor Bard, War Cleric, Battlemaster Fighter,
Nyx	Twilight Cleric, Shadow Monk, Gloom Stalker Ranger,
Philomelus	Battle Smith Artificer, Champion Fighter
Poseidon	Storm Herald Barbarian, Cavalier Fighter, Champion Fighter, Godly Ancestry Sorcerer
Tyche	Eloquence Bard, Swashbuckler Rogue, Godly Ancestry Sorcerer,
Zeus	Armorer Artificer, Storm Herald Barbarian, Tempest Cleric Champion Fighter,
Unclaimed	Champion Fighter, Godly Ancestry Sorcerer

Nymphs and Satyrs are probably most cut out to play druids, rangers, or bards, but they really don't have the same level of specificity/limitations as demigods. I will say that a lot of the death-magic focused subclasses really don't make sense for a nymph or satyr, as they are reincarnated after death and don't go to the same underworld as demigods and mortals. But most other options can be justified story-wise.

Some nymphs or satyrs can be descended from certain gods. They do not gain the powers of a demigod since they have their own set of nymph or satyr powers, but it could be used to justify any class powers. For example, a nymph or satyr Life Cleric might have gotten their healing powers from being a descendant of Apollo (who is in fact notoriously and canonically fond of chasing nymphs)

Artificer

Masters of invention, artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. The most well-known artificers are descendants of Hephaestus, though there are descendants of many other gods who have become artificers over the years.

Artificers use a variety of tools to channel their arcane power. To cast a spell, an artificer might use alchemist's supplies to create a potent elixir, calligrapher's supplies to inscribe a sigil of power, or tinker's tools to craft a temporary charm. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer.

You must have an Intelligence score of 13 or higher in order to multiclass in or out of this class.

You officially choose your subclass at 3rd level, but it can be helpful to know what you're interested in beforehand. The options are Alchemist, Armorer, Artillerist, and Battle Smith

The Artificer				Spell Slots per Spell Level						
Level	Proficiency Bonus	Features	Infusions Known	Infused Items	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Magical Tinkering, Spellcasting	-	-	2	2	-	-	-	-
2nd	+2	Infuse Item	4	2	2	2	-	-	-	-
3rd	+2	Artificer Specialist, The Right Tool for the Job	4	2	2	3	-	-	-	-
4th	+2	Ability Score Improvement	4	2	2	3	-	-	-	-
5th	+3	Artificer Specialist feature	4	2	2	4	2	-	-	-
6th	+3	Tool Expertise	6	3	2	4	2	-	-	-
7th	+3	Flash of Genius	6	3	2	4	3	-	-	-
8th	+3	Ability Score Improvement	6	3	2	4	3	-	-	-
9th	+4	Artificer Specialist feature	6	3	2	4	3	2	-	-
10th	+4	Magic Item Adept	8	4	3	4	3	2	-	-
11th	+4	Spell-Storing Item	8	4	3	4	3	3	-	-
12th	+4	Ability Score Improvement	8	4	3	4	3	3	-	-
13th	+5	-	8	4	3	4	3	3	1	-
14th	+5	Magic Item Savant	10	5	4	4	3	3	1	-
15th	+5	Artificer Specialist feature	10	5	4	4	3	3	2	-
16th	+5	Ability Score Improvement	10	5	4	4	3	3	2	-
17th	+6	-	10	5	4	4	3	3	3	1
18th	+6	Magic Item Master	12	6	4	4	3	3	3	1
19th	+6	Ability Score Improvement	12	6	4	4	3	3	3	2
20th	+6	Soul of Artifice	12	6	4	4	3	3	3	2

Class Features and Table

As an artificer, you gain the following class features:

Hit Points

Hit Dice: 1d8 per artificer level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per artificer level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: Thieves' tools, tinker's tools, one type of artisan's tools of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- any two simple weapons
- a light crossbow and 20 bolts
- (a) studded leather armor or (b) scale mail
- thieves' tools and a dungeoneer's pack

Magical Tinkering

At 1st level, you've learned how to invest a spark of magic into mundane objects. To use this ability, you must have thieves' tools or artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

- The object sheds bright light in a 5-foot radius and dim light for an additional 5 feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early. You can bestow magic on multiple objects, touching one object each time you use this feature, though a single object can only bear one property at a time. The maximum number of objects you can affect with this feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

Spellcasting

You've studied the workings of magic and how to cast spells, channeling the magic through objects. To observers, you don't appear to be casting spells in a conventional way; you appear to produce wonders from mundane items and outlandish inventions.

Tools Required

You produce your artificer spell effects through your tools. You must have a spellcasting focus—specifically thieves' tools or some kind of artisan's tool—in hand when you cast any spell with this Spellcasting feature (meaning the spell has an "M" component when you cast it). You must be proficient with the tool to use it in this way. See the equipment chapter in the Player's Handbook for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

Cantrips (0-Level Spells)

At 1st level, you know two cantrips of your choice from the artificer spell list. At higher levels, you learn additional artificer cantrips of your choice, as shown in the Cantrips Known column of the Artificer table (under the Class Features tab). If you have cantrips from your godly parentage, they do not count toward this limit.

When you gain a level in this class, you can replace one of the artificer cantrips you know with another cantrip from the artificer spell list. (Cantrips from your godly parentage cannot be replaced)

Preparing and Casting Spells

The Artificer table shows how many spell slots you have to cast your artificer spells. To cast one of your artificer spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of artificer spells that are available for you to cast, choosing from the artificer spell list. When you do so, choose a number of artificer spells equal to your Intelligence modifier + half your artificer level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level artificer, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of artificer spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your artificer spells; your understanding of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever an artificer spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an artificer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast an artificer spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Infuse Item

At 2nd level, you gain the ability to imbue mundane items with certain magical infusions, turning those objects into magic items.

Infusions Known

When you gain this feature, pick four artificer infusions to learn. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Artificer table.

Whenever you gain a level in this class, you can replace one of the artificer infusions you learned with a new one.

Infusing an Item

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your artificer infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see the attunement rules in the *Dungeon Master's Guide*).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you replace your knowledge of the infusion.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Artificer table. You must touch each of the objects, and each of your infusions can be in only one object at a time. Moreover, no object can bear more than one of your infusions at a time. If you try to exceed your maximum number of infusions, the oldest infusion ends, and then the new infusion applies.

If an infusion ends on an item that contains other things, like a bag of holding, its contents harmlessly appear in and around its space.

Artificer Specialist

At 3rd level, you choose the type of specialist you are. Your choice grants you features at 5th level and again at 9th and 15th level. The currently available options are Alchemist, Armorer, and Battle Smith

The Right Tool for the Job

At 3rd level, you've learned how to produce exactly the tool you need: with thieves' tools or artisan's tools in hand, you can magically create one set of artisan's tools in an unoccupied space within 5 feet of you. This creation requires 1 hour of uninterrupted work, which can coincide with a short or long rest. Though the product of magic, the tools are nonmagical, and they vanish when you use this feature again.

Ability Score Improvement

When you reach 4th level, 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Tool Expertise

At 6th level, your proficiency bonus is now doubled for any ability check you make that uses your proficiency with a tool.

Flash of Genius

At 7th level, you've gained the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Magic Item Adept

When you reach 10th level, you achieve a profound understanding of how to use and make magic items:

You can attune to up to four magic items at once.

If you craft a magic item with a rarity of common or uncommon, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

Spell-Storing Item

At 11th level, you can now store a spell in an object. Whenever you finish a long rest, you can touch one simple or martial weapon or one item that you can use as a spellcasting focus, and you store a spell in it, choosing a 1st- or 2nd-level spell from the [artificer spell list](#) that requires 1 action to cast (you needn't have it prepared).

While holding the object, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in an object.

Magic Item Savant

At 14th level, your skill with magic items deepens more:

You can attune to up to five magic items at once.

You ignore all class, race, spell and level requirements on attuning to or using a magic item.

Magic Item Master

Starting at 18th level, you can attune up to six magic items at once.

Soul of Artifice

At 20th level, you develop a mystical connection to your magic items, which you can draw on for protection:

You gain a +1 bonus to all saving throws per magic item you are currently attuned to.

If you're reduced to 0 hit points but not killed out-right, you can use your reaction to end one of your artificer infusions, causing you to drop to 1 hit point instead of 0.

Artificer Infusions

Artificer infusions are extraordinary processes that rapidly turn a nonmagical object into a magic item. The description of each of the following infusions details the type of object that can receive it, along with whether the resulting magic item requires attunement.

If an infusion specifies a minimum artificer level, you can't learn it until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

Arcane Propulsion Armor

Prerequisite: 14th-level artificer

Item: A suit of armor (requires attunement)

The wearer of this armor gains these benefits:

The wearer's walking speed increases by 5 feet.

The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. The wearer is proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to the wearer and reattaches.

The armor can't be removed against the wearer's will.

If the wearer is missing any limbs, the armor replaces those limbs - hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

Armor of Magical Strength

Item: A suit of armor (requires attunement)

This armor has 6 charges. The wearer can expend the armor's charges in the following ways:

When the wearer makes a Strength check or a Strength saving throw, it can expend 1 charge to add a bonus to the roll equal to its Intelligence modifier.

If the creature would be knocked prone, it can use its reaction to expend 1 charge to avoid being knocked prone.

The armor regains 1d6 expended charges daily at dawn.

Boots of the Winding Path

Prerequisite: 6th-level artificer

Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

Enhanced Arcane Focus

Item: A rod, staff or wand (requires attunement)

While holding this item, a creature gains +1 bonus to spell attack rolls. In addition, the creature ignores half cover when making a spell attack.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Defense

Item: A suit of armor or a shield

A creature gains a +1 bonus to Armor Class while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 10th level in this class.

Enhanced Weapon

Item: A simple or martial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 10th level in this class.

Helm of Awareness

Prerequisite: 10th-level artificer

Item: A helmet (requires attunement)

While wearing this helmet, a creature has advantage on initiative rolls. In addition, the wearer can't be surprised, provided it isn't incapacitated.

Mind Sharpener

Item: A suit of armor or robes (requires attunement)

The infused item can send a jolt to the wearer to refocus their mind. The item has 4 charges. When the wearer fails a Constitution saving throw to maintain concentration on a spell, the wearer can use its reaction to expend 1 of the item's charges to succeed instead. The item regains 1d4 expended charges daily at dawn.

Returning Weapon

Item: A simple or martial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.

Homunculus Servant

Item: A gem or crystal worth at least 100 gp

You learn intricate methods for magically creating a special homunculus that serves you. The item you infuse serves as the creature's heart, around which the creature's body instantly forms. If you or the homunculus dies, it vanishes, leaving its heart in its space.

You determine the homunculus's appearance. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Homunculus Servant stat block, which uses your proficiency bonus (PB) in several places.

In combat, the homunculus shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the homunculus can take any action of its choice.

The homunculus regains 2d6 hit points if the mending spell is cast on it.

Homunculus Servant					
<i>Tiny construct</i>					
Armor Class: 13 (natural armor)					
Hit Points: 1 + your Intelligence modifier + your artificer level (the homunculus has a number of Hit Dice [d4s] equal to your artificer level)					
Speed: 20 ft., fly 30 ft.					
STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)
Saving Throws: Dex +2 plus PB					
Skills: Perception +0 plus PB x 2, Stealth +2 plus PB					
Damage Immunities: poison					
Condition Immunities: exhaustion, poisoned					
Senses: darkvision 60 ft., passive Perception 10 + (PB x 2)					
Languages: understands the languages you speak					
Proficiency Bonus (PB): equals your bonus					
Evasion. If the homunculus is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails. It can't use this trait if it's incapacitated.					
Actions					
Force Strike. Ranged Weapon Attack: your spell attack modifier to hit, range 30 ft., one target you can see. <i>Hit:</i> 1d4 + PB force damage.					
Reactions					
Channel Magic. The homunculus delivers a spell you cast that has a range of touch. The homunculus must be within 120 feet of you.					

Radiant Weapon

Prerequisite: 6th-level artificer

Item: A simple or martial weapon (requires attunement)

This magic weapon grants a + 1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

The weapon has 4 charges. As a reaction immediately after being hit by an attack, the wielder can expend 1 charge and cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. The weapon regains 1d4 expended charges daily at dawn.

Repeating Shot

Item: A simple or martial weapon with the ammunition property (requires attunement)

This magic weapon grants a + 1 bonus to attack and damage rolls made with it when it's used to make a ranged attack, and it ignores the loading property if it has it.

If you load no ammunition in the weapon, it produces its own, automatically creating one piece of magic ammunition when you make a ranged attack with it. The ammunition created by the weapon vanishes the instant after it hits or misses a target.

Replicate Magic Item

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a magic item that you can make with it, picking from the Replicable Items tables. A table's title tells you the level you must be in the class to choose an item from the table. Alternatively, you can choose the magic item from among the common magic items in the game, not including potions or scrolls.

If you want to learn this infusion, give me some heads up because there's more complicated stuff there.

Repulsion Shield

Prerequisite: 6th-level artificer

Item: A shield (requires attunement)

A creature gains a +1 bonus to Armor Class while wielding this shield.

The shield has 4 charges. While holding it, the wielder can use a reaction immediately after being hit by a melee attack to expend 1 of the shield's charges and push the attacker up to 15 feet away. The shield regains 1d4 expended charges daily at dawn.

Resistant Armor

Prerequisite: 6th-level artificer

Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Spell-Refueling Ring

Prerequisite: 6th-level artificer

Item: A ring (requires attunement)

While wearing this ring, the creature can recover one expended spell slot as an action. The recovered slot can be of 3rd level or lower. Once used, the ring can't be used again until the next dawn.

Artificer Subclass: Alchemist

An Alchemist is an expert at combining reagents to produce mystical effects. Alchemists use their creations to give life and to leech it away. Alchemy is the oldest of artificer traditions, and its versatility has long been valued during times of war and peace.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Alchemist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the table below. These spells don't count against the number of artificer spells you prepare.

Alchemist Spells	
Artificer Level	Alchemist Spells
3rd	Healing Word, Ray of Sickness
5th	Flaming Sphere, Melf's Acid Arrow
9th	Gaseous Form, Mass Healing Word
13th	Blight, Death Ward
17th	Cloudkill, Raise Dead

Experimental Elixir

Beginning at 3rd level, whenever you finish a long rest, you can magically produce an *experimental elixir* in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. As an action, a creature can drink the elixir or administer it to an incapacitated creature.

You can create additional *experimental elixirs* by expending a spell slot of 1st level or higher for each one. When you do so, you use your action to create the elixir in an empty flask you touch, and you choose the elixir's effect from the Experimental Elixir table.

Creating an *experimental elixir* requires you to have alchemist supplies on your person, and any elixir you create with this feature lasts until it is drunk or until the end of your next long rest.

When you reach certain levels in this class, you can make more elixirs at the end of a long rest: two at 6th level and three at 15th level. Roll for each elixir's effect separately. Each elixir requires its own flask.

Experimental Elixir	
d6	Effect
1	Healing. The drinker regains a number of hit points equal to 2d4 + your Intelligence Modifier
2	Swiftness. The drinker's walking speed increases by 10 feet for 1 hour.
3	Resilience. The drinker gains a +1 bonus to AC for 10 minutes.
4	Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
5	Flight. The drinker gains a flying speed of 10 feet for 10 minutes.
6	Transformation. The drinker's body is transformed as if by the <i>Alter Self</i> spell. The drinker determines the transformation caused by the spell, the effects of which last for 10 minutes.

Alchemical Savant

At 5th level, you've developed masterful command of magical chemicals, enhancing the healing and damage you create through them. Whenever you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid, fire, necrotic, or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).

Restorative Reagents

Starting at 9th level, you can incorporate restorative reagents into some of your works:

Whenever a creature drinks an *experimental elixir* you created, the creature gains temporary hit points equal to 2d6 + your Intelligence modifier (minimum of 1 temporary hit point).

You can cast *Lesser Restoration* without expending a spell slot and without preparing the spell, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Chemical Mastery

By 15th level, you have been exposed to so many chemicals that they pose little risk to you, and you can use them to quickly end certain ailments:

You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition.

You can cast *Greater Restoration* and *Heal* without expending a spell slot, without preparing the spell, and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. Once you cast either spell with this feature, you can't cast that spell with it again until you finish a long rest.

Artificer Subclass: Armorer

An artificer who specializes as an Armorer modifies armor to function almost like a second skin. The armor is enhanced to hone the artificer's magic, unleash potent attacks, and generate a formidable defense. The artificer bonds with this armor, becoming one with it even as they experiment with it and refine its magical capabilities.

Tools of the Trade

When you adopt this specialization at 3rd level, you gain proficiency with heavy armor. You also gain proficiency with smith's tools. If you already have this tool proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Armorer Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Armorer Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Armorer Spells	
Artificer Level	Armorer Spells
3rd	Magic Missile, Thunderwave
5th	Mirror Image, Shatter
9th	Hypnotic Pattern, Lightning Bolt
13th	Fire Shield, Greater Invisibilty
17th	Passwall, Wall of Force

Arcane Armor

Beginning at 3rd level, your metallurgical pursuits have led to you making armor a conduit for your magic. As an action, you can turn a suit of armor you are wearing into Arcane Armor, provided you have smith's tools in hand.

You gain the following benefits while wearing this armor:

- If the armor normally has a Strength requirement, the arcane armor lacks this requirement for you.
- You can use the arcane armor as a spellcasting focus for your artificer spells.
- The armor attaches to you and can't be removed against your will. It also expands to cover your entire body, although you can retract or deploy the helmet as a bonus action. The armor replaces any missing limbs, functioning identically to a body part it is replacing.

The armor continues to be Arcane Armor until you don another suit of armor or you die.

Armor Model

Beginning at 3rd level, you can customize your Arcane Armor. When you do so, choose one of the following armor models: **Guardian** or **Infiltrator**. The model you choose gives you special benefits while you wear it.

Each model includes a special weapon. When you attack with that weapon, you can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

You can change the armor's model whenever you finish a short or long rest, provided you have smith's tools in hand.

Guardian. You design your armor to be in the front line of conflict. It has the following features:

- *Thunder Gauntlets.* Each of the armor's gauntlets counts as a simple melee weapon while you aren't holding anything in it, and it deals 1d8 thunder damage on a hit. A creature hit by the gauntlet has disadvantage on attack rolls against targets other than you until the start of your next turn, as the armor magically emits a distracting pulse when the creature attacks someone else.
- *Defensive Field.* As a bonus action, you can gain temporary hit points equal to your level in this class, replacing any temporary hit points you already have. You lose these temporary hit points if you doff the armor. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Infiltrator. You customize your armor for subtle undertakings. It has the following features:

- *Lightning Launcher.* A gemlike node appears on one of your armored fists or on the chest (your choice). It counts as a simple ranged weapon, with a normal range of 90 feet and a long range of 300 feet, and it deals 1d6 lightning damage on a hit. Once on each of your turns when you hit a creature with it, you can deal an extra 1d6 lightning damage to that target.
- *Powered Steps.* Your walking speed increases by 5 feet.
- *Dampening Field.* You have advantage on Dexterity (Stealth) checks. If the armor normally imposes disadvantage on such checks, the advantage and disadvantage cancel each other, as normal.

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Armor Modifications

At 9th level, you learn how to use your artificer infusions to specially modify your Arcane Armor. That armor now counts as separate items for the purposes of your Infuse Items feature: armor (the chest piece), boots, helmet, and the armor's special weapon. Each of those items can bear one of your infusions, and the infusions transfer over if you change your armor's model with the Armor Model feature. In addition, the maximum number of items you can infuse at once increases by 2, but those extra items must be part of your Arcane Armor.

Perfected Armor

At 15th level, your Arcane Armor gains additional benefits based on its model, as shown below.

Guardian. When a Huge or smaller creature you can see ends its turn within 30 feet of you, you can use your reaction to magically force the creature to make a Strength saving throw against your spell save DC, pulling the creature up to 30 feet toward you to an unoccupied space. If you pull the target to a space within 5 feet of you, you can make a melee weapon attack against it as part of this reaction.

You can use this reaction a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Infiltrator. Any creature that takes lightning damage from your Lightning Launcher glimmers with magical light until the start of your next turn. The glimmering creature sheds dim light in a 5-foot radius, and it has disadvantage on attack rolls against you, as the light jolts it if it attacks you. In addition, the next attack roll against it has advantage, and if that attack hits, the target takes an extra 1d6 lightning damage.

Artificer Subclass: Battle Smith

Armies require protection, and someone has to put things back together if defenses fail. A combination of protector and medic, a Battle Smith is an expert at defending others and repairing both materiel and personnel. To aid in their work, Battle Smiths are accompanied by a steel defender, a protective companion of their own creation. Many soldiers tell stories of nearly dying before being saved by a Battle Smith and a steel defender.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with smith's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Battle Smith Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Battle Smith Spells table. These spells don't count toward your prepared spell list, but otherwise are like any other artificer spell for you.

Battle Smith Spells	
Artificer Level	Battle Smith Spells
3rd	Heroism, Shield
5th	Branding Smite, Warding Bond
9th	Aura of Vitality, Conjure Barrage
13th	Aura of Purity, Fire Shield
17th	Banishing Smite, Mass Cure Wounds

Battle Ready

When you reach 3rd level, your combat training and your magical experiments have paid off in two ways:

- You gain proficiency with martial weapons.
- When you attack with a magic weapon, you can choose to use your Intelligence modifier instead of your Strength or Dexterity modifier for the attack and damage rolls.

Steel Defender

By 3rd level, your tinkering has borne you a faithful companion, a steel defender. It's friendly to you and your companions, and it obeys your commands. See its game statistics in the Steel Defender stat block, which uses your proficiency bonus (PB) in several places. You determine the creature's appearance and whether it has two legs or four; your choice has no effect on its game statistics.

In combat, the defender shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the defender can take any action of its choice.

If the Mending spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your smith's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The steel defender returns to life after 1 minute with all its hit points restored. At the end of a long rest, you can create a new steel defender if you have smith's tools with you. If you already have a defender, the old one immediately perishes. The defender also perishes if you die.

Steel Defender					
<i>Medium construct</i>					
Armor Class: 15 (natural armor)					
Hit Points: 2 + your Intelligence modifier + 5 times your artificer level (the defender has a number of Hit Dice [d8s] equal to your artificer level)					
Speed: 40 ft.					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	4 (−3)	10 (+0)	6 (−2)
Saving Throws: Dex +1 plus PB, Con +2 plus PB					
Skills: Athletics +2 plus PB, Perception +0 plus PB x 2					
Damage Immunities: poison					
Condition Immunities: charmed, exhaustion, poisoned					
Senses: darkvision 60 ft., passive Perception 10 + (PB x 2)					
Languages: understands the languages you speak					
Proficiency Bonus (PB): equals your bonus					
Vigilant. The defender can't be surprised.					
Actions					
Force-Empowered Rend. <i>Melee Weapon Attack:</i> your spell attack modifier to hit, reach 5 ft., one target you can see. <i>Hit:</i> 1d8 + PB force damage.					
Repair (3/Day). The magical mechanisms inside the defender restore 2d8 + PB hit points to itself or to one construct or object within 5 feet of it.					
Reactions					
Deflect Attack. The defender imposes disadvantage on the attack roll of one creature it can see that is within 5 feet of it, provided the attack roll is against a creature other than the defender.					

Extra Attack

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

Arcane Jolt

At 9th level, you've learn new ways to channel arcane energy to harm or heal. When either you hit a target with a magic weapon attack or your steel defender hits a target, you can channel magical energy through the strike to create one of the following effects:

- The target takes an extra 2d6 force damage.
- Choose one creature or object you can see within 30 feet of the target. Healing energy flows into the chosen recipient, restoring 2d6 hit points to it.

You can use this energy a number of times equal to your Intelligence modifier (minimum of once), but you can do so no more than once on a turn. You regain all expended uses when you finish a long rest.

Improved Defender

At 15th level, your Arcane Jolt and steel defender become more powerful:

- The extra damage and the healing of your Arcane Jolt both increase to 4d6.
- Your steel defender gains a +2 bonus to Armor Class.
- Whenever your steel defender uses its Deflect Attack, the attacker takes force damage equal to 1d4 + your Intelligence modifier.

Classes – Barbarian

Barbarian

For some, their rage springs from a communion with fierce animal spirits. Others draw from a roiling reservoir of anger at a world full of pain. For every barbarian, rage is a power that fuels not just a battle frenzy but also uncanny reflexes, resilience, and feats of strength. The most well-known barbarians are children of Ares since the class emphasizes violence and mindless rage.

You must have a Strength score of 13 or higher in order to multiclass in or out of this class.

You officially choose a subclass at level 3, but I strongly recommend looking at the options before deciding to play a Barbarian, especially since the subclasses are either limited to or strongly recommended for specific godly ancestors.

The Barbarian				
Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path, <i>Primal Knowledge (Optional)</i>	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path feature	4	+2
7th	+3	Feral Instinct, <i>Instinctive Pounce (Optional)</i>	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path feature, <i>Primal Knowledge (Optional)</i>	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Class Features

Hit Points

Hit Dice: 1d12 per barbarian level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a greataxe or (b) any martial melee weapon

(a) two handaxes or (b) any simple weapon

An explorer's pack and four javelins

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 that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

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 shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

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.

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.

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.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Primal Knowledge (Optional)

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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.

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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.

Instinctive Pounce (Optional)

At 7th level, as part of the bonus action you take to enter your rage, you can move up to half your speed.

Brutal Critical

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

This increases to two additional dice at 13th level and three additional dice at 17th level.

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.

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.

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.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Barbarian Subclass: Path of the Ancestral Guardian

This subclass would fit well for a child/legacy of Ares or Hades. In the case of Ares, the spectral warriors are the losing side of a war at some point in history, now bound to serve Ares and his children. (like the ones that help Clarisse in book 2). In the case of Hades or Hecate, there's a little more flexibility with where these ghostly guardians come from, since Hades controls all of the dead, not just some and although Hecate's demigod powers aren't really optimized for a barbarian, she is the goddess of ghosts. This is a great subclass imo, so if you have a logical reason for another type of demigod to have these abilities, I'm open to hearing it.

Ancestral Protectors

Starting when you choose this path at 3rd level, spectral warriors appear when you enter your rage. While you're raging, the first creature you hit with an attack on your turn becomes the target of the warriors, which hinder its attacks. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage of the target's attacks.

Spirit Shield

Beginning at 6th level, the guardian spirits that aid you can provide supernatural protection to those you defend. If you are raging and a creature you can see within 30 feet of you takes damage, you can use your reaction to reduce that damage by 2d6.

When you reach certain levels in this class, you can reduce the damage by more: by 3d6 at 10th level and by 4d6 at 14th level.

Consult the Spirits

At 10th level, you gain the ability to consult with your ancestral spirits. When you do so, you cast the *Augury* or *Clairvoyance* spell, without using a spell slot or material components. Rather than creating a spherical sensor, this use of *Clairvoyance* invisibly summons one of your ancestral spirits to the chosen location. Wisdom is your spellcasting ability for these spells.

After you cast either spell in this way, you can't use this feature again until you finish a short or long rest.

Vengeful Ancestors

At 14th level, your ancestral spirits grow powerful enough to retaliate. When you use your Spirit Shield to reduce the damage of an attack, the attacker takes an amount of force damage that your Spirit Shield prevents

Barbarian Subclass: Path of the Berzerker

This is somewhat of a generic “mindless rage” that would make sense for Ares or Comus, though it could maybe work for another god. 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.

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.

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

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 8 + your proficiency bonus + your Charisma modifier) 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.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Barbarian Subclass: Path of the Storm Herald

Typical barbarians harbor a fury that dwells within. Their rage grants them superior strength, durability, and speed. Barbarians who follow the Path of the Storm Herald learn instead to transform their rage into a mantle of primal magic that swirls around them. When in a fury, a barbarian of this path taps into nature to create powerful, magical effects.

Storm Aura

When you select this path at 3rd level, you emanate a stormy, magical aura while you rage. The aura extends 10 feet from you in every direction, but not through total cover.

Your aura has an effect that activates when you enter your rage, and you can activate the effect again on each of your turns as a bonus action. Your aura's effect depends on your godly parent, as detailed below.

If your aura's effects require a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Hephaestus. When this effect is activated, all other creatures in your aura take 2 fire damage each. The damage increases when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Zeus. When this effect is activated, you can choose one other creature you can see in your aura. The target must make a Dexterity saving throw. The target takes 1d6 lightning damage on a failed save, or half as much damage on a successful one. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

Poseidon. When this effect is activated, each creature of your choice in your aura gains 2 temporary hit points and feels very well hydrated. The temporary hit points increase when you reach certain levels in this class, increasing to 3 at 5th level, 4 at 10th level, 5 at 15th level, and 6 at 20th level.

Storm Soul

At 6th level, the storm grants you benefits even when your aura isn't active. The benefits are based on the environment you chose for your Storm Aura.

Hephaestus. You gain resistance to fire damage if you chose the **Tinkering Spark** abilities and complete immunity to fire damage if you chose the **Hammer Ablaze** abilities. You don't suffer the effects of extreme heat, as described in the *Dungeon Master's Guide*. Moreover, as an action, you can touch a flammable object that isn't being worn or carried by anyone else and set it on fire.

Zeus. You gain either resistance to lightning damage or advantage on saving throws against spells or powers that manipulates air, whichever was not included in your subclass. Additionally, you can use the winds to steady yourself and roll with advantage on saving throws to avoid falling prone.

Poseidon. You gain resistance to cold damage, and you don't suffer the effects of extreme cold, as described in the *Dungeon Master's Guide*. Moreover, as an action, you can touch water and turn a 5-foot cube of it into ice, which melts after 1 minute. This action fails if a creature is in the cube.

Shielding Storm

At 10th level, you learn to use your mastery of the storm to protect others. Each creature of your choice has the damage resistance you gained from the Storm Soul feature while the creature is in your Storm Aura.

Raging Storm

At 14th level, the power of the storm you channel grows mightier, lashing out at your foes. The effect is based on the environment you chose for your Storm Aura.

Hephaestus. Immediately after a creature in your aura hits you with an attack, you can use your reaction to force that creature to make a Dexterity saving throw. On a failed save, the creature takes fire damage equal to your Barbarian level.

Zeus. When you hit a creature in your aura with an attack, you can use your reaction to force that creature to make a Strength saving throw. On a failed save, the creature is knocked prone by a strong gust of wind.

Poseidon. Whenever the effect of your Storm Aura is activated, you can choose one creature you can see in the aura. That creature must succeed on a Strength saving throw, or its movements are slowed as though it is moving through water. Until the start of your next turn, it has disadvantage on dexterity saving throws and its speed is reduced to 5ft.

Barbarian Subclass: Path of Wild Magic

Magic Awareness.

When you choose this path at 3rd level, as an action, you can open your awareness to the presence of concentrated magic. Until the end of your next turn, you know the location of any spell or magic item within 60 feet of you that isn't behind total cover. When you sense a spell, you learn which school of magic it belongs to.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Wild Surge

Also at 3rd level, the magical energy roiling inside you sometimes erupts from you. When you enter your rage, roll on the Wild Magic table to determine the magical effect produced.

If the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Constitution modifier.

Wild Surge	
d8	Effect
1	Each creature of your choice that you can see within 30 feet of you must succeed on a Constitution saving throw or take 1d12 necrotic damage. You also gain temporary hit points equal to 1d12 plus your barbarian level.
2	You teleport up to 30 feet to an unoccupied space you can see. Until your rage ends, you can use this effect again on each of your turns as a bonus action.
3	An intangible spirit, which looks like a flumph or a pixie (your choice), appears within 5 feet of one creature of your choice that you can see within 30 feet of you. At the end of the current turn, the spirit explodes, and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 1d6 force damage. Until your rage ends, you can use this effect again, summoning another spirit, on each of your turns as a bonus action.
4	Magic infuses one weapon of your choice that you are holding. Until your rage ends, the weapon's damage type changes to force, and it gains the light and thrown properties, with a normal range of 20 feet and a long range of 60 feet. If the weapon leaves your hand, the weapon reappears in your hand at the end of the current turn.
5	Whenever a creature hits you with an attack roll before your rage ends, that creature takes 1d6 force damage, as magic lashes out in retribution.
6	Until your rage ends, you are surrounded by multicolored, protective lights; you gain a +1 bonus to AC, and while within 10 feet of you, your allies gain the same bonus.
7	Flowers and vines temporarily grow around you; until your rage ends, the ground within 15 feet of you is difficult terrain for your enemies.
8	A bolt of light shoots from your chest. Another creature of your choice that you can see within 30 feet of you must succeed on a Constitution Saving throw or take 1d6 radiant damage and be blinded until the start of your next turn. Until your rage ends, you can use this effect again on each of your turns as a bonus action.

Bolstering Magic

Beginning at 6th level, you can harness your wild magic to bolster yourself or a companion. As an action, you can touch one creature (which can be yourself) and confer one of the following benefits of your choice to that creature:

- For 10 minutes, the creature can roll a d3 whenever making an attack roll or an ability check and add the number rolled to the d20 roll.
- Roll a d3. The creature regains one expended spell slot, the level of which equals the number rolled or lower (the creature's choice). Once a creature receives this benefit, that creature can't receive it again until after a long rest.

You can take this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Unstable Backlash

At 10th level, when you are imperiled during your rage, the magic within you can lash out; immediately after you take damage or fail a saving throw while raging, you can use your reaction to roll on the Wild Magic table and immediately produce the effect rolled. This effect replaces your current Wild Magic effect.

Controlled Surge

At 14th level, whenever you roll on the Wild Magic table, you can roll the die twice and choose which of the two effects to unleash. If you roll the same number on both dice, you can ignore the number and choose any effect on the table.

Bard

Whether scholar, skald, or scoundrel, a bard weaves magic through words and music to inspire allies, demoralize foes, manipulate minds, create illusions, and even heal wounds. The bard is a master of song, speech, and the magic they contain.

You must have a Charisma score of 13 or higher in order to multiclass in or out of this class.

You choose your subclass at level 3, but I highly encourage you to look at the options beforehand

The Bard					Spell Slots per Spell Level								
Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6)	2	4	2	-	-	-	-	-	-	-	-
2nd	+2	Jack of All Trades, Song of Rest (d6), <i>Magical Inspiration (Optional)</i>	2	5	3	-	-	-	-	-	-	-	-
3rd	+2	Bard College, Expertise	2	6	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	3	7	4	3	-	-	-	-	-	-	-
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2	-	-	-	-	-	-
6th	+3	Countercharm, Bard College feature	3	9	4	3	3	-	-	-	-	-	-
7th	+3		3	10	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	3	11	4	3	3	2	-	-	-	-	-

Classes – Bard

9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1	-	-	-	-
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2	-	-	-	-
11th	+4		4	15	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	4	15	4	3	3	3	2	1	-	-	-
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1	-	-
14th	+5	Magical Secrets, Bard College feature	4	18	4	3	3	3	2	1	1	-	-
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	4	19	4	3	3	3	2	1	1	1	-
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement, <i>Bardic Versatility (Optional)</i>	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

Class Features

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a rapier, (b) a longsword, or (c) any simple weapon

(a) a diplomat's pack or (b) an entertainer's pack

(a) a lute or (b) any other musical instrument

Leather armor and a dagger

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell *Cure Wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *Cure Wounds* using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument (found in chapter 5) as a spellcasting focus for your bard spells.

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 d6.

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 your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

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.

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 spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.

Magical Inspiration (Optional)

At 2nd level, if a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Bardic Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing a change in focus as you use your skills and magic:

Replace one of the skills you chose for the Expertise feature with one of your other skill proficiencies that isn't benefiting from Expertise.

Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the bard spell list.

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.

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).

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class, including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the Bard table.

You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Subclass: College of Eloquence

Adherents of the College of Eloquence master the art of oratory. Persuasion is regarded as a high art, and a well-reasoned, well-spoken argument often proves more powerful than objective truth. These bards wield a blend of logic and theatrical wordplay, winning over skeptics and detractors with logical arguments, and plucking at heartstrings to appeal to the emotions of entire audiences.

Silver Tongue

Starting at 3rd level, you are a master at saying the right thing at the right time. When you make a Charisma (Persuasion) or Charisma (Deception) check, you can treat a d20 roll of 9 or lower as a 10.

Unsettling Words

Also at 3rd level, you can spin words laced with magic that unsettle a creature and cause it to doubt itself. As a bonus action, you can expend one use of your Bardic Inspiration and choose one creature you can see within 60 feet of you. Roll the Bardic Inspiration die. The creature must subtract the number rolled from the next saving throw it makes before the start of your next turn.

Unfailing Inspiration

At 6th level, your inspiring words are so persuasive that others feel driven to succeed. When a creature adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll fails, the creature can keep the Bardic Inspiration die.

Universal Speech

Also at 6th level, you have gained the ability to make your speech intelligible to any creature. As an action, choose one or more creatures within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one creature). The chosen creatures can magically understand you, regardless of the language you speak, for 1 hour.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend a spell slot to use it again.

Infectious Inspiration

At 14th level, when you successfully inspire someone, the power of your eloquence can now spread to someone else. When a creature within 60 feet of you adds one of your Bardic Inspiration dice to its ability check, attack roll, or saving throw and the roll succeeds, you can use your reaction to encourage a different creature (other than yourself) that can hear you within 60 feet of you, giving it a Bardic Inspiration die without expending any of your Bardic Inspiration uses.

You can use this reaction a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

Bard Subclass: College of Glamour

The bards of this college are regarded with a mixture of awe and fear. Their performances are the stuff of legend. These bards are so eloquent that a speech or song that one of them performs can cause captors to release the bard unharmed and can lull a furious beast into complacency. The same magic that allows them to quell beasts can also bend minds. Villainous bards of this college can leech off a community for weeks, abusing their magic to turn their hosts into thralls. Heroic bards of this college instead use this power to gladden the downtrodden and undermine oppressors.

Mantle of Inspiration

When you join the College of Glamour at 3rd level, you gain the ability to weave a song of magic that imbues your allies with vigor and speed.

As a bonus action, you can expend one use of your Bardic Inspiration to grant yourself a wondrous appearance. When you do so, choose a number of creatures you can see and who can see you within 60 feet of you, up to a number equal to your Charisma modifier (minimum of one). Each of them gains 5 temporary hit points. When a creature gains these temporary hit points, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 8 at 5th level, 11 at 10th level, and 14 at 15th level.

Enthralling Performance

Starting at 3rd level, you can charge your performance with seductive, glamorous magic.

If you perform for at least 1 minute, you can attempt to inspire wonder in your audience by singing, reciting a poem, or dancing. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you. While charmed in this way, the target idolizes you, it speaks glowingly of you to anyone who speaks to it, and it hinders anyone who opposes you, avoiding violence unless it was already inclined to fight on your behalf. This effect ends on a target after 1 hour, if it takes any damage, if you attack it, or if it witnesses you attacking or damaging any of its allies.

If a target succeeds on its saving throw, the target has no hint that you tried to charm it.

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

Mantle of Majesty

At 6th level, you gain the ability to cloak yourself in a layer of magic that makes others want to serve you. As a bonus action, you cast *Command*, without expending a spell slot, and you take on an appearance of unearthly beauty for 1 minute or until your concentration ends (as if you were concentrating on a spell). During this time, you can cast *Command* as a bonus action on each of your turns, without expending a spell slot.

Any creature charmed by you automatically fails its saving throw against the *Command* you cast with this feature.

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

Unbreakable Majesty

At 14th level, your appearance permanently gains an otherworldly aspect that makes you look more lovely and fierce.

In addition, as a bonus action, you can assume a magically majestic presence for 1 minute or until you are incapacitated. For the duration, whenever any creature tries to attack you for the first time on a turn, the attacker must make a Charisma saving throw against your spell save DC. On a failed save, it can't attack you on this turn, and it must choose a new target for its attack or the attack is wasted. On a successful save, it can attack you on this turn, but it has disadvantage on any saving throw it makes against your spells on your next turn.

Once you assume this majestic presence, you can't do so again until you finish a short or long rest.

Bard Subclass: 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 front of the campfire or elaborate compositions in a concert hall, these bards use their gifts to hold audiences spellbound. The loyalty of these bards lies in the pursuit of beauty and truth, and they have the innate ability to change hearts and minds

Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

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.

Additional Magical Secrets

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

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.

Bard Subclass: College of Valor

Bards of the College of Valor are daring skalds whose tales keep alive the memory of the great heroes of the past, and thereby inspire a new generation of heroes. These bards gather in mead halls or around great bonfires to sing the deeds of the mighty, both past and present. They travel the land to witness great events firsthand and to ensure that the memory of those events doesn't pass from the world. With their songs, they inspire others to reach the same heights of accomplishment as the heroes of old.

Bonus Proficiencies

When you join the College of Valor at 3rd level, you gain proficiency with medium armor, shields, and martial weapons.

Combat Inspiration

Also at 3rd level, you learn to inspire others in battle. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a weapon damage roll it just made. Alternatively, when an attack roll is made against the creature, it can use its reaction to roll the Bardic Inspiration die and add the number rolled to its AC against that attack, after seeing the roll but before knowing whether it hits or misses.

Extra Attack

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

Battle Magic

At 14th level, you have mastered the art of weaving spellcasting and weapon use into a single harmonious act. When you use your action to cast a bard spell, you can make one weapon attack as a bonus action.

Bard Subclass: College of the Wild

Bonus Proficiencies: At 3rd level, you gain proficiency in two of the following skills of your choice: Animal Handling, Nature, or Survival.

Woodland Magic: At 3rd level, you learn one druid cantrip of your choice, and may choose to replace a bard cantrip that you know with another druid cantrip of your choice, these druid cantrips counts as bard cantrip to you. Whenever you learn additional bard cantrips, you may choose from the druid spell list instead, and these druid cantrips counts as bard cantrip to you.

Additionally, when you learn another spell at 3rd level, or decide to replace a bard spell that you know at 3rd level, you may choose from the druid spell list instead.

Friend of Beasts: At 3rd level, as an action, you may perform to a beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until you or your ally attacks it or casts a spell that deals damage to it. While it is charmed by you, it is friendly to you and other creatures you designate, and is willing to fight for you. Once you use this feature, you can't use it again until you finish a short or long rest.

Additional Woodland Magic: At 6th level, you learn two spells of your choice from the druid spell list. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells or bard cantrip you know.

Panic Cry: At 14th level, as an action, you cry out in a sound resembling brass trumpet magnified a thousand times—the sound of pure fear, creatures of your choice within 120 feet of you that can hear must make a Wisdom saving throw against your spell save DC. It automatically succeeds if it can't hear. On a failed saving throw, the creature becomes Frightened and will spend its turn, action, and if it can, uses bonus action too, running away from you. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you've used this ability, you may not use it again until you finish a long rest.

Cleric

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

Most cleric domains fit pretty well into this world so that's why there's a lot. Death domain could be added but I thought Grave domain better fit the death gods, and there are already too many options.

You must have a Wisdom score of 13 or higher in order to multiclass in or out of this class.

Unlike a lot of other classes, you choose your cleric subclass at 1st level.

You can be a cleric of your godly parent, or a clear-sighted mortal/legacy cleric of any god. It makes slightly less sense for satyrs or nymphs to be clerics but you could make a backstory where a god helped you out and you agreed to serve them.

If you want to be a cleric of one god and the descendant of another, you need to have a good story reason.

If you think a god should have a certain subclass option not listed yet, let me know. These are just some that made sense to me (a couple of them are still kind of a stretch but will 100% be allowed regardless)

Bold indicates the god or gods most associated with a specific cleric domain.

A nymph or satyr can be a cleric of any god

Domain	Gods
Arcana	Aphrodite, Hecate , Tyche,
Forge	Aristraeus, Britomartis, Hephaestus , Philomelus
Grave	Hades , Hecate, Nyx,
Knowledge	Aletheia, Aristraeus, Athena , Hephaestus
Life	Aphrodite, Apollo , Demeter, Hestia , Iris
Light	Apollo , Hephaestus , Hestia, Zeus,
Nature	Demeter , Dionysus,
Order	Aletheia, Athena, Demeter, Hera , Janus, Nemesis, Nike, Zeus,
Tempest	Aether, Iris, Poseidon, Zeus , Tyche,
Trickery	Athena, Britomartis, Comus, Hecate, Hermes , Janus, Tyche,
Twilight	Hecate, Hypnos , Iris, Nyx ,
War	Ares , Athena, Britomartis, Janus, Nike , Nemesis

Classes – Cleric

The Cleric				Spell Slots per Spell Level								
Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2	-	-	-	-	-	-	-	-
2nd	+2	Channel Divinity (x1), Divine Domain feature, <i>Harness Divine Power (Optional)</i>	3	3	-	-	-	-	-	-	-	-
3rd	+2		3	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	4	4	3	-	-	-	-	-	-	-
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2	-	-	-	-	-	-
6th	+3	Channel Divinity (x2), Divine Domain feature	4	4	3	3	-	-	-	-	-	-
7th	+3		4	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature, <i>Cantrip Versatility (Optional)</i>	4	4	3	3	2	-	-	-	-	-
9th	+4		4	4	3	3	3	1	-	-	-	-
10th	+4	Divine Intervention	5	4	3	3	3	2	-	-	-	-
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	5	4	3	3	3	2	1	-	-	-
13th	+5		5	4	3	3	3	2	1	1	-	-
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1	-	-
15th	+5		5	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	5	4	3	3	3	2	1	1	1	-
17th	+6	Destroy Undead (CR 4), Divine Domain feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (x3)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention improvement	5	4	3	3	3	3	2	2	1	1

Class Features:

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: All simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Spellcasting

As a conduit for divine power, you can cast cleric spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.

Spell Slots

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your cleric spells.

Divine Domain

At 1st level, you choose a domain shaped by your choice of Deity and the gifts they grant you. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

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.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

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.

Harness Divine Power (Optional)

At 2nd level, you can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Cantrip Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

Destroy Undead

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 Cleric table above.

Blessed Strikes (Optional)

Replaces the Divine Strike or Potent Spellcasting feature

When you reach 8th level, you are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

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 your cleric level, 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.

Cleric Subclass: Arcana Domain (really magicky like a wizard but cleric)

Magic is an energy that suffuses the multiverse and that fuels both destruction and creation. Gods of the Arcana domain know the secrets and potential of magic intimately. For some of these gods, magical knowledge is a great responsibility that comes with a special understanding of the nature of reality. Other gods of Arcana see magic as pure power, to be used as its wielder sees fit.

Arcana Domain Spells	
Cleric Level	Spells
1st	Detect Magic, Magic Missile
3rd	Magic Weapon, Nystul's Magic Aura
5th	Dispels Magic, Magic Circle
7th	Arcane Eye, Leomund's Secret Chest
9th	Planar Binding, Teleportation Circle

Arcane Initiate

When you choose this domain at 1st level, you gain proficiency in the Arcana skill, and you gain two cantrips of your choice from the wizard spell list. For you, these cantrips count as cleric cantrips.

Channel Divinity: Arcane Abjuration

Starting at 2nd level, you can use your Channel Divinity to abjure otherworldly creatures.

As an action, you present your holy symbol, and one celestial, elemental, fey, or fiend of your choice that is within 30 feet of you must make a Wisdom saving throw, provided that the creature can see or hear you. 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 end its move in a space within 30 feet of you. It also can't take reactions. For its action, it can only use 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.

After you reach 5th level, when a creature fails its saving throw against your Arcane Abjuration feature, the creature is banished for 1 minute (as in the Banishment spell, no concentration required) if it isn't on its plane of origin and its challenge rating is at or below a certain threshold, as shown on the Arcane Banishment table.

Arcane Banishment	
Cleric Level	Banishes Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Spell Breaker

Starting at 6th level, when you restore hit points to an ally with a spell of 1st level or higher, you can also end one spell of your choice on that creature. The level of the spell you end must be equal to or lower than the level of the spell slot you use to cast the healing spell.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Arcane Mastery

At 17th level, you choose four spells from the wizard spell list, one from each of the following levels: 6th, 7th, 8th, and 9th. You add them to your list of domain spells. Like your other domain spells, they are always prepared and count as cleric spells for you.

Cleric Subclass: Forge Domain (cleric x artificer)

The gods of the forge are patrons of artisans who work with metal, from the humble blacksmith to the mighty weaponsmith warrior. The gods of the forge teach that, with patience and hard work, even the most intractable metal can be transformed from a lump of ore to a beautifully wrought object. Followers of these gods take great pride in their work, and they are willing to craft and use heavy armor and powerful weapons to protect them.

Forge Domain Spells	
Cleric Level	Spells
1st	Identify, Searing Smite
3rd	Heat Metal, Magic Weapon
5th	Elemental Weapon, Protection from Energy
7th	Fabricate, Wall of Fire
9th	Animate Objects, Creation

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor and smith's tools.

Blessing of the Forge

At 1st level, you gain the ability to imbue magic into a weapon or armor. At the end of a long rest, you can touch one nonmagical object that is a suit of armor or a simple or martial weapon. Until the end of your next long rest or until you die, the object becomes a magic item, granting a +1 bonus to AC if it's armor or a +1 bonus to attack and damage rolls if it's a weapon.

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

Channel Divinity: Artisan's Blessing

Starting at 2nd level, you can use your Channel Divinity to create simple items.

You conduct an hour-long ritual that crafts a nonmagical item that must include some metal: a simple or martial weapon, a suit of armor, ten pieces of ammunition, a set of tools, or another metal object. The creation is completed at the end of the hour, coalescing in an unoccupied space of your choice on a surface within 5 feet of you.

The thing you create can be something that is worth no more than 100 gp. As part of this ritual, you must lay out metal, which can include coins, with a value equal to the creation. The metal irretrievably coalesces and transforms into the creation at the ritual's end, magically forming even nonmetal parts of the creation.

The ritual can create a duplicate of a nonmagical item that contains metal, such as a key, if you possess the original during the ritual.

Soul of the Forge

Starting at 6th level, your mastery of the forge grants you special abilities:

You gain resistance to fire damage. (if already child of Hephaestus with hammer ablaze, gain resistance to one of bludgeoning, piercing, or slashing from nonmagical attacks instead)

While wearing heavy armor, you gain a +1 bonus to AC.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with the fiery power of the forge. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Saint of Forge and Fire

At 17th level, your blessed affinity with fire and metal becomes more powerful:

You gain immunity to fire damage.

While wearing heavy armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Cleric Subclass: Grave Domain (life and death)

Gods of the grave watch over the line between life and death. To these deities, death and the afterlife are a foundational part of the multiverse's workings. To resist death, or to desecrate the dead's rest, is an abomination. These deities teach their followers to respect the dead and pay them due homage. Followers of these deities seek to put restless spirits to rest, destroy the undead wherever they find them, and ease the suffering of dying creatures. Their magic also allows them to stave off a creature's death, though they refuse to use such magic to extend a creature's lifespan beyond its mortal limits.

Grave Domain Spells	
Cleric Level	Spells
1st	Bane, False Life
3rd	Gentle Repose, Ray of Enfeeblement
5th	Revivify, Vampiric Touch
7th	Blight, Death Ward
9th	Antilife Shell, Raise Dead

Circle of Mortality

At 1st level, you gain the ability to manipulate the line between life and death. When you would normally roll one or more dice to restore hit points with a spell to a creature at 0 hit points, you instead use the highest number possible for each die.

In addition, you learn the Spare the Dying cantrip, which doesn't count against the number of cleric cantrips you know. For you, it has a range of 30 feet, and you can cast it as a bonus action.

Eyes of the Grave

At 1st level, you gain the ability to occasionally sense the presence of the undead, whose existence is an insult to the natural cycle of life. As an action, you can open your awareness to magically detect undead. Until the end of your next turn, you know the location of any undead within 60 feet of you that isn't behind total cover and that isn't protected from divination magic. This sense doesn't tell you anything about a creature's capabilities or identity.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Path to the Grave

Starting at 2nd level, you can use your Channel Divinity to mark another creature's life force for termination.

As an action, you choose one creature you can see within 30 feet of you, cursing it until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack, the creature has vulnerability to all of that attack's damage, and then the curse ends.

Sentinel at Death's Door

At 6th level, you gain the ability to impede death's progress. As a reaction when you or an ally that you can see within 30 feet of you suffers a critical hit, you can turn that attack into a normal hit. Any effects triggered by a critical hit are canceled.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Keeper of Souls

At 17th level, you can seize a trace of vitality from a parting soul and use it to heal the living. When an enemy you can see dies within 30 feet of you, you or one ally of your choice that is within 30 feet of you regains hit points equal to the enemy's number of Hit Dice. You can use this feature only if you aren't incapacitated. Once you use it, you can't do so again until the start of your next turn.

Cleric Subclass: Knowledge Domain (magically know things!)

The gods of knowledge Some teach that knowledge is to be gathered and shared in libraries and universities, or promote the practical knowledge of craft and invention. Some deities hoard knowledge and keep its secrets to themselves. And some promise their followers that they will gain tremendous power if they unlock the secrets of the multiverse. Followers of these gods study esoteric lore, collect old tomes, delve into the secret places of the earth, and learn all they can. Some gods of knowledge promote the practical knowledge of craft and invention, including deities like Hephaestus and Aristaerus.

Knowledge Domain Spells	
Cleric Level	Spells
1st	Command, Identify
3rd	Augury, Suggestion
5th	Nondetection, Speak with Dead
7th	Arcane Eye, Confusion
9th	Legend Lore, Scrying

Blessings of Knowledge

At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion.

Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Channel Divinity: Knowledge of the Ages

Starting at 2nd level, you can use your Channel Divinity to tap into a divine well of knowledge. As an action, you choose one skill or tool. For 10 minutes, you have proficiency with the chosen skill or tool.

Channel Divinity: Read Thoughts

At 6th level, you can use your Channel Divinity to read a creature's thoughts. You can then use your access to the creature's mind to command it.

As an action, choose one creature that you can see within 60 feet of you. That creature must make a Wisdom saving throw. If the creature succeeds on the saving throw, you can't use this feature on it again until you finish a long rest.

If the creature fails its save, you can read its surface thoughts (those foremost in its mind, reflecting its current emotions and what it is actively thinking about) when it is within 60 feet of you. This effect lasts for 1 minute.

During that time, you can use your action to end this effect and cast the *Suggestion* spell on the creature without expending a spell slot. The target automatically fails its saving throw against the spell.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Visions of the Past

Starting at 17th level, you can call up visions of the past that relate to an object you hold or your immediate surroundings. You spend at least 1 minute in meditation and prayer, then receive dreamlike, shadowy glimpses of recent events. You can meditate in this way for a number of minutes equal to your Wisdom score and must maintain concentration during that time, as if you were casting a spell.

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

Object Reading. Holding an object as you meditate, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your Wisdom score), you can spend 1 additional minute for each owner to learn the same information about that creature.

Area Reading. As you meditate, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your Wisdom score. For each minute you meditate, you learn about one significant event, beginning with the most recent. Significant events typically involve powerful emotions, such as battles and betrayals, marriages and murders, births and funerals. However, they might also include more mundane events that are nevertheless important in your current situation.

Cleric Subclass: Life Domain (maximum healz)

The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath. Almost any god can claim influence over this domain, but it's primarily associated with Apollo and Hestia.

Life Domain Spells	
Cleric Level	Spells
1st	Bless, Cure Wounds
3rd	Lesser Restoration, Spiritual Weapon
5th	Beacon of Hope, Revivify
7th	Death Ward, Guardian of Faith
9th	Mass Cure Wounds, Raise Dead

Bonus Proficiency

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

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.

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 five times your cleric level. 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.

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.

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

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.

Cleric Subclass: Light Domain (fight with fire!)

A variety of gods can claim influence over the domain of light,

Light Domain Spells	
Cleric Level	Spells
1st	Burning Hands, Faerie Fire
3rd	Flaming Sphere, Scorching Ray
5th	Daylight, Fireball
7th	Guardian of Faith, Wall of Fire
9th	Flame Strike, Scrying

Bonus Cantrip

When you choose this domain at 1st level, you gain the *Light* cantrip if you don't already know it.

Warding Flare

Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Radiance of the Dawn

Starting at 2nd level, you can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes.

As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to $2d10 +$ your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Improved Flare

Starting at 6th level, you can also use your Warding Flare feature when a creature that you can see within 30 feet of you attacks a creature other than you.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Corona of Light

Starting at 17th level, you can use your action to activate an aura of sunlight that lasts for 1 minute or until you dismiss it using another action. You emit bright light in a 60-foot radius and dim light 30 feet beyond that. Your enemies in the bright light have disadvantage on saving throws against any spell that deals fire or radiant damage.

Cleric Subclass: Nature Domain (aka wannabe druid knock-off lol)

This is kinda an underpowered cleric subclass, but I'm including it since druids are kinda limited. I'd be ok with substituting some of the domain spells with druid spells. Talk to me about it though.

Nature Domain Spells	
Cleric Level	Spells
1st	Animal Friendship, Speak with Animals
3rd	Barkskin, Spike Growth
5th	Plant Growth, Wind Wall
7th	Dominate Beast, Grasping Vine
9th	Insect Plague, Tree Stride

Acolyte of Nature

At 1st level, you learn one cantrip of your choice from the druid spell list. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, or Survival.

Bonus Proficiency

Also at 1st level, you gain proficiency with heavy armor.

Channel Divinity: Charm Animals and Plants

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of your deity. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Dampen Elements

Starting at 6th level, when you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Master of Nature

At 17th level, you gain the ability to command animals and plant creatures. While creatures are charmed by your Charm Animals and Plants feature, you can take a bonus action on your turn to verbally command what each of those creatures will do on its next turn.

Cleric Subclass: Order Domain (gives the orders)

The Order Domain represents discipline, as well as devotion to the laws that govern a society, an institution, or a philosophy. Clerics of Order meditate on logic and justice believe that well-crafted laws establish legitimate hierarchies, and those selected by law to lead must be obeyed.

Order Domain Spells	
Cleric Level	Spells
1st	Command, Heroism
3rd	Hold Person, Zone of Truth
5th	Mass Healing Word, Slow
7th	Compulsion, Locate Creature
9th	Commune, Dominate Person

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency with heavy armor. You also gain proficiency in the Intimidation or Persuasion skill (your choice).

Voice of Authority

Starting at 1st level, you can invoke the power of law to embolden an ally to attack. If you cast a spell with a spell slot of 1st level or higher and target an ally with the spell, that ally can use their reaction immediately after the spell to make one weapon attack against a creature of your choice that you can see.

If the spell targets more than one ally, you choose the ally who can make the attack.

Channel Divinity: Order's Demand

Starting at 2nd level, you can use your Channel Divinity to exert an intimidating presence over others.

As an action, you present your holy symbol, and each creature of your choice that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw or be charmed by you until the end of your next turn or until the charmed creature takes any damage. You can also cause any of the charmed creatures to drop what they are holding when they fail the saving throw.

Embodiment of the Law

At 6th level, you become remarkably adept at channeling magical energy to compel others.

If you cast a spell of the enchantment school using a spell slot of 1st level or higher, you can change the spell's casting time to 1 bonus action for this casting, provided the spell's casting time is normally 1 action.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

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

Order's Wrath

Starting at 17th level, enemies you designate for destruction wilt under the combined efforts of you and your allies. If you deal your Divine Strike damage to a creature on your turn, you can curse that creature until the start of your next turn. The next time one of your allies hits the cursed creature with an attack, the target also takes 2d8 psychic damage, and the curse ends. You can curse a creature in this way only once per turn.

Cleric Subclass: Tempest Domain (stormy boi)

Gods whose portfolios include the Tempest domain govern storms, sea, and, sky. They include gods of lightning and thunder, gods of earthquakes, some fire gods, and certain gods of violence, physical strength, and courage.

Tempest Domain Spells	
Cleric Level	Spells
1st	Fog Cloud, Thunderwave
3rd	Gust of Wind, Shatter
5th	Call Lightning, Sleet Storm
7th	Control Water, Ice Storm
9th	Destructive Wave, Insect Plague

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Wrath of the Storm

Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Destructive Wrath

Starting at 2nd level, you can use your Channel Divinity to wield the power of the storm with unchecked ferocity.

When you roll lightning or thunder damage, you can use your Channel Divinity to deal maximum damage, instead of rolling.

Thunderous Strike

At 6th level, when you deal lightning damage to a Large or smaller creature, you can also push it up to 10 feet away from you.

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

Stormborn

At 17th level, you have a flying speed equal to your current walking speed whenever you are not underground or indoors.

Cleric Subclass: Trickery Domain (supportive of rogues)

Gods of trickery are mischief-makers and instigators who stand as a constant challenge to the accepted order among both gods and mortals.

Trickery Domain Spells	
Cleric Level	Spells
1st	Charm Person, Disguise Self
3rd	Mirror Image, Pass without Trace
5th	Blink, Dispel Magic
7th	Dimension Door, Polymorph
9th	Dominate Person, Modify Memory

Blessing of the Trickster

Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

Channel Divinity: Invoke Duplicity

Starting at 2nd level, you can use your Channel Divinity to create an illusory duplicate of yourself.

As an action, you create a perfect illusion of yourself that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to 30 feet to a space you can see, but it must remain within 120 feet of you.

For the duration, you can cast spells as though you were in the illusion's space, but you must use your own senses. Additionally, when both you and your illusion are within 5 feet of a creature that can see the illusion, you have advantage on attack rolls against that creature, given how distracting the illusion is to the target.

Channel Divinity: Cloak of Shadows

Starting at 6th level, you can use your Channel Divinity to vanish.

As an action, you become invisible until the end of your next turn. You become visible if you attack or cast a spell.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poison – a gift from your deity. 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 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Improved Duplicity

At 17th level, you can create up to four duplicates of yourself, instead of one, when you use Invoke Duplicity. As a bonus action on your turn, you can move any number of them up to 30 feet, to a maximum range of 120 feet.

Cleric Subclass: Twilight Domain (dark light wooooo)

The twilit transition from light into darkness often brings calm and even joy, as the day's labors end and the hours of rest begin. The darkness can also bring terrors, but the gods of twilight guard against the horrors of the night.

Clerics who serve these deities-examples of which appear on the Twilight Deities table-bring comfort to those who seek rest and protect them by venturing into the encroaching darkness to ensure that the dark is a comfort, not a terror.

Twilight Domain Spells	
Cleric Level	Spells
1st	Faerie Fire, Sleep
3rd	Moonbeam, See Invisibility
5th	Aura of Vitality, Leomund's Tiny Hut
7th	Aura of Life, Greater Invisibility
9th	Circle of Power, Mislead

Bonus Proficiencies

At 1st level, you gain proficiency with martial weapons and heavy armor.

Eyes of Night

Starting at 1st level, You can see through the deepest gloom. You have darkvision out to a range of 300 feet. In that radius, you can see in dim light as if it were bright light and in darkness as if it were dim light.

As an action, you can magically share the darkvision of this feature with willing creatures you can see within 10 feet of you, up to a number of creatures equal to your Wisdom modifier (minimum of one creature). The shared darkvision lasts for 1 hour. Once you share it, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to share it again.

Vigilant Blessing

At 1st level, the night has taught you to be vigilant. As an action, you give one creature you touch (including possibly yourself) advantage on the next initiative roll the creature makes. This benefit ends immediately after the roll or if you use this feature again.

Channel Divinity: Twilight Sanctuary

At 2nd level, you can use your Channel Divinity to refresh your allies with soothing twilight.

As an action, you present your holy symbol, and a sphere of twilight emanates from you. The sphere is centered on you, has a 30-foot radius, and is filled with dim light. The sphere moves with you, and it lasts for 1 minute or until you are incapacitated or die. Whenever a creature (including you) ends its turn in the sphere, you can grant that creature one of these benefits:

You grant it temporary hit points equal to 1d6 plus your cleric level.

You end one effect on it causing it to be charmed or frightened.

Steps of Night

Starting at 6th level, you can draw on the mystical power of night to rise into the air. As a bonus action when you are in dim light or darkness, you can magically give yourself a flying speed equal to your walking speed for 1 minute. You can use this bonus action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

Twilight Shroud

At 17th level, the twilight that you summon offers a protective embrace: you and your allies have half cover while in the sphere created by your Twilight Sanctuary.

Cleric Subclass: War Domain (fighty fight support)

War has many manifestations. It can make heroes of ordinary people. It can be desperate and horrific, with acts of cruelty and cowardice eclipsing instances of excellence and courage. In either case, the gods of war watch over warriors and reward them for their great deeds. The clerics of such gods excel in battle, inspiring others to fight the good fight or offering acts of violence as prayers.

War Domain Spells	
Cleric Level	Spells
1st	Divine Favor, Shield of Faith
3rd	Magic Weapon, Spiritual Weapon
5th	Crusader's Mantle, Spirit Guardians
7th	Freedom of Movement, Stoneskin
9th	Flame Strike, Hold Monster

Bonus Proficiency

At 1st level, you gain proficiency with martial weapons and heavy armor.

War Priest

From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the Attack action, you can make one weapon attack as a bonus action.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Channel Divinity: Guided Strike

Starting at 2nd level, you can use your Channel Divinity to strike with supernatural accuracy. When you make an attack roll, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Channel Divinity: War God's Blessing

At 6th level, when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your Channel Divinity. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

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 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

Avatar of Battle

At 17th level, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Classes – Druid

Druid

Druids tie more into Celtic mythology than Greek/Roman/Egyptian. A child of Hecate could be a Circle of Spores druid, but the other subclasses really only make sense for a satyr or nymph to me (mainly because of the wild shape ability). Circle of the Land is a good general nature magic, and a Circle of the Moon druid would be a nature spirit that worships Artemis.

You must have a Wisdom score of 13 or higher in order to multiclass in or out of this class.

Class Features and Table

The Druid				Spell Slots per Spell Level								
Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Druidic, Spellcasting	2	2	-	-	-	-	-	-	-	-
2nd	+2	Wild Shape, Druid Circle, <i>Wild Companion (Optional)</i>	2	3	-	-	-	-	-	-	-	-
3rd	+2		2	4	2	-	-	-	-	-	-	-
4th	+2	Wild Shape improvement, Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	3	4	3	-	-	-	-	-	-	-
5th	+3		3	4	3	2	-	-	-	-	-	-
6th	+3	Druid Circle feature	3	4	3	3	-	-	-	-	-	-
7th	+3		3	4	3	3	1	-	-	-	-	-
8th	+3	Wild Shape improvement, Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	3	4	3	3	2	-	-	-	-	-
9th	+4		3	4	3	3	3	1	-	-	-	-
10th	+4	Druid Circle feature	4	4	3	3	3	2	-	-	-	-
11th	+4		4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	4	4	3	3	3	2	1	-	-	-
13th	+5		4	4	3	3	3	2	1	1	-	-
14th	+5	Druid Circle feature	4	4	3	3	3	2	1	1	-	-
15th	+5		4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	4	4	3	3	3	2	1	1	1	-
17th	+6		4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement, <i>Cantrip Versatility (Optional)</i>	4	4	3	3	3	3	2	1	1	1

Classes – Druid

20th	+6	Archdruid	4	4	3	3	3	3	2	2	1	1
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Class Features

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

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.

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your Druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

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

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your druid spells.

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, as shown in the Beast Shapes table. 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.

Classes – Druid

Beast Shapes			
Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1		Giant eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). 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.

Druid Circle

At 2nd level, you choose to identify with a circle of druids. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Wild Companion (Optional)

At 2nd level, you gain the ability to summon a spirit that assumes an animal form: as an action, you can expend a use of your Wild Shape feature to cast the Find Familiar spell, without material components.

When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after a number of hours equal to half your druid level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Cantrip Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the druid spell list.

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.

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.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Druid Subclass: Circle of the Land

The Circle of the Land is made up of mystics and sages who pass along the legends of nature and band together to protect their homelands from the bits of the modern world that keep reach closer and closer and eating away at more of the nature.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

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 half your druid level (rounded up), 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.

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land – arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark – and consult the associated list of spells.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Coast	
Druid Level	Circle Spells
3rd	Mirror Image, Misty Step
5th	Water Breathing, Water Walk
7th	Control Water, Freedom of Movement
9th	Conjure Elemental, Scrying
Forest	
Druid Level	Circle Spells
3rd	Barkskin, Spider Climb
5th	Call Lightning, Plant Growth
7th	Divination, Freedom of Movement
9th	Commune with Nature, Tree Stride

Grassland	
Druid Level	Circle Spells
3rd	Invisibility, Pass Without Trace
5th	Daylight, Haste
7th	Divination, Freedom of Movement
9th	Dream, Insect Plague
Mountain	
Druid Level	Circle Spells
3rd	Spider Climb, Spike Growth
5th	Lightning Bolt, Meld into Stone
7th	Stone Shape, Stoneskin
9th	Passwall, Wall of Stone
Swamp	
Druid Level	Circle Spells
3rd	Darkness, Melf's Acid Arrow
5th	Water Walk, Stinking Cloud
7th	Freedom of Movement, Locate Creature
9th	Insect Plague, Scrying

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 as those created by the *Entangle* spell.

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.

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. 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.

Druid Subclass: Circle of the Moon

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Combat Wild Shape

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Circle Forms

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there.

Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Primal Strike

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Elemental Wild Shape

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Thousand Forms

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the Alter Self spell at will.

Druid Subclass: Circle of Spores

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druids of this circle have a complex relationship with the undead. They see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

Circle Spells

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the Chill Touch cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Spores Spells	
Druid Level	Circle Spells
2nd	Chill Touch
3rd	Blindness/Deafness, Gentle Repose
5th	Animate Dead, Gaseous Form
7th	Blight, Confusion
9th	Cloudkill, Contagion

Halo of Spores

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

Symbiotic Entity

Also at 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.

Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points. or until you use your Wild Shape again.

Fungal Infestation

At 6th level, your spores gain the ability to infest a corpse and animate it. If a beast or a humanoid that is Small or Medium dies within 10 feet of you, you can use your reaction to animate it, causing it to stand up immediately with 1 hit point. The creature uses the Zombie stat block in the Monster Manual. It remains animate for 1 hour, after which time it collapses and dies.

In combat, the zombie's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Spreading Spores

At 10th level, you gain the ability to seed an area with deadly spores. As a bonus action while your Symbiotic Entity feature is active, you can hurl spores up to 30 feet away, where they swirl in a 10-foot cube for 1 minute. The spores disappear early if you use this feature again, if you dismiss them as a bonus action, or if your Symbiotic Entity feature is no longer active.

Whenever a creature moves into the cube or starts its turn there, that creature takes your Halo of Spores damage, unless the creature succeeds on a Constitution saving throw against your spell save DC. A creature can take this damage no more than once per turn.

While the cube of spores persists, you can't use your Halo of Spores reaction.

Fungal Body

At 14th level, the fungal spores in your body alter you: you can't be blinded, deafened, frightened, or poisoned, and any critical hit against you counts as a normal hit instead, unless you're incapacitated.

Classes – Fighter

Fighter

Fighter is probably the most open-ended subclass here. Since camp is about training your fighting skills, any of the races/subraces can take the fighter class. Some subclasses are associated with certain godly ancestry (e.g. Battlemasters are often children of Athena) but anyone can be a fighter of any subclass except Echo Knight (creating weird duplicates of yourself seems like a Janus thing or maybe Hecate, but I'm not sure what other gods it would make sense for)

Class Features and Table:

Fighters share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. They are well acquainted with death, both meting it out and staring it defiantly in the face.

You must have a Dexterity or Strength score of 13 or higher in order to multiclass in or out of this class.

The Fighter		
Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (x1)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
5th	+3	Extra Attack (x1)
6th	+3	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
9th	+4	Indomitable (x1)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (x2)
12th	+4	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
13th	+5	Indomitable (x2)
14th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
17th	+6	Action Surge (x2), Indomitable (x3)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>
20th	+6	Extra Attack (x3)

Class Features

As a fighter, you gain the following class features.

Hit Points

Hit Dice: 1d10 per fighter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

- (a) chain mail or (b) leather, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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

Blind Fighting. You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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.

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.

Classes – Fighter

Interception. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

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.

Superior Technique You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice.)

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Thrown Weapon Fighting. You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

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

Unarmed Fighting. Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding any weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

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.

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.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Martial Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, as you shift the focus of your martial practice:

Replace a fighting style you know with another fighting style available to fighters.

If you know any maneuvers from the Battle Master archetype, you can replace one maneuver you know with a different maneuver.

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.

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 twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Fighter Subclass: Arcane Archer (magical arrows!)

An Arcane Archer studies a unique method of archery that weaves magic into attacks to produce supernatural effects. They stand watch over the fringes of elven domains, keeping a keen eye out for trespassers and using magic-infused arrows to defeat monsters and invaders before they can reach elven settlements. Over the centuries, the methods of these elf archers have been learned by members of other races who can also balance arcane aptitude with archery.

Arcane Archer Lore

At 3rd level, you learn magical theory or some of the secrets of nature – typical for practitioners of of this elven martial tradition. You choose to gain proficiency in either the Arcana or the Nature skill, and you choose to learn either the *Prestidigitation* or *Druidcraft* cantrip.

Arcane Shot

At 3rd level, you learn to unleash special magical effects with some of your shots. When you gain this feature, you learn two Arcane Shot options of your choice (see "Arcane Shot Options" below).

Once per turn when you fire an arrow from a shortbow or longbow as part of the Attack action, you can apply one of your Arcane Shot options to that arrow. You decide to use the option when the arrow hits, unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

You gain an additional Arcane Shot option of your choice when you reach certain levels in this class: 7th, 10th, 15th, and 18th level. Each option also improves when you become an 18th-level fighter.

Magic Arrow

At 7th level, you gain the ability to infuse arrows with magic. Whenever you fire a nonmagical arrow from a shortbow or longbow, you can make it magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The magic fades from the arrow immediately after it hits or misses its target.

Curving Shot

At 7th level, you learn how to direct an errant arrow toward a new target. When you make an attack roll with a magic arrow and miss, you can use a bonus action to reroll the attack roll against a different target within 60 feet of the original target.

Ever-Ready Shot

Starting at 15th level, your magical archery is available whenever battle starts. If you roll initiative and have no uses of Arcane Shot remaining, you regain one use of it.

Arcane Shot Options

The Arcane Shot feature lets you choose options for it at certain levels. The options are presented here in alphabetical order. They are all magical effects, and each one is associated with one of the schools of magic.

If an option requires a saving throw, your Arcane Shot save DC equals 8 + your proficiency bonus + your Intelligence modifier.

Banishing Arrow. You use abjuration magic to try to temporarily banish your target to a harmless location in the Feywild. The creature hit by the arrow must also succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0, and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

After you reach 18th level in this class, a target also takes 2d6 force damage when the arrow hits it.

Beguiling Arrow. Your enchantment magic causes this arrow to temporarily beguile its target. The creature hit by the arrow takes an extra 2d6 psychic damage, and choose one of your allies within 30 feet of the target. The target must succeed on a Wisdom saving throw, or it is charmed by the chosen ally until the start of your next turn. This effect ends early if the chosen ally attacks the charmed target, deals damage to it, or forces it to make a saving throw.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Bursting Arrow. You imbue your arrow with force energy drawn from the school of evocation. The arrow detonates after your attack. Immediately after the arrow hits the creature, the target and all other creatures within 10 feet of it take 2d6 force damage each.

The force damage increases to 4d6 when you reach 18th level in this class.

Enfeebing Arrow. You weave necromantic magic into your arrow. The creature hit by the arrow takes an extra 2d6 necrotic damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

The necrotic damage increases to 4d6 when you reach 18th level in this class.

Grasping Arrow. When this arrow strikes its target, conjuration magic creates grasping, poisonous brambles, which wrap around the target. The creature hit by the arrow takes an extra 2d6 poison damage, its speed is reduced by 10 feet, and it takes 2d6 slashing damage the first time on each turn it moves 1 foot or more without teleporting. The target or any creature that can reach it can use its action to remove the brambles with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the brambles last for 1 minute or until you use this option again.

The poison damage and slashing damage both increase to 4d6 when you reach 18th level in this class.

Piercing Arrow. You use transmutation magic to give your arrow an ethereal quality. When you use this option, you don't make an attack roll for the attack. Instead, the arrow fires forward in a line, which is 1 foot wide and 30 feet long, before disappearing. The arrow passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the arrow, plus an extra 1d6 piercing damage. On a successful save, a target takes half as much damage.

The piercing damage increases to 2d6 when you reach 18th level in this class.

Seeking Arrow. Using divination magic, you grant your arrow the ability to seek out your target, allowing the arrow to curve and twist its path in search of its prey. When you use this option, you don't make an attack roll for the attack. Instead, choose one creature you have seen in the past minute. The arrow flies toward that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the arrow to travel to the target, the target must make a Dexterity saving throw. On a failed save, it takes damage as if it were hit by the arrow, plus an extra 1d6 force damage, and you learn the target's current location. On a successful save, the target takes half as much damage, and you don't learn its location.

The force damage increases to 2d6 when you reach 18th level in this class.

Shadow Arrow. You weave illusion magic into your arrow, causing it to occlude your foe's vision with shadows. The creature hit by the arrow takes an extra 2d6 psychic damage, and it must succeed on a Wisdom saving throw or be unable to see anything farther than 5 feet away until the start of your next turn.

The psychic damage increases to 4d6 when you reach 18th level in this class.

Fighter Subclass: Battle Master (strategy leader!)

Those who emulate the archetypal Battle Master employ martial techniques passed down through generations. To a Battle Master, combat is an academic field, sometimes including subjects beyond battle such as weaponsmithing and calligraphy. Not every fighter absorbs the lessons of history, theory, and artistry that are reflected in the Battle Master archetype, but those who do are well-rounded fighters of great skill and knowledge.

Combat Superiority

When you choose this archetype at 3rd level, you learn maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers of your choice. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack. You learn two additional maneuvers of your choice at 7th, 10th, and 15th level. Each time you learn new maneuvers, you can also replace one maneuver you know with a different one.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Student of War

At 3rd level, you gain proficiency with one type of artisan's tools of your choice.

Know Your Enemy

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Strength score
- Dexterity score
- Constitution score
- Armor Class
- Current hit points
- Total class levels, if any
- Fighter class levels, if any
- Improved Combat Superiority

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

Relentless

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

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Ambush

When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll, provided you aren't incapacitated.

Bait and Switch

When you're within 5 feet of a creature on your turn, you can expend one superiority die and switch places with that creature, provided you spend at least 5 feet of movement and the creature is willing and isn't incapacitated. This movement doesn't provoke opportunity attacks.

Roll the superiority die. Until the start of your next turn, you or the other creature (your choice) gains a bonus to AC equal to the number rolled.

Brace

When a creature you can see moves into the reach you have with the melee weapon you're wielding, you can use your reaction to expend one superiority die and make one attack against the creature, using that weapon. If the attack hits, add the superiority die to the weapon's damage roll.

Commander's Strike

When you take the Attack action on your turn, you can forgo one of your attacks and use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you and expend one superiority die. That creature can immediately use its reaction to make one weapon attack, adding the superiority die to the attack's damage roll.

Commanding Presence

When you make a Charisma (Intimidation), a Charisma (Performance), or a Charisma (Persuasion) check, you can expend one superiority die and add the superiority die to the ability check.

Disarming Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the superiority die to the attack's damage roll, and the target must make a Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet.

Distracting Strike

When you hit a creature with a weapon attack, you can expend one superiority die to distract the creature, giving your allies an opening. You add the superiority die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Evasive Footwork

When you move, you can expend one superiority die, rolling the die and adding the number rolled to your AC until you stop moving.

Feinting Attack

You can expend one superiority die and use a bonus action on your turn to feint, choosing one creature within 5 feet of you as your target. You have advantage on your next attack roll against that creature before the end of your turn. If that attack hits, add the superiority die to the attack's damage roll.

Battle Master Maneuvers (page 2 of 3)

Goading Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to goad the target into attacking you. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Grappling Strike

Immediately after you hit a creature with a melee attack on your turn, you can expend one superiority die and then try to grapple the target as a bonus action (see the *Player's Handbook* for rules on grappling). Add the superiority die to your Strength (Athletics) check.

Lunging Attack

When you make a melee weapon attack on your turn, you can expend one superiority die to increase your reach for that attack by 5 feet. If you hit, you add the superiority die to the attack's damage roll.

Maneuvering Attack

When you hit a creature with a weapon attack, you can expend one superiority die to maneuver one of your comrades into a more advantageous position. You add the superiority die to the attack's damage roll, and you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack.

Menacing Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Parry

When another creature damages you with a melee attack, you can use your reaction and expend one superiority die to reduce the damage by the number you roll on your superiority die + your Dexterity modifier.

Precision Attack

When you make a weapon attack roll against a creature, you can expend one superiority die to add it to the roll. You can use this maneuver before or after making the attack roll, but before any effects of the attack are applied.

Pushing Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to drive the target back. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you push the target up to 15 feet away from you.

Quick Toss

As a bonus action, you can expend one superiority die and make a ranged attack with a weapon that has the thrown property. You can draw the weapon as part of making this attack. If you hit, add the superiority die to the weapon's damage roll.

Battle Master Maneuvers (page 3 of 3)

Rally

On your turn, you can use a bonus action and expend one superiority die to bolster the resolve of one of your companions. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the superiority die roll + your Charisma modifier.

Riposte

When a creature misses you with a melee attack, you can use your reaction and expend one superiority die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Sweeping Attack

When you hit a creature with a melee weapon attack, you can expend one superiority die to attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within your reach. If the original attack roll would hit the second creature, it takes damage equal to the number you roll on your superiority die. The damage is of the same type dealt by the original attack.

Tactical Assessment

When you make an Intelligence (Investigation), an Intelligence (History), or a Wisdom (Insight) check, you can expend one superiority die and add the superiority die to the ability check.

Trip Attack

When you hit a creature with a weapon attack, you can expend one superiority die to attempt to knock the target down. You add the superiority die to the attack's damage roll, and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

Fighter Subclass: Cavalier (fight on a horse!)

The archetypal cavalier excels at mounted combat. Historically, nobles were the ones who rode horses and stood above the troops so they could command them. Nowadays, cavaliers are also scouts and guards and defenders. Children of Poseidon often choose to be cavaliers due to their affinity with horses.

Bonus Proficiency

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Performance, or Persuasion. Alternatively, you learn one language of your choice.

Born to the Saddle

Starting at 3rd level, your mastery as a rider becomes apparent. You have advantage on saving throws made to avoid falling off your mount. If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.

Finally, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Unwavering Mark

Starting at 3rd level, you can menace your foes, foiling their attacks and punishing them for harming others. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

In addition, if a creature marked by you deals damage to anyone other than you, you can make a special melee weapon attack against the marked creature as a bonus action on your next turn. You have advantage on the attack roll, and if it hits, the attack's weapon deals extra damage to the target equal to half your fighter level.

Regardless of the number of creatures you mark, you can make this special attack a number of times equal to your Strength modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Warding Maneuver

At 7th level, you learn to fend off strikes directed at you, your mount, or other creatures nearby. If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once), and you regain all expended uses of it when you finish a long rest.

Hold the Line

At 10th level, you become a master of locking down your enemies. Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Ferocious Charger

Starting at 15th level, you can run down your foes, whether you're mounted or not. If you move at least 10 feet in a straight line right before attacking a creature and you hit it with the attack, that target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You can use this feature only once on each of your turns.

Vigilant Defender

Starting at 18th level, you respond to danger with extraordinary vigilance. In combat, you get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to make an opportunity attack, and you can't use it on the same turn that you take your normal reaction.

Fighter Subclass: Champion (the hero!)

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.

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.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (rounded 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 your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

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 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Fighter Subclass: Echo Knight (Janus or Hecate only)

Manifest Echo

At 3rd level, you can use a bonus action to magically manifest an echo of yourself in an unoccupied space you can see within 15 feet of you. This echo is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another echo, or until you're incapacitated.

Your echo has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it has to make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the echo to move up to 30 feet in any direction (no action required). If your echo is ever more than 30 feet from you at the end of your turn, it is destroyed.

As a bonus action, you can teleport, magically swapping places with your echo at a cost of 15 feet of your movement, regardless of the distance between the two of you.

When you take the Attack action on your turn, any attack you make with that action can originate from your space or the echo's space. You make this choice for each attack.

When a creature that you can see within 5 feet of your echo moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the echo's space.

Unleash Incarnation

At 3rd level, you can heighten your echo's fury. Whenever you take the Attack action, you can make one additional melee attack from the echo's position.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Echo Avatar

Starting at 7th level, you can temporarily transfer your consciousness to your echo. As an action, you can see through your echo's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your echo is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

Shadow Martyr

Starting at 10th level, you can make your echo throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the echo to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your echo.

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

Reclaim Potential

By 15th level, you've learned to absorb the fleeting magic of your echo. When an echo of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to 2d6 + your Constitution modifier, provided you don't already have temporary hit points.

You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Legion of One

At 18th level, you can use a bonus action to create two echos with your Manifest Echo feature, and these echoes can co-exist. If you try to create a third echo, the previous two echoes are destroyed. Anything you can do from one echo's position can be done from the other's instead.

In addition, when you roll initiative and have no uses of your Unleash Incarnation feature left, you regain one use of that feature.

Fighter Subclass: Eldritch Knight (fight with magic!)

The archetypal Eldritch Knight combines the martial mastery common to all fighters with a careful study of magic. Eldritch Knights use magical techniques similar to those practiced by wizards. They focus their study on two of the eight schools of magic: abjuration and evocation. Abjuration spells grant an Eldritch Knight additional protection in battle, and evocation spells deal damage to many foes at once, extending the fighter's reach in combat. These knights learn a comparatively small number of spells, committing them to memory instead of keeping them in a spellbook.

Eldritch Knight Spellcasting			Spell Slots per Spell Level							
Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th				
3rd	2	3	2	-	-	-				
4th	2	4	3	-	-	-				
5th	2	4	3	-	-	-				
6th	2	4	3	-	-	-				
7th	2	5	4	2	-	-				
8th	2	6	4	2	-	-				
9th	2	6	4	2	-	-				
10th	3	7	4	3	-	-				
11th	3	8	4	3	-	-				
12th	3	8	4	3	-	-				
13th	3	9	4	3	2	-				
14th	3	10	4	3	2	-				
15th	3	10	4	3	2	-				
16th	3	11	4	3	3	-				
17th	3	11	4	3	3	-				
18th	3	11	4	3	3	-				
19th	3	12	4	3	3	1				
20th	3	13	4	3	3	1				

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips

You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots

The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *Shield* using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list.

The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Weapon Bond

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

War Magic

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

Eldritch Strike

At 10th level, you learn how to make your weapon strikes undercut a creature's resistance to your spells. When you hit a creature with a weapon attack, that creature has disadvantage on the next saving throw it makes against a spell you cast before the end of your next turn.

Arcane Charge

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

Improved War Magic

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

Monk

Since monsters only die to celestial metals like celestial bronze, the monks who prefer to fight without weapons usually have a celestial bronze ring or something similar. Since this class focuses on martial arts, it would probably make sense for a monk character to have martial arts experience outside of Camp Half-Blood, which mostly teaches Greek-style fighting.

Monks are united in their ability to magically harness the energy that flows in their bodies. Whether channeled as a striking display of combat prowess or a subtler focus of defensive ability and speed, this energy infuses all that a monk does.

You must have a Dexterity score and a Wisdom score of 13 or higher in order to multiclass in or out of this class.

The Monk					
Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	–	–	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement, <i>Dedicated Weapon (Optional)</i>
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles, <i>Ki-Fueled Attack (Optional)</i>
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall, <i>Quickened Healing (Optional)</i>
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike, <i>Focused Aim (Optional)</i>
6th	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition feature
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unarmored Movement improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

Class Features

As a monk, you gain the following class features.

Hit Points

Hit Dice: 1d8 per monk level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

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.

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 d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

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 on the Weapons page.

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. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

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 calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

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.

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

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.

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.

Dedicated Weapon (Optional)

Also at 2nd level, you train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortswords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again.

The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

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 + your Dexterity modifier + your monk level.

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 a range of 20/60 using 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.

Ki-Fueled Attack (Optional)

Also at 3rd level, if you spend 1 ki point or more as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Quickened Healing (Optional)

Also at 4th level, as an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

Extra Attack

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

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.

Focused Aim (Optional)

Also at 5th level, when you miss with an attack roll, you can spend 1 to 3 ki points to increase your attack roll by 2 for each of these ki points you spend, potentially turning the miss into a hit.

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.

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.

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.

Purity of Body

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

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.

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.

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.

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.

Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

Monk Subclass: Way of the Drunken Master

Note: You don't have to actually drink for this subclass. Its mostly about looking like a drunk fool.

The Way of the Drunken Master teaches its students to move with the jerky, unpredictable movements of a drunkard. A drunken master sways, tottering on unsteady feet, to present what seems like an incompetent combatant who proves frustrating to engage. The drunken master's erratic stumbles conceal a carefully executed dance of blocks, parries, advances, attacks, and retreats.

A drunken master often enjoys playing the fool to bring gladness to the despondent or to demonstrate humility to the arrogant, but when battle is joined, the drunken master can be a maddening, masterful foe.

Bonus Proficiencies

When you choose this tradition at 3rd level, you gain proficiency in the Performance skill if you don't already have it. Your martial arts technique mixes combat training with the precision of a dancer and the antics of a jester. You also gain proficiency with brewer's supplies if you don't already have it.

Drunken Technique

At 3rd level, you learn how to twist and turn quickly as part of your Flurry of Blows. Whenever you use Flurry of Blows, you gain the benefit of the Disengage action, and your walking speed increases by 10 feet until the end of the current turn.

Tipsy Sway

Starting at 6th level, you can move in sudden, swaying ways. You gain the following benefits.

Leap to Your Feet. When you're prone, you can stand up by spending 5 feet of movement, rather than half your speed.

Redirect Attack. When a creature misses you with a melee attack roll, you can spend 1 ki point as a reaction to cause that attack to hit one creature of your choice, other than the attacker, that you can see within 5 feet of you.

Drunkard's Luck

Starting at 11th level, you always seem to get a lucky bounce at the right moment. When you make an ability check, an attack roll, or a saving throw and have disadvantage, you can spend 2 ki points to cancel the disadvantage for that roll.

Intoxicated Frenzy

At 17th level, you gain the ability to make an overwhelming number of attacks against a group of enemies. When you use your Flurry of Blows, you can make up to three additional attacks with it (up to a total of five Flurry of Blows attacks), provided that each Flurry of Blows attack targets a different creature this turn.

Monk Subclass: 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.

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.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

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 8 + your Wisdom modifier + your proficiency bonus.

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 your monk level. 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.

Monk Subclass: Way of the Shadow (Hades or Nyx only)

Monks of the Way of Shadow follow a tradition that values stealth and subterfuge. These monks might be called ninjas or shadowdancers, and they serve as spies and assassins. The discipline involved in monk training allows children of Hades to improve their shadow travel abilities without the normal risk of exhaustion.

Shadow Arts

Starting when you choose this tradition at 3rd level, you can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *Darkness*, *Darkvision*, *Pass without Trace*, or *Silence*, without providing material components. Additionally, you gain the *Minor Illusion* cantrip if you don't already know it.

Shadow Step

At 6th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.

Cloak of Shadows

By 11th level, you have learned to become one with the shadows. When you are in an area of dim light or darkness, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or are in an area of bright light.

Opportunist

At 17th level, you can exploit a creature's momentary distraction when it is hit by an attack. Whenever a creature within 5 feet of you is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack against that creature.

Paladin

Paladin doesn't fit the best flavor-wise with the demigodverse, but it's a good balance of magic and fighting. So I'm kinda slightly reskinning it to be an oath on the River Styx. If you want to play a paladin, think about what happened that made your character make such an unbreakable oath.

Your character may become an Oathbreaker during the course of the campaign, but I'd prefer it if you don't start out as one.

You must have a Charisma score and a Strength score of 13 or higher in order to multiclass in or out of this class.

The Paladin			Spell Slots per Spell Level								
Level	Proficiency Bonus	Features	1st	2nd	3rd	4th	5th				
1st	+2	Divine Sense, Lay on Hands	-	-	-	-	-				
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2	-	-	-	-				
3rd	+2	Divine Health, Sacred Oath, <i>Harness Divine Power (Optional)</i>	3	-	-	-	-				
4th	+2	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	3	-	-	-	-				
5th	+3	Extra Attack	4	2	-	-	-				
6th	+3	Aura of Protection	4	2	-	-	-				
7th	+3	Sacred Oath feature	4	3	-	-	-				
8th	+3	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	4	3	-	-	-				
9th	+4		4	3	2	-	-				
10th	+4	Aura of Courage	4	3	2	-	-				
11th	+4	Improved Divine Smite	4	3	3	-	-				
12th	+4	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	4	3	3	-	-				
13th	+5		4	3	3	1	-				
14th	+5	Cleansing Touch	4	3	3	1	-				
15th	+5	Sacred Oath feature	4	3	3	2	-				
16th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	4	3	3	2	-				
17th	+6		4	3	3	3	1				
18th	+6	Aura improvements	4	3	3	3	1				
19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	4	3	3	3	2				
20th	+6	Sacred Oath feature	4	3	3	3	2				

Class Features

As a paladin, you gain the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a martial weapon and a shield or (b) two martial weapons

(a) five javelins or (b) any simple melee weapon

(a) a priest's pack or (b) an explorer's pack

Chain mail and a holy symbol

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. 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 a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

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 your paladin level x 5.

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.

Fighting Style

Starting at 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Blessed Warrior. You learn two cantrips of your choice from the cleric spell list. They count as paladin spells for you, and Charisma is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the cleric spell list.

Blind Fighting. You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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.

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.

Interception. When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

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.

Close Quarters Shooter (UA). When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

Tunnel Fighter (UA). As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Unarmed Fighting (UA). Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the [paladin spell list](#). When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [Cure Wounds](#), you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol as a spellcasting focus for your paladin spells.

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, to a maximum of 6d8.

Divine Health

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

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Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

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.

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.

Harness Divine Power (Optional)

Also at 3rd level, you can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Martial Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to paladins. This replacement represents a shift of focus in your martial practice.

Extra Attack

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

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 your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

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

Aura of Courage

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

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

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.

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 a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Paladin Subclass: 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.

Tenets of Devotion

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

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Devotion Spells	
Paladin Level	Spells
3rd	Protection from Evil and Good, Sanctuary
5th	Lesser Restoration, Zone of Truth
9th	Beacon of Hope, Dispel Magic
13th	Freedom of Movement, Guardian of Faith
17th	Commune, Flame Strike

Channel Divinity

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

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 your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). 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.

Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can't be charmed while you are conscious.

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

Purity of Spirit

Beginning at 15th level, you are always under the effects of a *Protection from Evil and Good* spell.

Holy Nimbus

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.

In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

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

Paladin Subclass: Oath of Redemption

The Oath of Redemption sets a paladin on a difficult path, one that requires a warrior to use violence only as a last resort. Paladins who dedicate themselves to this oath believe that any person can be redeemed and that the path of benevolence and justice is one that anyone can walk. These paladins face evil creatures in the hope of turning them to the light, and the paladins slay them only when such a deed will clearly save other lives. Paladins who follow this path are known as redeemers.

While redeemers are idealists, they are no fools. Redeemers know that many of the monsters from Tartarus can be inherently evil. Against such foes, the paladins bring the full wrath of their weapons and spells to bear. Yet the redeemers still pray that, one day, even creatures of wickedness will invite their own redemption.

Tenets of Redemption

The tenets of the Oath of Redemption hold a paladin to a high standard of peace and justice.

Peace. Violence is a weapon of last resort. Diplomacy and understanding are the paths to long-lasting peace.

Innocence. All people begin life in an innocent state, and it is their environment or the influence of dark forces that drives them to evil. By setting the proper example, and working to heal the wounds of a deeply flawed world, you can set anyone on a righteous path.

Patience. Change takes time. Those who have walked the path of the wicked must be given reminders to keep them honest and true. Once you have planted the seed of righteousness in a creature, you must work day after day to allow it to survive and then flourish.

Wisdom. Your heart and mind must stay clear, for eventually you will be forced to admit defeat. While every creature can be redeemed, some are so far along the path of evil that you have no choice but to end their lives for the greater good. Any such action must be carefully weighed and the consequences fully understood, but once you have made the decision, follow through with it knowing your path is just.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Redemption Spells	
Paladin Level	Spells
3rd	Sanctuary, Sleep
5th	Calm Emotions, Hold Person
9th	Counterspell, Hypnotic Pattern
13th	Otiluke's Resilient Sphere, Stoneskin
17th	Hold Monster, Wall of Force

Channel Divinity

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

Emissary of Peace. You can use your Channel Divinity to augment your presence with divine power. As a bonus action, you grant yourself a +5 bonus to Charisma (Persuasion) checks for the next 10 minutes.

Rebuke the Violent. You can use your Channel Divinity to rebuke those who use violence. Immediately after an attacker within 30 feet of you deals damage with an attack against a creature other than you, you can use your reaction to force the attacker to make a Wisdom saving throw. On a failed save, the attacker takes radiant damage equal to the damage it just dealt. On a successful save, it takes half as much damage.

Aura of the Guardian

Starting at 7th level, you can shield your allies from harm at the cost of your own health. When a creature within 10 feet of you takes damage, you can use your reaction to magically take that damage, instead of that creature taking it. This feature doesn't transfer any other effects that might accompany the damage, and this damage can't be reduced in any way.

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

Protective Spirit

Starting at 15th level, a holy presence mends your wounds in combat. You regain hit points equal to 1d6 + half your paladin level if you end your turn in combat with fewer than half of your hit points remaining and you aren't incapacitated.

Emissary of Redemption

At 20th level, you become an avatar of peace, which gives you the following benefits.

You have resistance to all damage dealt by other creatures (their attacks, spells, and other effects).

Whenever a creature damages you, it takes radiant damage equal to half the amount it dealt to you.

If you attack a creature, cast a spell on it, or deal damage to it by any means but this feature, neither benefit works against that creature until you finish a long rest.

Paladin Subclass: Oath of Vengeance

The Oath of Vengeance is a solemn commitment to punish those who have committed a grievous sin. When evil forces slaughter helpless villagers, when an entire people turns against the will of the gods, when a thieves' guild grows too violent and powerful, when a dragon rampages through the countryside – at times like these, paladins arise and swear an Oath of Vengeance to set right that which has gone wrong. To these paladins – sometimes called avengers or dark knights – their own purity is not as important as delivering justice.

Tenets of Vengeance

The tenets of the Oath of Vengeance vary by paladin, but all the tenets revolve around punishing wrongdoers by any means necessary. Paladins who uphold these tenets are willing to sacrifice even their own righteousness to mete out justice upon those who do evil, so the paladins are often neutral or lawful neutral in alignment. The core principles of the tenets are brutally simple.

Fight the Greater Evil. Faced with a choice of fighting my sworn foes or combating a lesser evil, I choose the greater evil.

No Mercy for the Wicked. Ordinary foes might win my mercy, but my sworn enemies do not.

By Any Means Necessary. My qualms can't get in the way of exterminating my foes.

Restitution. If my foes wreak ruin on the world, it is because I failed to stop them. I must help those harmed by their misdeeds.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Vengeance Spells	
Paladin Level	Spells
3rd	Bane, Hunter's Mark
5th	Hold Person, Misty Step
9th	Haste, Protection from Energy
13th	Banishment, Dimension Door
17th	Hold Monster, Scrying

Channel Divinity

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

Abjure Enemy. As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Fiends and undead have disadvantage on this saving throw.

On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed.

On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

Vow of Enmity. As a bonus action, you can utter a vow of enmity against a creature you can see within 10 feet of you, using your Channel Divinity. You gain advantage on attack rolls against the creature for 1 minute or until it drops to 0 hit points or falls unconscious.

Relentless Avenger

By 7th level, your supernatural focus helps you close off a foe's retreat. When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

Soul of Vengeance

Starting at 15th level, the authority with which you speak your Vow of Enmity gives you greater power over your foe. When a creature under the effect of your Vow of Enmity makes an attack, you can use your reaction to make a melee weapon attack against that creature if it is within range.

Avenging Angel

At 20th level, you can assume the form of an angelic avenger. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

Wings sprout from your back and grant you a flying speed of 60 feet.

You emanate an aura of menace in a 30-foot radius. The first time any enemy creature enters the aura or starts its turn there during a battle, the creature must succeed on a Wisdom saving throw or become frightened of you for 1 minute or until it takes any damage. Attack rolls against the frightened creature have advantage.

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

Classes – Ranger

Ranger

Rangers prefer to stay far from the bustle of cities and towns, past the hedges that shelter the most distant farms from the terrors of the wild, amid the dense-packed trees of trackless forests and across wide and empty plains.

You must have a Dexterity score and a Wisdom score of 13 or higher in order to multiclass in or out of this class.

The Ranger				Spell Slots per Spell Level									
Level	Proficiency Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th					
1st	+2	Favored Enemy, Natural Explorer, <i>Deft Explorer (Optional)</i> , <i>Favored Foe (Optional)</i>	-	-	-	-	-	-					
2nd	+2	Fighting Style, Spellcasting, <i>Spellcasting Focus (Optional)</i>	2	2	-	-	-	-					
3rd	+2	Primeval Awareness, Ranger Conclave, <i>Primal Awareness (Optional)</i>	3	3	-	-	-	-					
4th	+2	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	3	3	-	-	-	-					
5th	+3	Extra Attack	4	4	2	-	-	-					
6th	+3	Favored Enemy Improvement, Natural Explorer Improvement, <i>Deft Explorer Improvement (Optional)</i>	4	4	2	-	-	-					
7th	+3	Ranger Conclave feature	5	4	3	-	-	-					
8th	+3	Ability Score Improvement, Land's Stride, <i>Martial Versatility (Optional)</i>	5	4	3	-	-	-					
9th	+4		6	4	3	2	-	-					
10th	+4	Natural Explorer Improvement, Hide in Plain Sight, <i>Deft Explorer Feature (Optional)</i> , <i>Nature's Veil (Optional)</i>	6	4	3	2	-	-					
11th	+4	Ranger Conclave feature	7	4	3	3	-	-					
12th	+4	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	7	4	3	3	-	-					
13th	+5		8	4	3	3	1	-					
14th	+5	Favored Enemy Improvement, Vanish	8	4	3	3	1	-					
15th	+5	Ranger Conclave feature	9	4	3	3	2	-					
16th	+5	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	9	4	3	3	2	-					
17th	+6		10	4	3	3	3	1					
18th	+6	Feral Senses	10	4	3	3	3	1					
19th	+6	Ability Score Improvement, <i>Martial Versatility (Optional)</i>	11	4	3	3	3	2					
20th	+6	Foe Slayer	11	4	3	3	3	2					

Class Features

As a ranger, you gain the following class features.

Hit Points

Hit Dice: 1d10 per ranger level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) scale mail or (b) leather armor

(a) two shortswords or (b) two simple melee weapons

(a) a dungeoneer's pack or (b) an explorer's pack

A longbow and a quiver of 20 arrows

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.

Favored Foe (Optional)

This 1st-level feature replaces the Favored Enemy feature and works with the Foe Slayer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

Natural Explorer

Also at 1st level, 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.

Deft Explorer (Optional)

This 1st-level feature replaces the Natural Explorer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit when you reach 6th level and 10th level in this class.

Canny (1st Level)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make using the chosen skill. (aka it becomes expertise)

You can also speak, read, and write 2 additional languages of your choice.

Roving (6th Level)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless (10th Level)

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

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

Blind Fighting. You have blind sight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

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

Druidic Warrior. You learn two cantrips of your choice from the Druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the Druid spell list.

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.

Classes – Ranger

Ranger Fighting Styles (continued)

Thrown Weapon Fighting. You can draw a weapon that has the thrown property as part of the attack you make with the weapon.

In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

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

Close Quarters Shooter (UA). When making a ranged attack while you are within 5 feet of a hostile creature, you do not have disadvantage on the attack roll. Your ranged attacks ignore half cover and three-quarters cover against targets within 30 feet of you. You have a +1 bonus to attack rolls on ranged attacks.

Interception (UA). When a creature you can see hits a target that is within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus. You must be wielding a shield or a simple or martial melee weapon to use this reaction.

Mariner (UA). As long as you are not wearing heavy armor or using a shield, you have a swimming speed and a climbing speed equal to your normal speed, and you gain a +1 bonus to armor class.

Tunnel Fighter (UA). As a bonus action, you can enter a defensive stance that lasts until the start of your next turn. While in your defensive stance, you can make opportunity attacks without using your reaction, and you can use your reaction to make a melee attack against a creature that moves more than 5 feet while within your reach.

Unarmed Fighting (UA). Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier. If you strike with two free hands, the d6 becomes a d8.

When you successfully start a grapple, you can deal 1d4 bludgeoning damage to the grappled creature. Until the grapple ends, you can also deal this damage to the creature whenever you hit it with a melee attack.

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does.

Spell Slots

The Ranger table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Animal Friendship* and have a 1st-level and a 2nd-level spell slot available, you can cast *Animal Friendship* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the Ranger table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus (Optional)

At 2nd level, you can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

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.

Primal Awareness (Optional)

This 3rd-level feature replaces the Primeval Awareness feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells	
Ranger Level	Spell
3rd	Speak with Animals
5th	Beast Sense
9th	Speak with Plants
13th	Locate Creature
17th	Commune with Nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Ranger Conclave

At 3rd level, you choose to emulate the ideals and training of a ranger conclave. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Martial Versatility (Optional)

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

Extra Attack

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

Fleet of Foot

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.

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, or 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.

Nature's Veil (Optional)

This 10th-level feature replaces the Hide in Plain Sight feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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.

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.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Subclass: Gloom Stalker

Gloom stalkers are at home in the darkest places: deep under the earth, in gloomy alleyways, in primeval forests, and wherever else the light dims. Most folk enter such places with trepidation, but a gloom stalker ventures boldly into the darkness, seeking to ambush threats before they can reach the broader world.

Gloom Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Gloom Stalker Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Gloom Stalker Spells	
Ranger Level	Spells
3rd	Disguise Self
5th	Rope Trick
9th	Fear
13th	Greater Invisibility
17th	Seeming

Dread Ambusher

At 3rd level, you master the art of the ambush. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

At the start of your first turn of each combat, your walking speed increases by 10 feet, which lasts until the end of that turn. If you take the Attack action on that turn, you can make one additional weapon attack as part of that action. If that attack hits, the target takes an extra 1d8 damage of the weapon's damage type.

Umbral Sight

At 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You are also adept at evading creatures that rely on darkvision. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

Iron Mind

By 7th level, you have honed your ability to resist the mind-altering powers of your prey. You gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Stalker's Flurry

At 11th level, you learn to attack with such unexpected speed that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

Shadowy Dodge

Starting at 15th level, you can dodge in unforeseen ways, with wisps of supernatural shadow around you. Whenever a creature makes an attack roll against you and doesn't have advantage on the roll, you can use your reaction to impose disadvantage on it. You must use this feature before you know the outcome of the attack roll.

Ranger Subclass: Hunter

Some rangers seek to master weapons to better protect civilization from terrors such as monsters. The most well-known hunters are the Hunters of Artemis, but some demigods at Camp Half-Blood adopt a similar training style.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

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.

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.

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.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

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.

Steel Will. You have advantage on saving throws against being frightened.

Multiattack

At 11th level, you gain one of the following features of your choice.

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.

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

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

Evasion. When you are subjected to an effect, such as a red dragon's fiery breath or a lightning bolt spell, that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on a saving throw, and only half damage if you fail.

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.

Uncanny Dodge. 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.

Ranger Subclass: Monster Slayer

You have dedicated yourself to hunting down monsters and making the world safer for the demigods out there on their own. Trained in supernatural techniques to overcome such monsters, slayers are experts at unearthing and defeating mighty, mystical foes.

Monster Slayer Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Monster Slayer Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Monster Slayer Spells	
Ranger Level	Spells
3rd	Protection from Evil and Good
5th	Zone of Truth
9th	Magic Circle
13th	Banishment
17th	Hold Monster

Hunter's Sense

At 3rd level, you gain the ability to peer at a creature and magically discern how best to hurt it. As an action, choose one creature you can see within 60 feet of you. You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses of it when you finish a long rest.

Slayer's Prey

Starting at 3rd level, you can focus your ire on one foe, increasing the harm you inflict on it. As a bonus action, you designate one creature you can see within 60 feet of you as the target of this feature. The first time each turn that you hit that target with a weapon attack, it takes an extra 1d6 damage from the weapon.

This benefit lasts until you finish a short or long rest. It ends early if you designate a different creature.

Supernatural Defense

At 7th level, you gain extra resilience against your prey's assaults on your mind and body. Whenever the target of your Slayer's Prey forces you to make a saving throw and whenever you make an ability check to escape that target's grapple, add 1d6 to your roll.

Magic-User's Nemesis

At 11th level, you gain the ability to thwart someone else's magic. When you see a creature casting a spell or teleporting within 60 feet of you, you can use your reaction to try to magically foil it. The creature must succeed on a Wisdom saving throw against your spell save DC, or its spell or teleport fails and is wasted.

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

Slayer's Counter

At 15th level, you gain the ability to counterattack when your prey tries to sabotage you. If the target of your Slayer's Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the quarry. You make this attack immediately before making the saving throw. If the attack hits, your save automatically succeeds, in addition to the attack's normal effects.

Ranger Subclass: Swarmkeeper (Aristraeus Only)

Feeling a deep connection to the environment around them, some rangers reach out through their magical connection to the world and bond with a swarm of bees. The swarm becomes a potent force in battle, as well as helpful company for the ranger. If you have a suggestion for an alternate swarm to bees (aka tiny birds, pixies, twig blights) that makes sense for a godly parent, let me know.

Gathered Swarm

At 3rd level, a swarm of intangible creatures has bonded itself to you and can assist you in battle. Until you die, the swarm remains in your space, crawling on you or flying and skittering around you within your space. You determine the swarm's exact appearance (so if you're going the Aristraeus/bees route, you can determine the variety of bee and even do weird stuff like make them purple and sparkly)

Once on each of your turns, you can cause the swarm to assist you in one of the following ways, immediately after you hit a creature with an attack:

- The attack's target takes 1d6 piercing damage from the swarm.
- The attack's target must succeed on a Strength saving throw against your spell save DC or be moved by the swarm up to 15 feet horizontally in a direction of your choice.
- You are moved by the swarm 5 feet horizontally in a direction of your choice.
-

Swarmkeeper Magic

Also at 3rd level, you learn the *Mage Hand* cantrip if you don't already know it. When you cast it, the hand takes the form of your swarming nature spirits.

You also learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the Swarmkeeper Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Swarmkeeper spells	
Ranger Level	Spell
3rd	Faerie Fire, Mage Hand
5th	Web
9th	Gaseous Form
13th	Arcane Eye
17th	Insect Plague

Writhing Tide

Beginning at 7th level, you can condense part of your swarm into a focused mass that lifts you up. As a bonus action, you gain a flying speed of 10 feet and can hover. This effect lasts for 1 minute or until you are incapacitated.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Mighty Swarm

At 11th level, your Gathered Swarm grows mightier in the following ways:

The damage of Gathered Swarm increases to 1d8.

If a creature fails its saving throw against being moved by the Gathered Swarm, you can also cause the swarm to knock the creature prone.

When you are moved by Gathered Swarm, it gives you half cover until the start of your next turn.

Swarming Dispersal

When you reach 15th level, you can disincorporate into your swarm, avoiding danger. When you take damage, you can use your reaction to give yourself resistance to that damage. You vanish into your swarm and then teleport to an unoccupied space that you can see within 30 feet of you, where you reappear with the swarm.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Rogue

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party. This class is mostly associated with trickster gods like Hermes, but it's not unheard of for any demigod.

You must have a Dexterity score of 13 or higher in order to multiclass in or out of this class.

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype, <i>Steady Aim (Optional)</i>
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Class Features

As a rogue, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a rapier or (b) a shortsword

(a) a shortbow and quiver of 20 arrows or (b) a shortsword

(a) a burglar's pack, (b) dungeoneer's pack, or (c) an explorer's pack

Leather armor, two daggers, and thieves' tools

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

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 1d6 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.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

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.

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.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Steady Aim (Optional)

At 3rd level, as a bonus action, you give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

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.

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.

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.

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.

Slippery Mind

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

Elusive

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.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

Rogue Subclass: Arcane Trickster

Some rogues enhance their fine-honed skills of stealth and agility with magic, learning tricks of enchantment and illusion. These rogues include pickpockets and burglars, but also pranksters, mischief-makers, and a significant number of adventurers.

Arcane Trickster Spellcasting			Spell Slots per Spell Level							
Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th				
3rd	Mage Hand + 2	3	2	-	-	-				
4th	Mage Hand + 2	4	3	-	-	-				
5th	Mage Hand + 2	4	3	-	-	-				
6th	Mage Hand + 2	4	3	-	-	-				
7th	Mage Hand + 2	5	4	2	-	-				
8th	Mage Hand + 2	6	4	2	-	-				
9th	Mage Hand + 2	6	4	2	-	-				
10th	Mage Hand + 3	7	4	3	-	-				
11th	Mage Hand + 3	8	4	3	-	-				
12th	Mage Hand + 3	8	4	3	-	-				
13th	Mage Hand + 3	9	4	3	2	-				
14th	Mage Hand + 3	10	4	3	2	-				
15th	Mage Hand + 3	10	4	3	2	-				
16th	Mage Hand + 3	11	4	3	3	-				
17th	Mage Hand + 3	11	4	3	3	-				
18th	Mage Hand + 3	11	4	3	3	-				
19th	Mage Hand + 3	12	4	3	3	1				
20th	Mage Hand + 3	13	4	3	3	1				

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells.

Cantrips

You learn three cantrips: *Mage Hand* and two other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

Spell Slots

The Arcane Trickster Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Charm Person* and have a 1st-level and a 2nd-level spell slot available, you can cast *Charm Person* using either slot.

Spells Known of 1st Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Trickster Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Mage Hand Legerdemain

Starting at 3rd level, when you cast [Mage Hand](#), you can make the spectral hand invisible, and you can perform the following additional tasks with it:

You can stow one object the hand is holding in a container worn or carried by another creature.

You can retrieve an object in a container worn or carried by another creature.

You can use thieves' tools to pick locks and disarm traps at range.

You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check.

In addition, you can use the bonus action granted by your Cunning Action to control the hand.

Magical Ambush

Starting at 9th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Versatile Trickster

At 13th level, you gain the ability to distract targets with your [Mage Hand](#). As a bonus action on your turn, you can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives you advantage on attack rolls against that creature until the end of the turn.

Spell Thief

At 17th level, you gain the ability to magically steal the knowledge of how to cast a spell from another spellcaster.

Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals your spell save DC. On a failed save, you negate the spell's effect against you, and you steal the knowledge of the spell if it is at least 1st level and of a level you can cast (it doesn't need to be a wizard spell). For the next 8 hours, you know the spell and can cast it using your spell slots. The creature can't cast that spell until the 8 hours have passed.

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

Rogue Subclass: Assassin

You focus your training on the grim art of death. Those who adhere to this archetype are diverse: hired killers, spies, bounty hunters, and even specially anointed priests trained to exterminate the enemies of their deity. Stealth, poison, and disguise help you eliminate your foes with deadly efficiency.

Bonus Proficiencies

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and the poisoner's kit.

Assassinate

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Infiltration Expertise

Starting at 9th level, you can unflinchingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants.

Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

Impostor

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms.

Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Death Strike

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Rogue Subclass: Phantom (Hades/Hecate only)

Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues discover a mystical connection to death itself. These rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

Whispers of the Dead

When you choose this archetype at 3rd level, echoes of those who have died cling to you. Whenever you finish a short or long rest, you can gain one skill or tool proficiency of your choice, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Wails from the Grave

At 3rd level, as you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Tokens of the Departed

At 9th level, when a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the Trinkets table in the *Player's Handbook* to generate it.

You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum.

You can use soul trinkets in the following ways:

While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.

When you deal Sneak Attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.

As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

Ghost Walk

At 13th level, you can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or an object.

You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

Death Knell

At 17th level, your association with death has become so close that you gain the following benefits:

When you use your Wails from the Grave, you can now deal the necrotic damage to both the first and the second creature.

At the end of a long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.

Rogue Subclass: Scout

You are skilled in stealth and surviving far from the streets of a city, allowing you to scout ahead of your companions during expeditions. Rogues who embrace this archetype are at home in the wilderness and among barbarians and rangers, and many Scouts serve as the eyes and ears of war bands. Ambusher, spy, bounty hunter – these are just a few of the roles that Scouts assume as they range the world.

Skirmisher

Starting at 3rd level, you are difficult to pin down during a fight. You can move up to half your speed as a reaction when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.

Survivalist

When you choose this archetype at 3rd level, you gain proficiency in the Nature and Survival skills if you don't already have it. Your proficiency bonus is doubled for any ability check you make that uses either of those proficiencies.

Superior Mobility

At 9th level, your walking speed increases by 10 feet. If you have a climbing or swimming speed, this increase applies to that speed as well.

Ambush Master

Starting at 13th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

Sudden Strike

Starting at 17th level, you can strike with deadly speed. If you take the Attack action on your turn, you can make one additional attack as a bonus action. This attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn.

Rogue Subclass: Swashbuckler

You focus your training on the art of the blade, relying on speed, elegance, and charm in equal parts. While some warriors are brutes clad in heavy armor, your method of fighting looks almost like a performance. Duelists and pirates typically belong to this archetype.

A Swashbuckler excels in single combat, and can fight with two weapons while safely darting away from an opponent.

Fancy Footwork

When you choose this archetype at 3rd level, you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

Rakish Audacity

Starting at 3rd level, your confidence propels you into battle. You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Panache

At 9th level, your charm becomes extraordinarily beguiling. As an action, you can make a Charisma (Persuasion) check contested by a creature's Wisdom (Insight) check. The creature must be able to hear you, and the two of you must share a language.

If you succeed on the check and the creature is hostile to you, it has disadvantage on attack rolls against targets other than you and can't make opportunity attacks against targets other than you. This effect lasts for 1 minute, until one of your companions attacks the target or affects it with a spell, or until you and the target are more than 60 feet apart.

If you succeed on the check and the creature isn't hostile to you, it is charmed by you for 1 minute. While charmed, it regards you as a friendly acquaintance. This effect ends immediately if you or your companions do anything harmful to it.

Elegant Maneuver

Starting at 13th level, you can use a bonus action on your turn to gain advantage on the next Dexterity (Acrobatics) or Strength (Athletics) check you make during the same turn.

Master Duelist

Beginning at 17th level, your mastery of the blade lets you turn failure into success in combat. If you miss with an attack roll, you can roll it again with advantage. Once you do so, you can't use this feature again until you finish a short or long rest.

Rogue Subclass: 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.

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.

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 your Dexterity modifier.

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.

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.

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.

Sorcerer

Sorcerers carry a magical birthright conferred upon them by an exotic bloodline, some otherworldly influence, or exposure to unknown cosmic forces. No one chooses sorcery; the power chooses the sorcerer.

You must have a Charisma score of 13 or higher in order to multiclass in or out of this class.

The Sorcerer						Spell Slots per Spell Level								
Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Spellcasting, Sorcerous Origin	4	2	2	-	-	-	-	-	-	-	-
2nd	+2	2	Font of Magic	4	3	3	-	-	-	-	-	-	-	-
3rd	+2	3	Metamagic	4	4	4	2	-	-	-	-	-	-	-
4th	+2	4	Ability Score Improvement, Sorcerous Versatility (Optional)	5	5	4	3	-	-	-	-	-	-	-
5th	+3	5	Magical Guidance (Optional)	5	6	4	3	2	-	-	-	-	-	-
6th	+3	6	Sorcerous Origin feature	5	7	4	3	3	-	-	-	-	-	-
7th	+3	7		5	8	4	3	3	1	-	-	-	-	-
8th	+3	8	Ability Score Improvement, Sorcerous Versatility (Optional)	5	9	4	3	3	2	-	-	-	-	-
9th	+4	9		5	10	4	3	3	3	1	-	-	-	-
10th	+4	10	Metamagic	6	11	4	3	3	3	2	-	-	-	-
11th	+4	11		6	12	4	3	3	3	2	1	-	-	-
12th	+4	12	Ability Score Improvement, Sorcerous Versatility (Optional)	6	12	4	3	3	3	2	1	-	-	-
13th	+5	13		6	13	4	3	3	3	2	1	1	-	-
14th	+5	14	Sorcerous Origin feature	6	13	4	3	3	3	2	1	1	-	-

Classes – Sorcerer

15th	+5	15		6	14	4	3	3	3	2	1	1	1	-
16th	+5	16	Ability Score Improvement, <i>Sorcerous Versatility (Optional)</i>	6	14	4	3	3	3	2	1	1	1	-
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement, <i>Sorcerous Versatility (Optional)</i>	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

Class Features

As a sorcerer, you gain the following class features.

Hit Points

Hit Dice: 1d6 per sorcerer level

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

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

Proficiencies

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a light crossbow and 20 bolts or (b) any simple weapon

(a) a component pouch or (b) an arcane focus

(a) a dungeoneer's pack or (b) an explorer's pack

Two daggers

Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Sorcerer table.

Spell Slots

The Sorcerer table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Burning Hands* and have a 1st-level and a 2nd-level spell slot available, you can cast *Burning Hands* using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Sorcerous Origin

Choose a sorcerous origin (sorcerous origin), which describes the source of your innate magical power. Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

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.

Sorcery Points. You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

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.

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.

Creating Spell Slots	
Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **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 your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
- **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.
- **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 your Charisma modifier (minimum of one). 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.
- **Extended Spell.** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

- **Heightened Spell.** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **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.
- **Seeking Spell.** If you make an attack roll for a spell and miss, you can spend 2 sorcerer points to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.
- **Subtle Spell.** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
- **Transmuted Spell.** When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.
- **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.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Sorcerous Versatility (Optional)

When you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:

Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.

Replace one cantrip you learned from this class' spellcasting feature with another cantrip from the sorcerer spell list.

Magical Guidance (Optional)

When you reach 5th level, you can tap into your inner wellspring of magic to try and conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Sorcerous Restoration

At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Sorcerer Subclass: Clockwork Soul (Aletheia, Eunomia, Astraea)

The cosmic force of order has suffused you with magic. Clockwork, machines, efficiency, numbers.

You learn additional spells when you reach certain levels in this class, as shown on the Clockwork Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

Clockwork Spells	
Sorcerer Level	Spells
1st	Alarm, Protection from Evil and Good
3rd	Aid, Lesser Restoration
5th	Dispel Magic, Protection from Energy
7th	Freedom of Movement, Summon Construct
9th	Greater Restoration, Wall of Force

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your sorcerer spells.

Manifestations of Order	
d6	Manifestation
1	Spectral cogwheels hover behind you.
2	The hands of a clock spin in your eyes.
3	Your skin glows with a brassy sheen.
4	Floating equations and geometric objects overlay your body.
5	Your spellcasting focus temporarily takes the form of a Tiny clockwork mechanism.
6	The ticking of gears or ringing of a clock can be heard by you and those affected by your magic.

Restore Balance

Starting at 1st level, your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bastion of Law

Starting at 6th level, you can tap into the grand equation of existence to imbue a creature with a shimmering shield of order. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you. The ward lasts until you finish a long rest or until you use this feature again.

The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

Trance of Order

Starting at 14th level, you gain the ability to align your consciousness to an endless stream of calculations. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10.

Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

Clockwork Cavalcade

At 18th level, you summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like automatons or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

The spirits restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.

Any damaged objects entirely in the cube are repaired instantly.

Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

Sorcerer Subclass: Divine Soul (Any, especially Apollo)

Divine Magic

Your link to the divine allows you to learn spells normally associated with the cleric class. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the cleric spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition, choose an affinity for the source of your divine power: good, evil, law, chaos, or neutrality. You learn an additional spell based on that affinity, as shown below. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace this spell, you must replace it with a spell from the cleric spell list.

Affinity	Spell
Good	Cure Wounds
Evil	Inflict Wounds
Law	Bless
Chaos	Bane
Neutrality	Protection from Evil and Good

Favored by the Gods

Starting at 1st level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome.

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

Empowered Healing

Starting at 6th level, the divine energy coursing through you can empower healing spells. Whenever you or an ally within 5 feet of you rolls dice to determine the number of hit points a spell restores, you can spend 1 sorcery point to reroll any number of those dice once, provided you aren't incapacitated. You can use this feature only once per turn.

Angelic Form

Starting at 14th level, you can use a bonus action to manifest a pair of spectral wings from your back. While the wings are present, you have a flying speed of 30 feet. The wings last until you're incapacitated, you die, or you dismiss them as a bonus action.

The affinity you chose for your Divine Magic feature determines the appearance of the spectral wings: eagle wings for good or law, bat wings for evil or chaos, and dragonfly wings for neutrality.

Unearthly Recovery

At 18th level, you gain the ability to overcome grievous injuries. As a bonus action when you have fewer than half of your hit points remaining, you can regain a number of hit points equal to half your hit point maximum.

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

Sorcerer Subclass: Godly Ancestry (Any)

Godly Ancestor

At 1st level, you choose a specific god as your ancestor (if you are a legacy of multiple gods, pick only one damage type from either god). The damage type associated with each god is used by features you gain later.

Godly Ancestry			
God	Damage Type	God	Damage Type
Aether	Cold	Hera	Radiant
Aletheia	Psychic	Hermes	Acid
Aphrodite	Psychic	Hestia	Fire
Apollo	Radiant	Hypnos	Psychic
Athena	Psychic or Force	Iris	Lightning or Thunder
Britomartis	Thunder	Janus	Psychic
Comus	Acid	Nike	Force
Demeter	Poison	Nemesis	Force
Dionysus	Poison or Acid	Nyx	Cold
Hades	Cold	Philomelus	Force
Hecate	Necrotic or Psychic	Poseidon	Cold
Hephaestus	Fire or Thunder	Tyche	Acid
		Zeus	Lightning or Thunder

You can speak, read, and write an additional language of your choice. Additionally, whenever you make a Charisma check when interacting with gods, your proficiency bonus is doubled if it applies to the check.

Godly Resilience

As magic flows through your body, it causes physical traits of your godly 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, your veins seem to glow with traces of godly ichor. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your godly ancestry, add your Charisma modifier to that damage. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Divine Wings

At 14th level, you gain the ability to sprout a pair of feathered or bat-like 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.

If you are a child of Poseidon, the wings are like that of a waterbird. You can't fly higher than the treetops (or equivalent in a treeless environment) without risking the wrath of Zeus, but if you dive into the water from the air, you add 20ft to your swimming speed for that turn only

If you are a child of Hades, your wings are ghost-like and transparent. You are also limited to flight below the treetops, but when in flight you have the ability to pass through objects such as trees, rocks, or hills that are part of or deeply connected to the earth. Your ability to pass through the objects only works while you are in motion and using the wings, and you cannot pass through any animals/people/monsters.

Godly Presence

Beginning at 18th level, you can channel the dread presence of your godly 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.

Sorcerer Subclass: Shadow (Hades, Hecate, Nyx)

The power of shadow magic casts a strange pall over your physical presence. The spark of life that sustains you is muffled, as if it struggles to remain viable against the dark energy that imbues your soul.

Shadow Sorcerer Quirks

You can pick from or roll on the Shadow Sorcerer Quirks table to create a quirk for your character.

(You can also create your own quirk in a similar vein to the ones on this list)

d6	Quirk
1	You are always icy cold to the touch.
2	When you are asleep, you don't appear to breathe (though you must still breathe to survive).
3	You barely bleed, even when badly injured.
4	Your heart beats once per minute. This event sometimes surprises you.
5	You have trouble remembering that living creatures and corpses should be treated differently.
6	You blinked. Once. Last week.

Eyes of the Dark

From 1st level, you have darkvision with a range of 120 feet.

When you reach 3rd level in this class, you learn the *Darkness* spell, which doesn't count against your number of sorcerer spells known. In addition, you can cast it by spending 2 sorcery points or by expending a spell slot. If you cast it with sorcery points, you can see through the darkness created by the spell.

Strength of the Grave

Starting at 1st level, your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces you to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if you are reduced to 0 hit points by radiant damage or by a critical hit.

After the saving throw succeeds, you can't use this feature again until you finish a long rest.

Hound of Ill Omen

At 6th level, you gain the ability to call forth a howling creature of darkness to harass your foes. As a bonus action, you can spend 3 sorcery points to summon a hound of ill omen to target one creature you can see within 120 feet of you. The hound uses the dire wolf's statistics, with the following changes:

The hound is size Medium, not Large, and it counts as a monstrosity, not a beast.

It appears with a number of temporary hit points equal to half your sorcerer level.

It can move through other creatures and objects as if they were difficult terrain. The hound takes 5 force damage if it ends its turn inside an object.

At the start of its turn, the hound automatically knows its target's location. If the target was hidden, it is no longer hidden from the hound.

The hound appears in an unoccupied space of your choice within 30 feet of the target. Roll initiative for the hound. On its turn, it can move only toward its target by the most direct route, and it can use its action only to attack its target. The hound can make opportunity attacks, but only against its target. Additionally, while the hound is within 5 feet of the target, the target has disadvantage on saving throws against any spell you cast. The hound disappears if it is reduced to 0 hit points, if its target is reduced to 0 hit points, or after 5 minutes.

Shadow Walk

At 14th level, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

Umbral Form

Starting at 18th level, you can spend 6 sorcery points as a bonus action to transform yourself into a shadowy form. In this form, you have resistance to all damage except force and radiant damage, and you can move through other creatures and objects as if they were difficult terrain. You take 5 force damage if you end your turn inside an object.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

Sorcerer Subclass: Wild Magic (Demeter, Dionysus, satyr, nymph)

Your innate magic comes from the wild forces of chaos that underlie the order of creation. You might have endured exposure to some form of raw magic, perhaps through a planar portal leading to Limbo, the Elemental Planes, or the mysterious Far Realm. Perhaps you were blessed by a powerful fey creature or marked by a demon. Or your magic could be a fluke of your birth, with no apparent cause or reason. However it came to be, this chaotic magic churns within you, waiting for any outlet.

Wild Magic Surge

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

Tides of Chaos

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again.

Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

Bend Luck

Starting at 6th level, you have the ability to twist fate using your wild magic. When another creature you can see makes an attack roll, an ability check, or a saving throw, you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

Controlled Chaos

At 14th level, you gain a modicum of control over the surges of your wild magic. Whenever you roll on the Wild Magic Surge table, you can roll twice and use either number.

Spell Bombardment

Beginning at 18th level, the harmful energy of your spells intensifies. When you roll damage for a spell and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. You can use the feature only once per turn.

Classes – Sorcerer – Wild Magic

Wild Magic Surge			
d100	Effect	d100	Effect
01-02	Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.	51-52	A spectral shield hovers near you for the next minute, granting you a +2 bonus to AC and immunity to <i>Magic Missile</i> .
03-04	For the next minute, you can see any invisible creature if you have line of sight to it.	53-54	You are immune to being intoxicated by alcohol for the next 5d6 days.
05-06	A modron chosen and controlled by the DM appears in an unoccupied space within 5 feet of you, then disappears 1 minute later.	55-56	Your hair falls out but grows back within 24 hours.
07-08	You cast <i>Fireball</i> as a 3rd-level spell centered on yourself.	57-58	For the next minute, any flammable object you touch that isn't being worn or carried by another creature bursts into flame.
09-10	You cast <i>Magic Missile</i> as a 5th-level spell.	59-60	You regain your lowest-level expended spell slot.
11-12	Roll a d10. Your height changes by a number of inches equal to the roll. If the roll is odd, you shrink. If the roll is even, you grow.	61-62	For the next minute, you must shout when you speak.
13-14	You cast <i>Confusion</i> centered on yourself.	63-64	You cast <i>Fog Cloud</i> centered on yourself.
15-16	For the next minute, you regain 5 hit points at the start of each of your turns.	65-66	Up to three creatures you choose within 30 feet of you take 4d10 lightning damage.
17-18	You grow a long beard made of feathers that remains until you sneeze, at which point the feathers explode out from your face.	67-68	You are frightened by the nearest creature until the end of your next turn.
19-20	You cast <i>Grease</i> centered on yourself.	69-70	Each creature within 30 feet of you becomes invisible for the next minute. The invisibility ends on a creature when it attacks or casts a spell.
21-22	Creatures have disadvantage on saving throws against the next spell you cast in the next minute that involves a saving throw.	71-72	You gain resistance to all damage for the next minute.
23-24	Your skin turns a vibrant shade of blue. A <i>Remove Curse</i> spell can end this effect.	73-74	A random creature within 60 feet of you becomes poisoned for 1d4 hours.
25-26	An eye appears on your forehead for the next minute. During that time, you have advantage on Wisdom (Perception) checks that rely on sight.	75-76	You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is blinded until the end of its next turn.

Classes – Sorcerer – Wild Magic

27-28	For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.	77-78	You cast <i>Polymorph</i> on yourself. If you fail the saving throw, you turn into a sheep for the spell's duration.
29-30	You teleport up to 60 feet to an unoccupied space of your choice that you can see.	79-80	Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
31-32	You are transported to the Astral Plane until the end of your next turn, after which time you return to the space you previously occupied or the nearest unoccupied space if that space is occupied.	81-82	You can take one additional action immediately.
33-34	Maximize the damage of the next damaging spell you cast within the next minute.	83-84	Each creature within 30 feet of you takes 1d10 necrotic damage. You regain hit points equal to the sum of the necrotic damage dealt.
35-36	Roll a d10. Your age changes by a number of years equal to the roll. If the roll is odd, you get younger (minimum 1 year old). If the roll is even, you get older.	85-86	You cast <i>Mirror Image</i> .
37-38	1d6 flumphs controlled by the DM appear in unoccupied spaces within 60 feet of you and are frightened of you. They vanish after 1 minute.	87-88	You cast <i>Fly</i> on a random creature within 60 feet of you.
39-40	You regain 2d10 hit points.	89-90	You become invisible for the next minute. During that time, other creatures can't hear you. The invisibility ends if you attack or cast a spell.
41-42	You turn into a potted plant until the start of your next turn. While a plant, you are incapacitated and have vulnerability to all damage. If you drop to 0 hit points, your pot breaks, and your form reverts.	91-92	If you die within the next minute, you immediately come back to life as if by the <i>Reincarnate</i> spell.
43-44	For the next minute, you can teleport up to 20 feet as a bonus action on each of your turns.	93-94	Your size increases by one size category for the next minute.
45-46	You cast <i>Levitate</i> on yourself.	95-96	You and all creatures within 30 feet of you gain vulnerability to piercing damage for the next minute.
47-48	A unicorn controlled by the DM appears in a space within 5 feet of you, then disappears 1 minute later.	97-98	You are surrounded by faint, ethereal music for the next minute.
49-50	You can't speak for the next minute. Whenever you try, pink bubbles float out of your mouth.	99-00	You regain all expended sorcery points.

Backgrounds

Each background has a list of equipment and suggested personality traits. There's a lot of room to be freeform and mix and match stuff or make alterations to better fit your chosen story.

You can combine two backgrounds using the following template:

- Two skill proficiencies selected from all the options of the two backgrounds.
- Two tool proficiencies selected from all the options for the two backgrounds.
- All languages associated with both backgrounds.
- One of the Features associated with either background.
- A specialty (academic field, athletic event, etc.) from each background.
- A wallet from either background, a set of clothes from either background, the tools/kits from one background, and pick and choose between more trinket-y items, maps, notebooks, etc.

It's also ok for your character to only have one background, but the story elements of two if you prefer (e.g., a student athlete could choose to just have the athlete background but still be a student story-wise).

All of the trait suggestions are at the very end of the section, sorted by type. Start by reading the suggestions for your chosen background, then look at other backgrounds, or alter or make your own.

Personality traits can be pretty much anything. The idea is that you're picking a couple of main aspects of your character's personality to focus on when roleplaying. Likes, dislikes, general attitudes, anything.

Ideals are the main moral values that drive your character. As with the personality traits, you're choosing one important one to highlight here, even if your character has others.

Bonds describe what your character has a strong emotional connection to. A lot of the time that's a person, but it could also be a location, a community, dedication to a craft, even an extremely significant object of some kind. If you choose for your bond to be to a dead character, think about how that impacts the present—are you trying to avenge their death? complete their life's work? etc.

Flaws are the negative aspects of your character—pride, insecurity, fear, maybe a vice like alcohol.

List of backgrounds:

- [Academic](#) (includes students)
- [Acolyte](#) (can include any deeply religious person)
- [Adventurer](#) (had some sort of previous adventuring experience)
- [Athlete](#) (any sort of sportsing)
- [Charlatan](#) (forger/scam artist types – aka brain crimes?)
- [Country Folk](#) (also includes foresters or anyone who grew up away from cities)
- [Criminal](#) (thieves and more)
- [Entertainer](#) (can be adapted for other artsy creative types)
- [High Society](#) (basically rich people are modern day nobles)
- [Urchin](#) (grew up on the streets)

(remember that if a background gives a proficiency you already have from your race or class, you can choose another proficiency of the same type—skill for skill and tool for tool)

Backgrounds

Academic

As an academic, you have spent significant time employed within educational systems. You may have been employed to teach a particular subject, or you may be researching independently. Since most of the characters will be kids/teens, an academic background might be more of a nerdy student type of person rather than a professor/researcher.

Skill Proficiencies: Choose two of the following: Arcana, History, Investigation, Nature, and Religion

Other Proficiencies: Two languages or musical instruments, or one of each.

Equipment: A leather-bound diary, a pen, a set of traveler's clothes, one trinket of special significance, and a wallet containing 10gp.

To determine the nature of your academic pursuits, roll or choose from the table below.

You're not limited to just the options on the table.

d12	Specialty
1	Anthropology
2	Archaeology
3	Art History
4	Biology
5	Botany
6	Cryptozoology
7	Government
8	Mathematics
9	Mythology/Religion
10	Languages
11	World Cultures
12	World History

Feature: Researcher

When you attempt to learn or recall a piece of knowledge, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, research laboratory, university, or an expert in that field of knowledge. Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found.

Suggested Characteristics

Academics live to learn and teach, and their characteristics often reflect this. Academics typically highly value esoteric or complex information, whether for its own sake or as some means to an end.

Use the Academic tables at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Acolyte

You grew up in a very religious community, perhaps a cult of your godly parent, perhaps just a normal-world religion. Some religions see a direct conflict between their beliefs and the existence of ancient Greek gods, but others say that the existence of the Greek pantheon does not negate the existence of a more powerful singular God that presides over all, even the lowercase-g gods.

Skill Proficiencies: Insight, Religion

Tool Proficiencies: None

Languages: The language associated with your religion, if any (e.g., Latin, Hebrew) plus one additional language of your choice (second language does not need to be associated with your religion)

Equipment: A holy symbol, a pocket-sized copy of your chosen religious text, 5 sticks of incense, vestments, a set of common clothes, and a wallet containing 15gp.

Feature: Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Suggested Characteristics

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

Adventurer

You live for thrills and exploration and spend your time in search for your next big adventure. You've had a taste of the heroic life before—perhaps you've been at camp for awhile and have already had a quest, perhaps you had some sort of adventure before you arrived. Either way, you're a seasoned adventurer now and you're ready to go out and explore.

Skill Proficiencies: Survival, plus your choice of one from among Arcana, Nature, or Religion

Tool Proficiencies: One of your choice

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a shovel, a trinket from a previous adventure, a set of common clothes, and a wallet containing 15gp

Feature: Historical Knowledge

When you enter a ruin or dungeon, you can usually ascertain its original purpose and determine who built it, whether they were mortals, monsters, demigods or gods. In addition, you can correctly determine the monetary value of artifacts more than a century old.

Suggested Characteristics

Adventurers often have a great curiosity for the world around them, usually expressed by a desire to experience as much of it as is possible.

Use the Adventurer/Athlete tables at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Athlete

Athletes include amateur athletes of Olympic quality and professional athletes of all types, including gymnasts, weight trainers, wrestlers, boxers, martial artists, swimmers, skaters, and those who engage in any type of competitive sport.

Skill Proficiencies: Athletics, plus your choice of one from among Acrobatics, Medicine and Intimidation

Tool Proficiencies: The equipment for your chosen event, one type of gaming set (e.g. playing cards), land vehicles.

Starting Equipment: A trophy or medal from a past competition, a gaming set, a set of common clothes, and a wallet containing 10gp (Optional: the equipment/outfit for your chosen sport, if easily portable)

Event

To determine your particular athletic specialty, roll a d20 or choose from the options in the table below.

d20	Event	d20	Event	d20	Event	d20	Event
1	Running	6	Football/Soccer	11	Baseball/Softball/Cricket	16	Stunt Double
2	Cycling	7	Gymnastics	12	Tennis/Hockey/Lacrosse	17	Swimming/Diving
3	Archery	8	Weight Lifting	13	Ski/Snowboard	18	Javelin/Discus
4	Shooting	9	Volleyball	14	Pole Vaulting, Long/High Jump	19	Kayak/Canoe
5	Martial Arts	10	Basketball	15	Mixed Events (e.g., triathlon)	20	Other

Feature: Athletic Conditioning

You have conditioned your body for performance under the harshest circumstances. As long as you can exercise for one hour daily, you only need half the amount of food and sleep normally required to avoid exhaustion. In addition, you can hold your breath twice as long as normal.

Suggested Characteristics

Athletes usually love competition, and many find the spotlight of their career very appealing. Most have a strong sense of fair play or sportsmanship, but there are always athletes which try to bend the rules.

Use the Adventurer/Athlete tables at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Charlatan

You have always had a way with people. You know what makes them tick, you can tease out their hearts' desires after a few minutes of conversation, and with a few leading questions you can read them like they were children's books. It's a useful talent, and one that you're perfectly willing to use for your advantage.

You know what people want and you deliver, or rather, you promise to deliver. Common sense should steer people away from things that sound too good to be true, but common sense seems to be in short supply when you're around. The bottle of pink colored liquid will surely cure that unseemly rash, this ointment – nothing more than a bit of fat with a sprinkle of silver dust can restore youth and vigor, and there's a bridge in the city that just happens to be for sale. These marvels sound implausible, but you make them sound like the real deal.

Skill Proficiencies: Deception, Sleight of Hand

Tool Proficiencies: Disguise kit, forgery kit

Equipment: A set of fine clothes, a disguise kit, tools of the con of your choice (ten stoppered bottles filled with colored liquid, a set of weighted dice, a deck of marked cards, or a signet ring of an imaginary duke), and a wallet containing 15 gp

Favorite Schemes

Every charlatan has an angle they use in preference to other schemes. Choose a favorite scam or roll on the table below.

d6	Scam
1	I cheat at games of chance.
2	I forge money or documents of some kind. (maybe fake IDs?)
3	I constantly invent new dramatic “tragic backstories” to tug at both heartstrings and purse strings
4	I put on new identities like clothes.
5	I run sleight-of-hand cons on street corners.
6	I convince people that worthless junk is worth their hard-earned money.

Feature: False Identity

You have created a second identity that includes documentation, established acquaintances, and disguises that allow you to assume that persona. Additionally, you can forge documents including official papers and personal letters, as long as you have seen an example of the kind of document or the handwriting you are trying to copy.

Suggested Characteristics

Charlatans are colorful characters who conceal their true selves behind the masks they construct. They reflect what people want to see, what they want to believe, and how they see the world. But their true selves are sometimes plagued by an uneasy conscience, an old enemy, or deep-seated trust issues.

Use the *Charlatan/Criminal* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Country Folk

You grew up far from the bustling streets of a city. You may have been raised on a farm, in a remote forest cabin, in a small rural town, or in a hippie commune or something similar.

Skill Proficiencies: Survival, plus your choice between Animal Handling, Athletics, and Nature.

Tool Proficiencies: Herbalism kit or a musical instrument of your choice. One type of artisan's tools.

Equipment: A set of traveler's clothes, a hunting trap, a pair of thick work gloves, a wallet containing 10gp.

Feature: One with the Land

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Suggested Characteristics

Often considered rude and uncouth among "civilized" people, country folk have little respect for the niceties of life in the cities. They generally prioritize function over comfort and comfort over style, and they usually have a strong bond to their homeland.

Use the *Country* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Criminal

Criminals are fairly rare at Camp Half-Blood (as opposed to Charlatans), but there's always someone who can smuggle in snacks from the outside world, and some demigods may have turned to crime as a method of survival before coming to camp.

Skill Proficiencies: Deception, plus your choice of one from among Persuasion, Stealth and Intimidation

Tool Proficiencies: Thieves' tools or a forger's kit, plus one type of gaming set.

Equipment: A crowbar, a set of dark common clothes including a hood, and a wallet containing 15gp

Feature: Criminal Contact

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt officials, and seedy characters who can deliver messages for you.

Criminal Specialty

There are many kinds of criminal, and whether part of a larger organization or not most individual criminals have their own specialties.

To determine your particular criminal specialty, roll a d10 or choose from the options in the table below:

d8	Specialty	d8	Specialty
1	Blackmailer	5	Smuggler
2	Burglar	6	Getaway Driver
3	Shoplifter	7	Pickpocket
4	Fence	8	Vigilante

Suggested Characteristics

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honor among thieves, but criminals rarely show any respect for law or authority.

Use the *Charlatan/Criminal* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Entertainer

You thrive in front of an audience. You know how to enthrall them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humor cuts to the quick. Whatever techniques you use, your art is your life.

Skill Proficiencies: Choose two of the following: Acrobatics, Insight, Performance, Persuasion

Tool Proficiencies: Disguise kit, one type of musical instrument (can substitute for artisan's tools if going the artist route rather than performer)

Languages: None

Equipment: A musical instrument (one of your choice), the favor of an admirer (love letter, lock of hair, or trinket), a costume (or art supplies relevant to your chosen art), and a belt pouch containing 15gp.

Pursuit of Passion:

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d10	Entertainer Routine	d10	Entertainer Routine
1	Actor	6	Instrumentalist
2	Dancer	7	Poet
3	Circus Performer	8	Singer
4	Painter	9	Storyteller
5	Sculptor	10	Photographer

Choose either **By Popular Demand** or **Body of Work** (they're kinda similar lol)

Feature: By Popular Demand

You can always find a place to perform, usually in a nightclub or bar but possibly at a festival or theatre, or even at a private party. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in an area where you have performed, they typically take a liking to you.

Feature: Body of Work

You can usually find the local haunts of the creative community, and will be welcomed there as one of their own. These places are generally less frequented by the general public, and you can expect some additional privacy there than more mainstream establishments. Additionally, you may be recognized for your work among certain circles, and if someone does so they typically take a liking to you.

Suggested Characteristics

Creatives can cover a wide range of people, from struggling bohemians who live for their art to divas who thrive in front of an audience, to snooty types that see all others as spiritually and intellectually inferior.

Use the *Entertainer* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

High Society

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of gaming set or musical instrument

Languages: One of your choice

Equipment: A set of fine clothes, a valuable heirloom watch/piece of jewelry, a scroll of pedigree, and a purse containing 25gp.

Choose between **Retainers** or **Position of Privilege**

Retainers

You have the service of three retainers loyal to your family. These retainers can be attendants or messengers, and one might be a majordomo (head servant/button). Your retainers are commoners who can perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas (such as dungeons), and will leave if they are frequently endangered or abused. Note: The retainers will most likely be mortals (unless you have a story reason otherwise), and they will not be at camp with you. But you could do stuff like call a car to pick you up from camp, maybe take the family jet home after a quest, ask the servants to bring you food, etc.

Position of Privilege

Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with all sorts of upper-class people who would ordinarily be unreachable—CEOs, millionaires,

Suggested Characteristics

Those who are part of high society are born and raised to a very different lifestyle than most people ever experience, and their personalities reflect that upbringing. A noble title comes with a plethora of bonds – responsibilities to family, to other rich folks (including both millionaires and politicians), to the people entrusted to the family's care, or even to the family legacy itself. But this responsibility is often a good way to undermine them.

Use the *High Society* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Backgrounds

Urchin

You grew up on the streets alone, orphaned, and poor, You had no one to watch over you or to provide for you, so you learned to provide for yourself. You fought fiercely over food and kept a constant watch out for other desperate souls who might steal from you. You slept on rooftops and in alleyways, exposed to the elements, and endured sickness without the advantage of medicine or a place to recuperate. You've survived despite all odds, and did so through cunning, strength, speed, or some combination of each.

Skill Proficiencies: Sleight of Hand, Stealth

Tool Proficiencies: Disguise kit, thieves' tools

Languages: None

Equipment: A small knife, a map of the city you grew up in, a pet rodent/bug, a token to remember your parents by, a set of common clothes, and a wallet containing 10gp

A lot of demigods end up on the streets for various reasons. Sometimes their mortal parent dies (to natural causes or to monsters), sometimes they end up running away from their mortal family either to try to protect them or out of a feeling of not belonging in “normal life.” As well as all sorts of regular family drama reasons. Most demigods of Hestia were urchins who received her blessing (they were not demigods before they ended up on the streets). However, you are not obligated to use the urchin background for a demigod of Hestia if there is one that you think better defines their origin.

Features

City Secrets

You know the secret patterns and flow to cities and can find passages through the urban sprawl that others would miss. When you are not in combat, you (and companions you lead) can travel between any two locations in the city twice as fast as your speed would normally allow.

Suggested Characteristics

Urchins are shaped by lives of desperate poverty, for good and for ill. They tend to be driven either by a commitment to the people with whom they shared life on the street or by a burning desire to find a better life and maybe get some payback on all the rich people who treated them badly.

Use the *Urchin* table at the end of the background section to choose at least 2 personality traits, 1 idea, 1 bond, and 1 flaw. You can alter any of these traits as needed, choose a trait from a different background's table, or invent your own traits in a similar vein to the ones suggested.

Personality Traits

Academic Personality Traits

d12	Personality Trait
1	I love a good puzzle or mystery.
2	I'm a pack rat who never throws anything away.
3	Fame (or recognition among my peers) is more important to me than money.
4	I'm happier in a dusty old book than I am interacting with others.
5	Danger doesn't make me nervous. Idiots who don't know how to handle danger make me nervous.
6	You might think I'm a scholar, but I love a good brawl. These fists were made for punching.
7	I use polysyllabic words that convey the impression of great erudition.
8	I'm used to helping out those who aren't as smart as I am, and I patiently explain anything and everything to others.
9	I'm willing to listen to every side of an argument before I make my own judgment.
10	I... speak... slowly... when talking... to idiots,... which... almost... everyone... is... compared... to me.
11	I'm a stickler when it comes to observing proper etiquette and local customs.
12	I would rather observe than meddle.

Acolyte Personality Traits

d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	I've enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
8	I've spent so long in the temple that I have little practical experience dealing with people in the outside world.
9	I am utterly serene, even in the face of disaster.
10	The leader of my community had something wise to say on every topic, and I am eager to share that wisdom.
12	I feel tremendous empathy for all who suffer.
13	I connect everything that happens to me to a grand, cosmic plan.
14	I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.
15	I am working on a grand philosophical theory and love sharing my ideas.

Backgrounds

Athlete/Adventurer Personality Trait

	Personality Trait
1	I judge people by their actions, not their words.
2	If someone is in trouble, I'm always ready to lend help.
3	When I set my mind to something, I follow through no matter what gets in my way.
4	I have a strong sense of fair play and always try to find the most equitable solution to arguments.
5	I'm confident in my own abilities and do what I can to instill confidence in others.
6	Thinking is for other people. I prefer action.
7	I'm always polite and respectful.
8	I had a bad injury in the past, and I can't get the memories out of my head.
9	I've lost too many friends, and I'm slow to make new ones.
10	I'm full of inspiring and cautionary tales from my adventuring/athletic experience relevant to almost every combat situation.
11	I can stare down a hell hound without flinching.
12	I enjoy being strong and like breaking things.
13	I have a crude sense of humor.
14	I face problems head-on. A simple, direct solution is the best path to success.

Charlatan/Criminal Personality Traits

	Personality Trait
1	I fall in and out of love easily, and am always pursuing someone.
2	I have a joke for every occasion, especially occasions where humor is inappropriate.
3	Flattery is my preferred trick for getting what I want.
4	I'm a born gambler who can't resist taking a risk for a potential payoff.
5	I lie about almost everything, even when there's no good reason to.
6	Sarcasm and insults are my weapons of choice.
7	I keep multiple holy symbols on me and invoke whatever deity might come in useful at any given moment.
8	I pocket anything I see that might have some value.
9	I always have a plan for what to do when things go wrong.
10	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
11	The first thing I do in a new place is note the locations of everything valuable – or where such things could be hidden.
12	I would rather make a new friend than a new enemy.
13	I am incredibly slow to trust. Those who seem the fairest often have the most to hide.
14	I don't pay attention to the risks in a situation. Never tell me the odds.
15	The best way to get me to do something is to tell me I can't do it.
16	I blow up at the slightest insult.

Backgrounds

Country Folk Personality Traits

	Personality Trait
1	I'm driven by a wanderlust that led me away from home.
2	I watch over my friends as if they were a litter of newborn pups.
3	I once ran twenty-five miles without stopping to warn my clan of an approaching danger (e.g. tornado). I'd do it again if I had to.
4	I have a lesson for every situation, drawn from observing nature.
5	I place no stock in wealthy or well-mannered folk. Money and manners won't save you from a hungry hellhound.
6	I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
7	I feel far more comfortable around animals than people.
8	I was, in fact, raised by wolves.

Entertainer Personality Traits

	Personality Trait
1	I know a story relevant to almost every situation.
2	Whenever I come to a new place, I collect local rumors and spread gossip.
3	I'm a hopeless romantic, always searching for that "special someone."
4	Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
5	I love a good insult, even one directed at me.
6	I get bitter if I'm not the center of attention.
7	I'll settle for nothing less than perfection.
8	I change my mood or my mind as quickly as I change key in a song.

High Society Personality Traits

	Personality Trait
1	My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
2	The common folk love me for my kindness and generosity.
3	No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
4	I take great pains to always look my best and follow the latest fashions.
5	I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
6	Despite my high social standing, I do not place myself above other folk. We all have the same blood.
7	My favor, once lost, is lost forever.
8	If you do me an injury, I will crush you, ruin your name, and salt your fields.

Urchin Personality Traits

	Personality Trait
1	I hide scraps of food and trinkets away in my pockets.
2	I ask a lot of questions.
3	I like to squeeze into small places where no one else can get to me.
4	I sleep with my back to a wall or tree, with everything I own wrapped in a bundle in my arms.
5	I eat like a pig and have bad manners.
6	I think anyone who's nice to me is hiding evil intent.
7	I don't like to bathe.
8	I bluntly say what other people are hinting at or hiding.
9	I've been isolated for so long that I rarely speak, preferring gestures and the occasional grunt.
10	I'm oblivious to etiquette and social expectations.

Ideals

Academic Ideals

d12	Ideal
1	Preservation. Any information I discover must be recorded for future generations (Good)
2	Power. Knowledge is the path to power and domination. (Evil)
3	No Limits. Nothing should fetter the infinite possibility inherent in all existence. (Chaotic)
4	Logic. Emotions must not cloud our logical thinking. (Lawful)
5	Self-Improvement. The goal of a life of study is the betterment of oneself. (Any)
6	Danger. With every great discovery comes grave danger. The two walk hand in hand. (Any)
7	Greed. I won't risk my life for nothing. I expect some kind of payment. (Any)
8	Death Wish. Nothing is more exhilarating than a narrow escape from the jaws of death. (Chaotic)
9	Dignity. The dead and their belongings deserve to be treated with respect. (Lawful)
10	Immortality. All my exploring is part of a plan to find the secret of everlasting life. (Any)
11	Beauty. What is beautiful points us beyond itself toward what is true. (Good)
12	Knowledge. The path to power and self-improvement is through knowledge. (Neutral)
13	Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)

Acolyte Ideals

d10	Ideal
1	Tradition. The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	Charity. I always try to help those in need, no matter what the personal cost. (Good)
3	Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	Power. I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
5	Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
6	Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against their teachings.
7	Community. It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
8	Freedom. Everyone should be free to pursue his or her own livelihood. (Chaotic)
9	Greed. I'm only in it for the money/power/prestige. (Evil)
10	People. I'm committed to the people I care about much more than the religion itself. (Neutral)
11	Greater Good. My gifts are meant to be shared with all, not used for my own benefit. (Good)
12	Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking. (Lawful)
13	Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
14	Self-Knowledge. If you know yourself, there's nothing left to know. (Any)

Backgrounds – Ideals

Athlete/Adventurer Ideals

d6	Ideal
1	Respect. People deserve to be treated with dignity and respect. (Good)
2	Fairness. No one should get preferential treatment before the law, and no one is above the law. (Lawful)
3	Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)
4	Might. If I become strong, I can take what I want – what I deserve. (Evil)
5	Sincerity. There's no good in pretending to be something I'm not. (Neutral)
6	Destiny. Nothing and no one can steer me away from my higher calling. (Any)
7	Greater Good. The strong must protect the weak for the betterment of society. (Good)
8	Responsibility. I do what I must and obey just authority. (Lawful)
9	Independence. When people follow orders blindly, they embrace a kind of tyranny. (Chaotic)
10	Might. In life as in war, the stronger force wins. (Evil)
11	Live and Let Live. Ideals aren't worth killing over or going to war for. (Neutral)
12	Nation. My city, nation, or people are all that matter. (Any)

Charlatan/Criminal Ideals

d12	Ideal
1	Independence. I am a free spirit – no one tells me what to do. (Chaotic)
2	Fairness. I never target people who can't afford to lose a few coins. (Lawful)
3	Charity. I distribute the money I acquire to the people who really need it. (Good)
4	Creativity. I never run the same con twice. (Chaotic)
5	Friendship. Material goods come and go. Bonds of friendship last forever. (Good)
6	Aspiration. I'm determined to make something of myself. (Any)
7	Honor. I don't steal from others in the trade. (Lawful)
8	Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)
9	Greed. I will do whatever it takes to become wealthy. (Evil)
10	People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
11	Redemption. There's a spark of good in everyone. (Good)

Country Folk Ideals

1	Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
2	Greater Good. It is each person's responsibility to make the most happiness for the whole community. (Good)
3	Honor. If I dishonor myself, I dishonor my whole hometown/family. (Lawful)
4	Might. The strongest are meant to rule. (Evil)
5	Nature. The natural world is more important than all the constructs of civilization. (Neutral)
6	Glory. I must earn glory in battle, for myself and my hometown/family. (Any)

Backgrounds – Ideals

Entertainer Ideals

1	Beauty. When I perform, I make the world better than it was. (Good)
2	Tradition. The stories, legends, and songs of the past must never be forgotten, for they teach us who we are. (Lawful)
3	Creativity. The world is in need of new ideas and bold action. (Chaotic)
4	Greed. I'm only in it for the money and fame. (Evil)
5	People. I like seeing the smiles on people's faces when I perform. That's all that matters. (Neutral)
6	Honesty. Art should reflect the soul; it should come from within and reveal who we really are. (Any)

High Society Ideals

...	Ideal
1	Respect. Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
2	Responsibility. It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
3	Independence. I must prove that I can handle myself without the coddling of my family. (Chaotic)
4	Power. If I can attain more power, no one will tell me what to do. (Evil)
5	Family. Blood runs thicker than water. (Any)
6	Noble Obligation. It is my duty to protect and care for the people beneath me. (Good)

Urchin Ideals

...	Ideal
1	Respect. All people, rich or poor, deserve respect. (Good)
2	Community. We have to take care of each other, because no one else is going to do it. (Lawful)
3	Change. The low are lifted up, and the high and mighty are brought down. Change is the nature of things. (Chaotic)
4	Retribution. The rich need to be shown what life and death are like in the gutters. (Evil)
5	People. I help the people who help me-that's what keeps us alive. (Neutral)
6	Aspiration. I'm going to prove that I'm worthy of a better life. (Any)

Bonds

Academic Bonds

d12	Bond
1	I sold my soul for knowledge. I hope to do great deeds and win it back.
2	Ever since I was a child, I've wanted to become a legend and earn my place in the history books.
3	I want to find my mentor, who disappeared on an adventure some time ago.
4	I have a friendly rival. Only one of us can be the best, and I aim to prove it's me.
5	I'm secretly in love with another better-known academic in my field
6	I hope to bring prestige to a library, a museum, or a university.
7	My mentor gave me a journal filled with lore and wisdom. Losing it would devastate me.
8	My studies took me to a wonderful faraway place that will remain in my heart until I can return
9	I have a trinket that I believe is the key to finding a long-lost society.
10	It is my duty to protect my students.
11	My life's work is a series of tomes related to a specific field of lore.
12	I've been searching my whole life for the answer to a certain question.
5	Should my discovery come to light, it could bring ruin to the world.

Acolyte Bonds

d6	Bond
1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
3	I owe my life to the priest who took me in when my parent(s) died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.
1	Nothing is more important than the other members of my religion.
3	I'm still seeking enlightenment, and it still eludes me.
4	I entered seclusion because I loved someone I could not have.
6	My isolation gave me great insight into a great evil that only I can destroy.

Charlatan/Criminal Bonds

d6	Bond
1	I fleeced the wrong person and must work to ensure that this individual never crosses paths with me or those I care about.
2	I owe everything to my mentor – a horrible person who's probably rotting in jail somewhere.
3	Somewhere out there, I have a younger fully-mortal half-sibling who doesn't know me. I'm making the world better for them.

Backgrounds – Bonds

4	I come from a noble family, and one day I'll reclaim my lands and title from those who stole them from me.
5	A powerful person killed someone I love. Someday soon, I'll have my revenge.
6	I swindled and ruined a person who didn't deserve it. I'm trying to secretly look out for their family.
7	I'm trying to pay off an old debt I owe to a generous benefactor.
8	My ill-gotten gains go to support my family.
9	Something important was taken from me, and I aim to steal it back.
10	I will become the greatest thief that ever lived.
11	I'm guilty of a terrible crime. I hope I can redeem myself for it.
12	Someone I loved died because of I mistake I made. That will never happen again.

Entertainer Bonds

d6	Bond
1	My instrument is my most treasured possession, and it reminds me of someone I love.
2	Someone stole my precious instrument, and someday I'll get it back.
3	I want to be famous, whatever it takes.
4	I idolize a hero of the old tales and measure my deeds against that person's.
5	I will do anything to prove myself superior to my hated rival.
6	I would do anything for the other members of my old troupe.

High Society Bonds

d6	Bond
1	I will face any challenge to win the approval of my family,
2	My house's alliance with another noble family must be sustained at all costs.
3	Nothing is more important than the other members of my family.
4	I am in love with the heir of a family that my family despises.
5	My loyalty to my sovereign is unwavering.
6	The common folk must see me as a hero of the people.

Urchin Bonds

d6	Bond
1	My town or city is my home, and I'll fight to defend it.
2	I do whatever I can to help other children who need a family.
3	I owe my survival to another urchin who taught me to live on the streets.
4	I owe a debt I can never repay to the person who took pity on me.
5	I escaped my life of poverty by robbing an important person, and I'm wanted for it.
6	No one else should have to endure the hardships I've been through.
7	I came to camp to hide from the ones who might still be hunting me. I must someday confront them.

Backgrounds

Flaws

Academic Flaws

	Flaw
1	I have a deep fear of some common wild animal – squirrels, birds, spiders, rabbits
3	I have no time for friends or family. I spend every waking moment thinking about or working on my research
4	When given the choice of going left or right, I always go left.
5	I can't sleep except in total darkness.
6	I am easily distracted by the promise of information.
7	Most people scream and run when they see a demon. I stop and take notes on its anatomy.
8	I overlook obvious solutions in favor of complicated ones.
9	I speak without really thinking through my words, invariably insulting others.
10	I can't keep a secret to save my life, or anyone else's.
11	Boats make me seasick.
12	I talk to myself, and I don't make friends easily.
13	I believe that I'm intellectually superior to everyone and have much to teach them.
14	I complain about everything.
15	I'll do anything to get my hands on a specific rare or priceless item
17	No one must ever learn that I once stole money from my research fund.
18	I'm never satisfied with what I have – I always want more.
19	I'm horribly jealous of anyone who can outshine my handiwork. Everywhere I go, I'm surrounded by rivals.
20	I'd risk too much to uncover a lost bit of knowledge.

Acolyte Flaws

	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.
7	I harbor dark, bloodthirsty thoughts that my prayer and meditation fail to quell.
8	I am dogmatic in my thoughts and philosophy.
9	I let my need to win arguments overshadow friendships and harmony.
10	I like keeping secrets and won't share them with anyone.

Backgrounds

Athlete/Adventurer Flaws

	Flaw
1	I have an enemy or rival who will stop at nothing to see me killed.
2	I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
3	The people who knew me when I was young know my shameful secret, so I can never go home again.
4	I have a weakness for the vices of the city, especially hard drink.
5	I have a deep resentment for anyone who finds more success than I do.
6	I'll do anything to win fame and renown.
7	I'm a sucker for a pretty face.
8	I can't stay in one place for too long, because I'm always causing some sort of scandal.
9	Once I focus on a specific goal, I don't pay attention to anything else.
10	I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
11	I can't leave a room without searching it for secret doors.
12	When I'm not out adventuring/athlete-ing, I get jittery and impatient.
13	I have no time for friends or family. I spend every waking moment thinking about and preparing for my next expedition/competition.
14	When given the choice of going left or right, I always go left.
15	I can't leave a room without searching it for secret doors.

Charlatan/Criminal Flaws

	Flaw
1	I can't resist a pretty face.
2	I'm always in debt. I spend my ill-gotten gains on decadent luxuries faster than I bring them in.
3	I'm convinced that no one could ever fool me the way I fool others.
4	I'm too greedy for my own good. I can't resist taking a risk if there's money involved.
5	I can't resist swindling people who are more powerful than me.
6	I hate to admit it and will hate myself for it, but I'll run and preserve my own hide if the going gets tough.
7	I'm quick to assume that someone is trying to cheat me.
8	When I see something valuable, I can't think about anything but how to steal it.
9	When faced with a choice between money and my friends, I usually choose the money.
10	If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
11	I have a "tell" that reveals when I'm lying.
12	An innocent person is in prison for a crime that I committed. I'm okay with that.

Backgrounds

Entertainer Flaws

1	I'll do anything to win fame and renown.
2	I'm a sucker for a pretty face.
3	A scandal prevents me from ever going home again. That kind of trouble seems to follow me around.
4	I once satirized a noble who still wants my head. It was a mistake that I will likely repeat.
5	I have trouble keeping my true feelings hidden. My sharp tongue lands me in trouble.
6	Despite my best efforts, I am unreliable to my friends.

Country Folk Flaws

	Flaw
1	I am too enamored of ale, wine, and other intoxicants.
2	There's no room for caution in a life lived to the fullest.
3	I remember every insult I've received and nurse a silent resentment toward anyone who's ever wronged me.
4	I am slow to trust members of other races, tribes, and societies.
5	Violence is my answer to almost any challenge.
6	Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

High Society Flaws

	Flaw
1	I secretly believe that everyone is beneath me.
2	I hide a truly scandalous secret that could ruin my reputation forever.
3	I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
4	I have an insatiable desire for carnal pleasures.
5	In fact, the world does revolve around me.
6	By my words and actions, I often bring shame to my family.

Urchin Flaws

	Flaw
1	If I'm outnumbered, I will run away from a fight.
2	Gold seems like a lot of money to me, and I'll do just about anything for more of it.
3	I will never fully trust anyone other than myself.
4	I'd rather kill someone in their sleep than fight fair.
5	It's not stealing if I need it more than someone else.
6	People who can't take care of themselves get what they deserve.
7	Now that I don't have to worry about survival, I spend far too much time on guilty pleasures