

Rats in the Rain presents:

Masters of Fate

Magehand Pilferer

Jack of the Trades

War Druid

Night Watchman

**A handbook of class options for the 5th edition of the
world's greatest role playing game.**

By G Christopher Dyson & K S Dyson



Masters of Fate

A character options handbook for 5E Dungeons and Dragons

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Introduction

Welcome to the fourth volume in this series of class option manuals.

In each of these, we present:

- a new class
- a new path for an existing class
- a new race specific path
- a new background

All of which are completely unrelated and not necessarily printed in that order. In my experience when new character options are grouped by theme it produces a volume that benefits one player at the table but fails to inspire others. The unrelated nature of these options allows the whole table to be inspired as the options are as different as the players.

Magehand Pilferer

A halfling girl sits back at a safe distance as she sends a disembodied hand to take the pouch of coins. There is a shout as the merchant realises, but the girl is gone before anyone can even guess she was involved.

A dwarf locates a trap, but he knows how dangerous it will be, so he takes out his tools and hands them to a pair of magehands hovering beside him. This allows him to move back to a safer spot as his skills are used to disarm the trap.

Your innate magic comes through your ancient bloodline. You have a dragon ancestor, but the bloodline has manifested differently to other draconic sorcerers, as you have gained the wit and tricks of your great copper dragon ancestor.

Building a Magehand Pilferer

Magehand Pilferer is a new sorcerous origin taken at 1st level in place of the ones in the core rules. While similar to the draconic bloodline in origin, it is a different manifestation.

Proficiencies

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with copper dragons, your proficiency bonus is doubled if it applies to the check.

Advanced Magehand

The ancient copper dragon you descended from was a master of using the magehand spell. A part of this has been passed down to you.

From 1st level, you are able to maintain a magehand spell without needing to use a bonus action to concentrate.



There are many uses for the hand. While the hand cannot perform somatic components for a spell, nor can it use an arcane focus. With a standard action you can do all the things a magehand could previously do.

For a magehand pilferer, the following can be done by using a bonus action to direct the hand:

- Hold a weapon for you while you cast a spell
- Retrieve a dropped weapon
- Retrieve and deliver spell components
- Hold an arcane focus while you use a weapon
- Assist with loading a crossbow. This allows you to ignore the loading quality of a light or hand crossbow.
- As a reaction, you can call the magehand to assist in resisting a disarm. This grants advantage on your strength roll.

Nimble Fingers

While using your magehand, you gain proficiency in sleight of hand and the use of thieves' tools. For both of these skills you may use your charisma modifier instead of dexterity for any rolls.

Versatile Hands

At sixth level you gain additional uses for your hand.

By expending a sorcery point you may cast a second magehand spell while a first is in existence. To maintain the second hand, you will need to concentrate as normal.

This is a popular option for trap smiths who need to use both hands but wish to remain at a safe distance.

Also, at sixth level you may spend a sorcery point to make your magehand invisible. You must then concentrate by using your bonus action.



Sorcerous Strength

At 14th level, your magehand becomes extra strong and may lift a weight of 25 pounds. Moving any weight beyond 10 pounds requires a bonus action to concentrate.

Magical hand

At 18th level, you are able to deliver touch attack spells through the hand.

Jack of the Trades

The half elf was in the tavern when the cry for help came. He leapt to his feet along with a dwarven warrior and a cleric. Realising the group may need someone light on their feet, he took a moment to refocus himself and change his own skills to match the needs of the day.

The gnome was ready for anything, but he didn't know what kind of enemy they would be facing. When the scout reported back that ghouls were about, the rest of the party began to worry: None of them were equipped for ghouls. The gnome smiled. He wasn't ready for ghouls, but he could be and with a little planning, he made himself ready.

Who are you?

The Jack of All Trades is no specialist. They begin with a variety of skills and a good choice of spells, but they're real ability to choose who they will become on any given day.

Usually the ability is important when the rest of the party changes frequently and different weaknesses need to be covered, but the ability is also useful when particular enemies are encountered that may need special skills.

Some days, you need stealth in the party. Some days you just need to be able to cause damage fast.

Whatever the need, the Jack of the Trades can cover it.

It is a role for someone who like change and adaptability.

You will never be the best at something, but you can be second best at everything.

When choosing the class, ask yourself, why a variety of skills is better for you than specialising? What training did you get, to be able to dabble at everything?

Level	Ability	Trades	Known	1 st	2 nd	3 rd	4 th	5 th
1	Jack of all trades	2	-	-	-	-	-	-
2	Master of none, Spell casting	2	2	2	-	-	-	-
3	Fighting Style	3	3	3	-	-	-	-
4	Ability score improvement	3	3	3	-	-	-	-
5	Cunning Action	3	4	4	2	-	-	-
6		4	4	4	2	-	-	-
7	Second Wind	4	5	4	3	-	-	-
8	Ability score improvement	4	5	4	3	-	-	-
9		4	6	4	3	2	-	-
10	Ability score improvement	4	6	4	3	2	-	-
11		4	7	4	3	3	-	-
12	Ability score improvement	5	7	4	3	3	-	-
13	Uncanny Dodge	5	8	4	3	3	1	-
14	Evasion	5	8	4	3	3	1	-
15		5	9	4	3	3	2	-
16	Ability score improvement	5	9	4	3	3	2	-
17	Double focus	6	10	4	3	3	3	1
18		6	10	4	3	3	3	1
19	Ability score improvement	6	11	4	3	3	3	2
20		6	11	4	3	3	3	2

Quick Build

Put your highest ability in Intelligence. Your other abilities will all be needed so can be placed in any order. Take the Folk Hero Background.

Class Features

As a Jack of the trades, you gain the following class features.

Hit Dice: 1d8 per Jack of the trades level

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

Hit Points at Higher Levels: 1d8(or 5) plus your con modifier per Jack of the trades level after 1st.

Proficiencies

Armor: Light, Medium

Weapons: Simple

Saving Throws: Int, Cha

Skills: Any three

Equipment

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

- (a) a mace or (b) a handaxe
- (a) scale mail or (b) leather armour
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a scholar's pack or (b) an entertainer's pack



Jack of all trades

From 1st level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Master of none

At 2nd level, the you gain a pool of trade points, as indicated on the Jack of the trades table. These points refresh after a long rest.

At the end of a short rest, you may choose a focus. With each focus comes an ability that requires the use of trade points. You may change your focus after any short rest. You may not choose a focus that gives you an ability you already possess from another class.

This ability allows you to emulate the abilities of other classes to overcome weaknesses of your party or to increase you power against specific enemies.

At 17th level your versatility allows you to choose two foci at the end of a short rest and you may use the ability of either of these.

Focus options: The following are foci that can be selected at the end of a short rest. You can only have one focus at a time and may not choose a focus that grants an ability you already have from another class.

- **Sneak attack:** Once per round, at the cost of 1 trade point, you may do a sneak attack as described in the rogue section of the rules. The number of extra dice you do is equal your maximum number of trade points. For example, at level 6, you may use this ability 4 times and each time do an extra 4d6 damage.
- **Rage:** At the cost of 2 trade points, you may enter a rage as described in the barbarian class.
- **Smite:** At the cost of 1 trade point, you may do a smite attack as described for the Paladin class. To do this, you must also sacrifice one of your spell slots.
- **Wildshape:** At the cost of three trade points, you may gain a wildshape ability as described for the druid class. This lasts for 1 hour per your maximum number of trade points. For example a 12th level Jack could wildshape once for 5 hours.
- **Inspiration:** You are able to provide bardic inspiration. For the cost of two trade points, you may grant 1d6 bardic inspiration as described for the bard class.
- **Extra spell slot:** You may use your trade points to increase the number of spell slots available in a manner similar to a sorcerer expending sorcery points.
- **Lay on Hands:** You may expend 1 trade point to heal 5 hit points of damage or cure a disease as though you were a paladin.
- **Ki:** You may expend trade points as though they were ki, to do any of the following as described for the monk class: Flurry of blows, patient defence, step of the wind.
- **Turn Undead:** At the cost of 2 trade points, you may attempt to turn undead as if you had the channel divinity ability of a cleric.
- **Battle Master:** You may spend a trade point as though it were a 1d8 superiority die to perform any of the following combat manoeuvres described for the Battle master martial archetype: Distracting strike, lunging attack, rally.
- **Extra Attack:** You may spend a trade point to gain one extra attack in a round.



Spell casting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power. See the core rules for general rules of spellcasting and the spell lists.

Spellbook

At 2nd level, you gain a spellbook containing four 1st-level spells of your choice. These can be taken from any spell list.

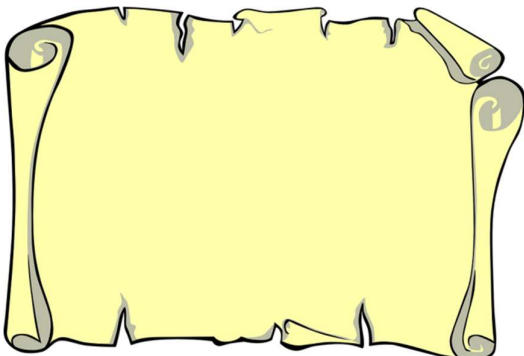
Preparing and Casting Spells

The Jack of the Trades 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 spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Intelligence modifier + half your Jack of the trades level (minimum of one spell). The spells must be of a level for which you have spell slots.

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 spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.



Spell casting Ability

Intelligence is your spellcasting ability for your 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 spell you cast and when making an attack roll with one.

Ritual Casting

You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook.

You don't need to have the spell prepared.

Spell casting Focus

You can use an arcane focus as a spellcasting focus for your spells.

Learning Spells of 1st Level and Higher

Each time you gain a Jack of the trades level, you can add two spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Jack of the trades table. On your adventures, you might find other spells that you can add to your spellbook. This is done as described for a wizard.

Fighting Style

At 3rd 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.

Defence: While you are wearing armour, you gain a +1 bonus to AC.

Duelling: 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.

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



Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 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.

Cunning Action

Starting at 5th 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.

Second Wind

From 7th Level, 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 Jack of the trades level.

Once you use this feature, you must finish a short or long rest before you can use it again.

Uncanny Dodge

Starting at 13th 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 14th level, you can nimbly dodge out of the way of certain area effects. 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.

Multiclassing

To multiclass you must have int and cha of 13. You gain 1 skill proficiency of your choice.

You may not take a focus that grants an ability that you have from another class.

War Druid

The old man takes his attention away from the tree for just a moment. He sees the dwarven loggers come to destroy the forest. He looks back at the tree and then stands tall as he prepares himself for war.

While most druids venerate nature, there are a small number who know that man is a part of nature and they know he is a powerful part of it.

Circle of Man

The Circle of Man is a druidic circle chosen at second level in place of the existing circles.

Racial Restrictions

Only a human or half human can become a war druid and join the circle of man.

Creating a war druid

Combat Style

At second 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.

- Club: Gain +2 to hit with *Shillelagh*.
- Fire: Add your wisdom bonus to damage with the *produce flames* cantrip
- Defence: While you are wearing hide armour or benefitting from barkskin, you gain plus +1 to your AC.

Rage

At 6th level you gain the ability to 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 armour:

- You have advantage on Strength checks and Strength saving throws.

- When you make a melee weapon attack using Strength, you gain a bonus of +2 to the damage roll.

- You have resistance to bludgeoning, piercing, and slashing damage.

You can't cast spells 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 twice, you must finish a long rest before you can rage again.

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

Reckless Attack

Starting at 6th level, you can throw aside all concern for defence 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.

Brutal Critical

Beginning at 10th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

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.

Night Watchman

Walking the streets at night, you are used to the dark and you are used to trouble. You represent the law but will oft-times befriend those who work against it.

You are familiar with all manner of strange goings on and nothing surprises you anymore.

There are many opportunities for you learn secrets or new skills as the trudge of your beat leads you to a life of adventure.

Skill Proficiencies: Perception, Investigation

Languages: Any two languages

Special Feature: The night road. You are so experienced at walking city streets at night, that you can move and lead your party through any city at night, even when under curfew, at twice the normal rate and you have advantage on any rolls to avoid detection.



D8	Personality Trait
1	I ask a lot of questions.
2	I face problems head-on. A simple, direct solution is the best path to success.
3	I can stare down a hell hound without flinching.
4	To me, a tavern brawl is a nice way to get to know a new city.
5	There's nothing I like more than a good mystery.
6	I like to talk at length about my profession.
7	I judge people by their actions, not their words.
8	Thinking is for other people. I prefer action.

D6	Ideal
1	Community. We have to take care of each other, because no one else is going to do it. (Lawful)
2	People. I'm committed to my watch team, not to ideals. (Neutral)
3	Logic. Emotions must not cloud our logical thinking. (Lawful)
4	Might. The strongest are meant to rule. (Evil)
5	Free Thinking. Inquiry and curiosity are the pillars of progress. (Chaotic)
6	Destiny. Nothing and no one can steer me away from my higher calling. (Any)

D6	Bond
1	My town or city is my home, and I'll fight to defend it.
2	I am in love with the heir of a family that my family despises.
3	The first street I patrolled is my favourite place in the world.
4	I was rescued by an honest night watchman and owe him my life.
5	I protect those who cannot protect themselves.
6	Someone stole a treasure from me, and someday I'll get it back.

D6	Flaw
1	If I'm outnumbered, I will run away from a fight.
2	I obey the law, even if the law causes misery.
3	I'll say anything to avoid having to do extra work.
4	Once I start drinking, it's hard for me to stop.
5	I overlook obvious solutions in favour of complicated ones.
6	I am easily distracted by the promise of information.

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R504 Masters of Fate

Book 4 in a series of character options for the 5th edition of the world's greatest role playing game.

In this volume:

- **Magehand Pilferer**
- **Jack of the Trades**
- **War Druid**
- **Night Watchman**

There's something for everyone!

