

Rats in the Rain presents:

The Players' Compendium

**All the race and class options from all the Rats
Supplements in one place!**



By G Christopher Dyson & K S Dyson



The Rats in the Rain Players' Compendium

A character options handbook for 5E Dungeons and Dragons

Written by G Christopher Dyson & K S Dyson

Published by Rats in the Rain

ISBN 978-0-9946436-3-6

©2016 G Christopher Dyson

All rights reserved



Contents

Introduction.....	6
Races.....	6
Bugbear	6
Centaur.....	7
Cloud Elves	8
Flumph	8
Gnoll	9
Goblins	10
Half-ogre.....	10
Half-Orog.....	11
Hobgoblins	11
Lizardfolk	12
Mantis Warrior	13
Ratkin	14
Sea-elf.....	14
Sky Dwarf	15
Willow	15
Winter-elf	16
Vulgorn	17
Classes	18
Blade Heart	18
Dragonsoul.....	21
Eldritch Assassin.....	23
Harlequin	26
Holy Stalker	31
Oath of Silence.....	33
Hybrid - Man of Steam.....	35
Jack of the trades	38
Mech-Master	43
Ninja.....	45
Ooze Adept	48
Ragepact	53
Thaumaturgist.....	56
Troubadour	58
Wilderness Runner.....	61
Class Options	67
Barbarian	67
Barbarian: Luddite	67
Bard	68
Bard: College of Metal	68
Bard: Druidic Lyrist.....	69
Cleric.....	70
Cleric: Eldritch Cleric	70
Druid.....	71
Druid: Circle of Scales	71
Druid: Circle of Land.....	71
New Environment Ocean	71
New environment: Rails.....	72

New Environment: Sewer	72
New environment: Sky.....	72
Druid: War Druid.....	72
Fighter	73
Fighter: Cavalier.....	73
Fighter: Master Thrower.....	74
Fighter: Mountain Defender	75
Fighter: War Chanter	76
Monk	77
Monk: Cloud walker	77
Ranger	78
Ranger: Beast Rider.....	78
Ranger: Cowboy.....	79
Ranger: Eldritch Archer	79
Rogue	80
Rogue: Blade Shaper	80
Rogue: Hidden Blade.....	81
Sorcerer	82
Sorcerer: Dragonblood.....	82
Sorcerer: Magehand Pilferer.....	83
Warlock	84
Warlock: Binary One	84
Warlock: Light Patron	85
Wizard	86
Wizard: Rune Hammer.....	86
Backgrounds	87
Airship Captain.....	87
Airship Engineer.....	87
Night Watchman	87
Rat Catcher	87
Tavern Manager.....	88
Town Crier.....	88
Feats	89
Dragon-friend.....	89
Extra Background	89
Light Armour Mastery.....	89
Reach Sneak Attack.....	89
Recharge	89
Renaissance Man	89
Scroll Reader	89
Staff Caster.....	89
Unarmoured Defence Mastery	89
Versatile Rage	89
Feat Synergies.....	90
Attack and Parry.....	90
Determined Charger	90
Focused Dabbler	90
Intestinal Fortitude	90
Shield Hiding	90
Spell Shooter.....	90
Steadfast Defence.....	90
Sure Destruction	90
Ability Synergies	90

Bonded Companion	90
Noble Blade.....	90
Thug	90
Spells.....	91
Breath weapon.....	91
Elemental Gift	91
Ice Shard	91
Lightning Spear	91
Magic Shield	92
Mirror Escape.....	92
Mud Rush.....	92
Repair Mechanoid.....	92
Equipment	93
Weapons	93
Two Handed Thrown.....	93
Special Weapons	93
High Tech Weapons.....	95
Armour	96
Mounts	96
Transport.....	97
To all things...An ending.....	97
Acknowledgements	97
OPEN GAME LICENSE	98

Introduction

Welcome to the compendium!

During the last year, we have been publishing small collections of class and race options for 5E.

In this volume, we bring together all the variant rules presented in the stand alone volumes, along with revisions and development notes.

In this volume, you will find all of the rules presented in:

- Warriors of Destiny
- Heroes of the Dawn
- Masters of Fate
- Seekers of Fortune
- Characters of Class
- Nature of Dragons
- Options of Heroism
- Times of Peril
- Revisions of Origins
- And
- The non-magical items and rules from Things Worth Finding

A lot of these rules were used in the various modules that have or will be produced by Rats in the Rain.

By publishing this volume, we aim to bring an end to the rules options we have presented to date. The original publishers of 5E are slowly bring out more rules and options which makes it harder to keep these volumes looking fresh.



If you want to use any of these rules, please discuss them with your Game Master first, as these are only ideas and not cannon.

Races

Bugbear

"The thing about Rodok is he always tried hard," explains Rollo, the old adventurer sat shrouded in his old memories, "Nobody trusted him, but he was there, in the shadows ready to help out. He would burst out of nowhere and be at our rescue without stopping to think. Sure he didn't like to be in the front line and sure he dipped his hand a little too far into the gold, but that bugbear had the heart of a hero when it mattered."

- Year of the Hammer

Shunned to the shadows

Often seen as the poor cousin of the goblin, bugbears have a vast culture. They aspire to gain wealth, they have a strong desire to lead, they have a strong sense of honour, but value victory above fairness. Above all, they value individual freedoms which makes them ideally suited to coming out of the shadows and working side by side with adventurers. Often their greed gets in the way of this. They do not fit well into society, usually assuming the humans are out to get them, but when they make the effort, the bugbear adventurer is valued as much as any other race.

Bugbear Names

Bugbear names tend to be quickly spoken one or two syllable names: Rodok, Kendak, Snub, Dokka, Giss, Gaddan, Poak.

Though they come from clans, they rarely recognise those in their names.

Bugbear Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Bugbears mature at a similar rate to humans, though live slightly longer often reaching ages of 120.

Alignment: Bugbears value personal freedom and will usually have a chaotic alignment.

Size: Bugbears are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

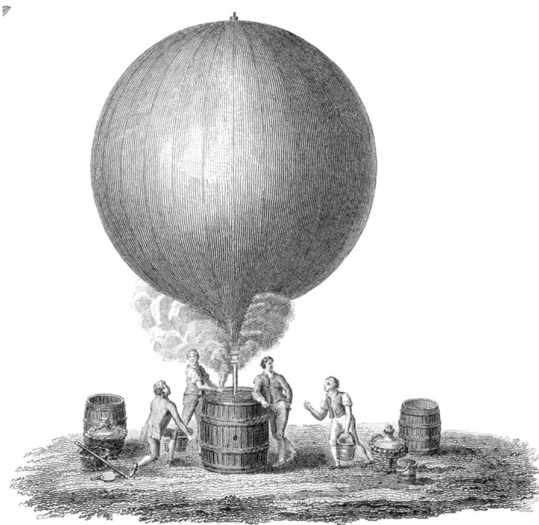
Speed: Your base walking speed is 30 feet.

Brute: Once per short rest when doing a strength attack with a weapon two handed, you may add an extra dice to damage.

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

Skulking. You gain proficiency in the Stealth skill.

Languages: You speak Common and Goblin.



Centaur



Swift Footed Guardians

Centaurs are well documented in legend: Part horse, but with a humanoid torso, they have always been guardians of the forests and defenders of the fey.

Centaur Names

Having lived side by side with wood elves, centaurs will often have wood elf first names but differing family names.

Centaur Traits

Ability Score Increase: Your strength score increased by 2 and your constitution increases by 1

Age: Centaurs mature slowly, taking thirty to forty years to attain adulthood and they live to two hundred.

Alignment: Centaurs value personal freedom but also have a love of peace and will usually have a chaotic good alignment.

Size: Centaurs are large sized creatures, but use medium sized weapons. Their unusual size and shape makes it difficult to purchase armour. All armour is at four times the listed cost. You have advantage when rolling to avoid a trip, push or shove.

Speed: Your base speed is 50 ft

Languages: You speak Common and sylvan

Cloud Elves

Cloud elf is a sub-race of elf. They are a rare race that live in floating vessels that are often seen to sail on tops of clouds.

Typically, they have bald heads, stand the same height as a high elf.

In addition to the bonuses received by all elves, cloud elves receive these bonuses:

Ability Score Increase. Your Wisdom score increases by 1.

Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.



Flumph

Mental guardians

Flumphs are a strange creature that exists by consuming telepathic energies of others. They do not need to eat, but instead dwell with anyone or anything that has an active mind. They are friendly communal creatures, not prone to adventuring, but make excellent allies when they do join a party.

Ability Score Increase: Your Intelligence score increases by 2 and your dexterity score increases by 1

Age: Time is different for Flumphs, particularly as their communal telepathy gives them faster experience. They reach maturity within weeks and live for forty to sixty years yet usually have over a hundred years of experience in that time.

Alignment: Flumphs are good and reputed to be trustworthy and so tend towards lawful good.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 5 ft. You can levitate and float with a speed of 30 ft.

Telepathy: You can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

Stench Spray: You can spray a stench in a 15 ft cone. Those in the area must make a DC 10 dexterity saving throw or be coated in foul smelling liquid. The effect lasts for 1d4 hours and causes the poisoned condition. Cleaning the liquid off requires a short rest. You must complete a short rest before you can use this power again.

Languages: You speak Common and Deep Speech

Gnoll

Gnolls are usually considered feral, unintelligent creatures, but they can be far greater than that. Usually they have a tendency to hang with their pack and act as the monsters they are perceived to be. Occasionally one is raised in more civilised surroundings, perhaps an orphan. When this happens they show a great intelligence and capacity for civility that is not expected of their race.

Gnoll Names

The gnoll tongue tends to use more snarls, barks and rolling phonetics and as such their names tend to be shorter and evolve out of growling sound: Rranz, Grazz, Rawws.

Gnoll Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Gnolls mature quickly, taking twelve years to attain adulthood and they live no much beyond forty.

Alignment: Gnolls love their packs and tend toward lawful alignments, but often veer towards evil.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 30 ft

Bite: You gain a natural bite attack which does 1d4 damage

Rampage: If you kill an opponent with a melee attack, you may use your reaction to move up to half your movement and make a bite attack against another opponent.

Languages: You speak Common and gnoll

Blue Gnoll

The Blue gnoll is a sub-race of gnoll. They are an aggressive race that makes use to stolen technology to raid the skies.

Typically, they are light for a gnoll and very keen on wanton destruction.

Blue Gnolls receive these bonuses:

Ability Score Increase. Your Dexterity score increases by 1 and your Strength is increased by 2.

Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.

Bite You gain a bite attack that does 1d4 damage.

Rampage. If you kill an opponent with your attack, you may move up to half your base move and do a bite attack against another opponent.



Goblins

"Inviting a goblin to cross your threshold was a recipe for disaster, and certainly worse than doing the same with a vampire. With the latter all you got was a nasty bite...."

— Jasper Fforde, *One of Our Thursdays Is Missing*

Know your role

Goblins have long been the small insignificant creatures of the role playing world, but they know their place and they know that being sneaky is better than being strong. They know that being quick is better than being strong and they know that being somewhere else is better than getting hurt.

Goblin Names

Different types of goblins have different kinds of names. As children they tend to be given short, meaningless names such as Sot, Bom, Kip, Zag which evolve as the goblin ages into Sotto, Bommy, Kippa, Zaggo. As they reach adulthood and they seek more notable, pretentious names, even more syllables get added, changing the names to Sottolanski, Bommynisatl, Kippalazalon or Zaggonatrap.

Goblin Traits

Ability Score Increase: Your Dexterity score increases by 2 and you choose one of your intelligence, charisma or wisdom to increase by 1

Age: Goblins mature quickly, taking fifteen years to attain adulthood and they usually live sixty years.

Alignment: Goblins can have any alignment. They tend to be more focused on self preservation than loftier goals, so neutral evil is typical.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 25 ft

Size. Goblins Average about 3 Feet tall and weigh about 40 pounds. Your Size is Small.

Nimble Escape: You may dodge as a bonus action and you have advantage when escaping a grapple

Languages: You speak Common and goblin

Half-ogre

*"The Ogre does what ogres can,
Deeds quite impossible for Man,
But one prize is beyond his reach:
The Ogre cannot master speech.*

*About a subjugated plain,
Among it's desperate and slain,
The Ogre stalks with hands on hips,
While drivel gushes from his lips."*

- W.H. Auden, *Selected Poems*

Monsters amongst us

The half ogre tends to share more traits with its human parent than other hybrid races. They appear as bulky humans with prodigious strength. They often carry the cunning of humans as well making them a devious and powerful race. It is a good thing they never band together.

Half-Ogre names

Half ogres will almost always have human names. Even if raised by humans, they will change their names the moment they wish to blend in with human society.

Half-Ogre traits

Ability Score Increase: Your Strength score increases by 2 and your Constitution score increases by 2

Age: Half-Ogres mature slowly compared to a human reaching adulthood in twenty five to thirty years. They age slowly too, often living two hundred years.

Alignment: Half-ogres like to impose their strength on others and tend towards neutral or evil alignments..

Size: Half-ogres are the same height as humans but bulkier, often weighing ten to thirty pounds more than a human of their height. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Certain Surge: You gain advantage on Strength (athletics) checks

Strength Surge: You may muster your strength for a single extra powerful attack. For one round you gain the strength of an ogre (19). You must complete a short or long rest to use this ability again.

Languages: You speak Common and Giant.

Half-Orog

Mostly half-orcs come from the same stock. The blood is mixed, but essentially from typical orcs and typical humans

But some orcs are different and their progeny is different too. The Orog is a more intelligent and dangerous kind of orc and when they combine their blood with humans, they produce a more human, more intelligent child.

The half-orog is a subrace of half-orc and as such these traits modify the existing half-orc as described in the core rules:

Ability Score Increase: Your Strength score is increased by 2 and your intelligence score is increased by 1

Darkvision: You gain the same darkvision as a half-orc.

Relentless Endurance: You gain relentless endurance like a half-orc

Languages: You can speak common and orc, just like a half-orc.

Half-Orogs do not gain Menacing Brute or Savage Attack. In place of these, the half-orog gains the following:

Martial Weapon Proficiency: You gain proficiency with Great axe and Javelin

Skill Versatility: You gain proficiency with two skills of your choice.

Hobgoblins

Hobgoblins are the more militant, large and stronger cousins of the goblins. They are known for being fierce fighters and good military tacticians. They feel their strength makes them superior to goblins and their numbers make them superior to bugbears.

Often seeking a martial challenge, a hobgoblin could join any army as a mercenary or fortune hunter. So long as they are respected, they will work with any group.

Hobgoblin Traits

Ability Score Increase: Your Strength score increases by 2 and your dexterity score increases by 1

Age: Hobgoblins mature quickly, taking fifteen years to attain adulthood and they usually live eighty years.

Alignment: Hobgoblins tend to be lawful evil.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Speed: You have a base land movement rate of 30 ft

Leadership: You may use the aid another action as a bonus action. You must take a short rest to use this ability again.

Martial Weapon Proficiency: You gain proficiency with longsword and shield.

Languages: You speak Common and goblin



Lizardfolk

It's an amazing thing to watch a lizard fold a moth into its mouth, like a sword swallower who specialises in umbrellas.

-Elizabeth McCracken

I love playing 'Madame Vastra.' Although I do suffer, spending three-and-a-half hours in make-up every morning to have her lizard skin put on. I was so excited the first day when we did the make-up test, but after six hours, I was like, 'Can we finish now?'

-Neve McIntosh

"The lizard brain is hungry, scared, angry, and horny. The lizard brain only wants to eat and be safe. The lizard brain will fight (to the death) if it has to, but would rather run away. It likes a vendetta and has no trouble getting angry. The lizard brain cares what everyone else thinks, because status in the tribe is essential to its survival."
- Seth Godin, Linchpin: Are You Indispensable?

The tribe is essential to survival

Though a primitive species, the lizardfolk are hardy and wise. They are tribal by nature, but some rare few do travel beyond their rivers and swamps. They value the company of others, their own kind is they can, but will join any group if it aids their survival.



Lizardfolk Names

Lizardfolk has a snakelike language, heavy in S's and L's. They string consonants together often needing apostrophes to make their names readable. Their names are unisex: L'Ssith, Kathoss, Slass'loss, Grass'la

Lizardfolk traits

Ability Score Increase: Your Strength score increases by 1 and your Wisdom score increases by 2

Age: Lizardfolk mature quickly reaching adulthood in less than a decade. They age quickly too, often living no longer than thirty or forty years.

Alignment: Lizardfolk value the tribe and tend towards lawful alignments.

Size: Lizardfolk are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet. You also gain a swim speed of 30 feet while you are not wearing heavy armour.

Bite: You gain a natural bite attack which does 1d4 damage

Chameleon: Your skin is able to change colour. You gain advantage on stealth checks.

Languages: You speak Common and Draconic.



Mantis Warrior

"I imagine the life of an atheistic praying mantis to be rather torturous."

-Brian Celio

"Think about Praying Mantis. The deadliest ninja predator. Why isn't his animus a lion or a polar bear? The answer is that these animals would not be right for him. Think how a praying mantis is invisible on a leaf, how they are carnivores who will devour their own species. These are the things that matter to Praying Mantis - and if you study his attributes, they are elements that will help you defeat him."

- Jane Prowse, The Revenge of Praying Mantis



Like an alien...

The Mantis Warrior, is a multi-limbed humanoid insect native to the deserts. They live like nomads avoiding all other races, but some rare ones do make friendships beyond their kind. Usually they must be unified in a common goal to do so, perhaps forced by circumstances

Mantis Warrior Names

Mantis Warriors have a complex language and translate their names into common more as simple concepts than labels: Wind, Thunder, Steel, Theft, Stealth, Darkness, Greed...

Mantis Warrior traits

Ability Score Increase: Your Dexterity score increases by 2 and your Constitution score increases by 1

Age: Mantis' mature quickly reaching adulthood in less than a decade. They can be long lived though, often living longer than a hundred and twenty years.

Alignment: Mantis Warriors value solitude and tend towards chaotic alignments.

Size: Mantis Warriors are taller and lighter than humans, standing well over 6 feet tall and averaging around 170 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet. You jump double the normal amount while you are not wearing heavy armour.

Hardy: You can survive high temperatures and without water for long periods

Extra limbs: Your extra limbs allow you to make more off-hand weapon attacks than normal. When using a bonus action to attack with off hand weapons you may make as many attacks as you made during your attack action to a maximum of three.

Languages: You speak Common and Primordial.



Ratkin

In a hovel in the poorest part of town, an old Ratkin counts his gold. He sniffs the air and catches the scent of trouble. He backs up into the shadow and waits for the dark elf to sneak into the room, and then he grabs him by the neck and makes him wish he hadn't. He leans in, with all his weight on the elf he holds the interloper fast.

"People get broken sneaking into my den," he spits, "people think I'm weak, they get broken worse. Now you go remember that and tell your clan not to mess with Jondo of the Ratkin eh?"

The Rodent Reputation

Not strictly rats, the Ratkin race does possess a number of similarities to the rodents they are commonly named after. They are hoarders and live in large families, often in poorer surrounds than they need to.

With a similar size and build to a dwarf, the ratkin have soft fur in a variety of colours and a snout-like face with a prominent nose. They have short tails.

Ratkin Names

Ratkin will happily adopt names common to the areas they dwell which could be human, gnome or even elven names.

Ratkin Traits

Ability Score Increase: Your Constitution score increases by 2 and your dexterity score increases by 1.

Age: The ratkin age slowly reaching adulthood by the age of thirty and often living up to two hundred years.

Alignment: The Ratkin live orderly lives among their own people but are often seen as outcasts when in other societies. They do tend to develop a strong greed and can use their wealth to manipulate and control others. Lawful evil Ratkin are not uncommon.

Size: Ratkin are medium sized.

Speed: Ratkin have a base move of 25'

Resilience: Ratkin have advantage on saving throws against disease.

Weapon training: All ratkin are proficient with blowguns and whips.

Languages. You can speak, read, and write Common.

Sea-elf

The Sea-elf subrace come from elven cities that sit next to oceans. They spend so much time in the and around the water that they have adapted to be able to live in it; some even have dwellings under the water or in submerged caves.

They tend to dress light to facilitate swimming and have colourful hair varying between red, blue, green or even gold. The colouring has earned them the nickname Coral-elf

As a Sea-elf, you are a natural swimmer and sailor. You are well acquainted with the ocean and the magic of the sea.

In addition to all features of being an elf, you gain:

Ability Score Increase: Your Strength score increases by 1.

Elf Weapon Training. You have proficiency with the spear, javelin, shortsword, and trident.

Natural Swimmer. You gain a swim speed of 30' and proficiency in Athletics. You can breathe under water



Sky Dwarf

The sky dwarf is a sub-race of dwarf. They are a rare race that live in floating castles and operate mines that float high above the clouds.

Typically, they have white or yellow hair and beards, stand the same height as a hill dwarf, but would be slightly lighter.

In addition to the bonuses received by all dwarves, sky dwarves receive these bonuses:

Ability Score Increase. Your Dexterity score increases by 1.

Altitude Adaptation. You are not fatigued or exhausted by the thinner atmosphere at high altitudes or cold temperatures.



Willow

"Don't move!" The voice said and all was still in the bushes. Only the most observant of individuals would spot that the bushes were more than they appeared to be.

A moment later a younger voice spoke up, "but why hide?"

"A long tradition," said the older bush as the pair stepped out onto the road. Two walking bushes that were seemingly living trees. "The elves understand us, but those pesky gnomes get too curious. We are safer here in the forest."

"But I want more than that. I want to walk through their cities and eat their food and singe in their taverns."

The older bush paused, "Just don't drink the ale." He says, as the face that looks carved into bark gives a smile.

Welcome Wanderers

The willow is a race of plant based people. They tend to stand at about four feet tall and have wiry frames with bark like skin and green leaves in place of hair. Their faces are thin, with features that can look carved from wood or as soft as flesh depending on the individual.

In their youth, they can be quite friendly and are often prone to being adventurous. As they age they tend to get more careful and less inclined to travel.

Willow Names

Willow use short unisex names: Bim, Dash, Gronk, Frizz, Klad, Yade, Morsh

Willow do not use family or clan names, though they may use the name of their home forest if a second name is needed. Their forests have longer names: Krispanthor, Lollandranil, Mathkeptras, Philliantheon

Willow Traits

Ability Score Increase: Your Wisdom score increases by 2 and your dexterity score increases by 1.

Age: The Willow mature quickly but have great longevity reaching adulthood by the age of ten and often living up to four hundred years.

Alignment: The Willow are gentle and free spirited though willing to battle fiercely to protect their own. They tend towards chaotic good.

Size: Willow are small sized.

Speed: Willow have a base move of 25'

Photosynthesise: The Willow do not need to eat as much as other races as they gain energy from the sun. They still require mineral nutrients to maintain themselves.

Bloodline of the trees: You know the shillelagh cantrip. When you reach 3rd level, you can cast the *Ensnaring Strike* spell as a 2nd-level spell once with this trait. When you reach 5th level, you can cast the *Spike Growth* spell once. Wisdom is your spellcasting ability for these spells. Spells are regained after a short or long rest.

Languages. You can speak, read, and write Common and sylvan.



Winter-elf

The Winter-elf is a specific subrace of elf living in the remote northern climes. They have pale skin and are a little stockier than other elves.

As a Winter-elf, you have a hardy body which is used to the rigors of the cold. You are well acquainted with the snow and ice, yet more primitive than other types of elves.



In addition to all features of being an elf, you gain:

Ability Score Increase: Your Constitution score increases by 1.

Elf Weapon Training. You have proficiency with the spear, javelin, dart, and pike.

Extra Language. You can speak, read, and write one extra language of your choice.

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.

Vulgorn

The best word to describe Kastillan was “pompous”. He stood by the window with his held held high in pure arrogance, which was odd considering the hunched back and curved neck. He looked up though, with his beak raised.

“You are quite wrong,” the Vulgorn said, “Quite wrong indeed. I wonder if you learned anything at all. I think your problem is you know about arcane magic, but not divine magic. You need to understand both.”

The old Vulgorn shook his head and looked down. “Read it all again and then again and then maybe you will start to understand.” He then took a wooden rod with his spindly hand and smacked it down on his table.

“Now, study and learn!”



Avian Arrogance

The Vulgorn are a humanoid avian race often compared with vultures. They have hooked beaks, hunched backs, bent necks and dark feathers. They do not possess wings, but rather arms and hands like those of a monkey.

Often seen as being lazy and cruel, the Vulgorn possess a keen intelligence and are gifted with magical aptitude. They study hard, but avoid physical labour.

While they are often not trusted, the Vulgorn tend to be respected scholars with much knowledge and experience. It is not uncommon for a Vulgorn to be found in the highest circles of government, often as a key adviser. They make perfect civil servants.

Vulgorn Names

Vulgorn like long pretentious names with titles: “Karvellion Master of Knowledge”; “Drassios Kintail, Deputy Chancellor”; “Flaviastos Marngrove III, Chosen of the Keepers of Secrets” and so on.

Vulgorn Traits

Ability Score Increase: Your Intelligence score increases by 2 and your wisdom score increases by 1.

Age: The Vulgorn age slowly and have great longevity reaching adulthood by the age of forty and often living up to three hundred years.

Alignment: The Vulgorn are very communal and while they often focus on self interest it is more common for them to view the bigger picture needs of their communities. They tend towards lawful neutral.

Size: Vulgorn are medium size have a base move of 30'

Magical Aptitude: The Vulgorn gain proficiency in arcana and gain magical aptitude as a bonus feat.

Languages. You can speak, read, and write Common and primordial.



Classes

Blade Heart

The marge feather falling from his obnoxious hat, made the elf stand out. As he walked the street, he drew attention to himself, made himself a target.

He turned into an alley where two Halfling girls drew blades on him. The elf laughed as he draw his own blades and then proceeded to leap over the first one to deliver a blast of magic from his blades that sent both halflings to the ground.

Magic of the blade

A Blade Heart is a character that twists magic through steel. They are lithe, quick and deadly with blade, agile and acrobatic, capable of attacking with surprise, but using sword and magic.

You are not just a swashbuckler, not just a rogue and not just a sorcerer. As a Blade Heart you believe in yourself and your skills, you fear nobody, you train hard and enjoy life. You do not consider sword and magic to be separate disciplines but believe the two are interconnected.

Building a Blade Heart

Quick Build

Put your highest ability scores into Dexterity and Charisma. Take the Charlatan or entertainer background.

Hit Points

Hit Dice: 1d8 per Blade Heart level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per Blade Heart level after 1st

Proficiencies

Armour: light armour

Weapons: Simple, rapier, hand crossbow

Saving Throws: Dexterity, Charisma

Skills: choose three from acrobatics, arcana, deception, insight, investigation, perception, performance, persuasion, sleight of hand, stealth

Equipment

You start with the following equipment, in addition to the equipment from your background

- A rapier
- Two daggers
- (a) a burglar's pack or (b) a dungeoneer's pack
- Stylish clothing



Lvl	Sneak	Sorc	1 st	2 nd	3 rd	4 th	5 th	Class features
1	1d6							Rapier/Dagger style
2			2					Spell Finesse
3		2	3					Expertise, Sorcery Points
4	2d6	2	3					Ability Score Improvement
5		3	4	2				True Striker, Metamagic
6		3	4	2				Enchant Blade
7	3d6	4	4	3				Uncanny Dodge
8		4	4	3				Ability Score Improvement
9		5	4	3	2			Acrobatic Spell
10	4d6	5	4	3	2			Ability Score Improvement
11		6	4	3	3			
12		6	4	3	3			Ability Score Improvement
13	5d6	7	4	3	3	1		Evasion
14		7	4	3	3	1		
15		8	4	3	3	2		Reliable Talent
16	7d6	8	4	3	3	2		Ability Score Improvement
17		9	4	3	3	3	1	Remarkable Athlete
18		9	4	3	3	3	1	
19	8d6	10	4	3	3	3	2	Ability Score Improvement
20		10	4	3	3	3	2	Sorcerous Restoration

Rapier/Dagger style is a combat style that allows the Blade Heart to wield a rapier in one hand and a dagger as an off hand weapon. You must use dexterity as their attribute for these attacks. You gain their dexterity bonus to damage with the dagger.

Spellcasting By the time you reach 2nd level, you have learned to use the tapestry of magic to cast spells, much as a bard does. See chapter 10 for the general rules of spellcasting. The Blade Heart may use any spells of the Transmutation, Invocation or Enchantment schools from the Sorcerers' spell list.

Spell Slots The Class 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.

Spells Known of 1st Level and Higher The number of spells you know is equal to your charisma ability bonus added to half your class level rounded down.

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

Spell casting Ability Charisma is your spellcasting ability for your spells, since 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 Blade Heart 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

Spell Finesse. From 2nd level you may use dexterity instead of charisma as your spell casting modifier when rolling to attack. Charisma is still used for saving throws and the number of spells known. You can add your sneak attack damage to spells if the spell requires an attack roll, you have advantage on the attack roll or the target has an enemy within five feet. You may use your dagger and rapier as arcane components and may cast spells with somatic components when using dagger and rapier.

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.

Sorcery Points: You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorc column of the Blade Heart 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 3rd.

Creating Spell Slots

Spell Slot Level	Sorcery Points
1 st	2
2 nd	3
3 rd	5

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.

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.

True Striker At 5th level, you learn the cantrip True Strike and may cast it as a bonus action

Metamagic At 5th 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 12th 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.
- **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.
- **Quickened Spell** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
- **Subtle Spell** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
- **Twinned Spell** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Enchant Blade A Blade Heart may expend sorcery points to add force damage to a melee attack. They gain 1d12 damage for each sorcery point spent.

Acrobatic Spell A Blade Heart may cast a spell as part of an acrobatic move if they succeed in an acrobatic roll. The DC is 12 plus spell level.

Evasion Beginning at 13th 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.

Remarkable Athlete Starting at 17th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Sorcerous Restoration At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Multiclassing

A Blade Heart must have Dexterity and Charisma of 13 to multiclass.

You gain proficiency with rapier, dagger and acrobatics.

If multi-classed with rogue, use the higher number of sneak attack dice of the two.

If multiclassed with sorcerer, use the combined total of sorcery points.

The Blade Heart came about following a swashbuckling wizard I had played in an earlier edition. The goal was a light weight fighter/rogue type with spells that made use of their blades. There is a lot packed into the class, probably too much, but it was hard to really judge the balance due to the many options the class comes with.

Why no special spell list? Mostly because I was lazy.

Dragonsoul

The dragon-soul is a being who has a distant draconic bloodline and has learned to tap into it. They are not a magic wielder like a sorcerer but they gain the physical aspects of a dragon and become fierce in combat especially with their breath weapon.

Becoming a legend

A dragon-soul begins their career as a simple adventurer, but one who knows they have a destiny beyond simple martial or magical training. They are unconcerned with gods as they feel the powers coming from within. They also know they have a choice, they can turn away from their nature and focus on other skills, or they can embrace their destiny, even to the point of allowing their bodies to change.

Creating a Dragon-soul

Ask yourself: why is this important to you? Why would you choose draconic nature over skill and training? Do you really carry the soul of a dragon?

Quick build

You can make a dragon-soul quickly. Put your highest ability score into Constitution, followed by charisma. A good strength and dexterity are also helpful. Take the hermit background.

Class Features

As a Dragon soul you have the following features:

Hit Points

Hit Dice: 1d10 per dragon-soul level

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

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

Proficiencies

Armor: Light armour

Weapons: Simple weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose any three from: Athletics, Acrobatics, Arcana, History, Nature, Insight, Perception, Survival, Deception.

Equipment

You start with the following equipment, plus that from your background:

- Great Club or Quarter Staff
- Six darts or two daggers
- Leather armour
- Explorer's pack or diplomat's pack

Lvl	Breath Weapon	Ability
1	2d6	Breath Weapon, Natural Armour +3
2		Claws, Bite (1d4),
3	3d6	Cantrip (1), recharge
4		Ability Score Improvement
5	4d6	Natural Armour +4, Claws, Bite (1d6)
6		Cantrip (2)
7	5d6	Wings
8		Ability Score Improvement
9	6d6	Cantrip (3)
10		Natural Armour +5
11	7d6	Claws, Bite (1d8)
12		Ability Score Improvement
13	8d6	Multiattack, Improved Flight
14		Cantrip (4)
15	9d6	Natural Armour +6
16		Ability Score Improvement
17	10d6	Claws, Bite (1d10)
18		
19	11d6	Ability Score Improvement
20		Natural Armour +7

Breath Weapon: You have a breath weapon. The type of damage it does and the area of effect is determined by the type of dragon you are based on.

Choices include:

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Cold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. The amount of damage done is determined by your level. It requires an action to use the breath weapon. It can be used once per short or long rest. At 3rd level you gain the benefits of the recharge feat (described below)

Natural Armour: parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armour, your AC equals 10 + the bonus listed on the Dragon-soul table + your Dexterity modifier.

Natural Weapons: At 2nd level, your body starts to change as your fingers develop claws and your jaw becomes more powerful. You develop natural claw attacks and a natural bite attack any of which can be used as a strength based melee weapon attack, or as an off-hand attack. At 2nd level these attacks all do 1d4 damage. This increases at 1d6 at 5th level, 1d8 at 11th level and 1d10 at 17th Level.

Multiattack: At 13th Level, you gain multiattack. When you use an attack action, you can make two claw and one bite attack.

Cantrips: At 3rd level, you gain a cantrip of your choice from the sorcerer's spell list. You gain additional cantrips at 6th level, 9th level and 14th 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.

Wings: At 7th level you gain wings and a flying speed equal to your base land speed. At 13th Level, your flying speed increases to double your base land movement rate.

Multiclassing

To multiclass as a Dragon-soul, you need a constitution score of 13.

When multiclassing to Dragon-soul you gain no proficiencies.

Natural Armour cannot be used if an unarmoured defence was gained from another class.

Eldritch Assassin

There were three Drow at the table, along with an empty seat. That should be enough to worry most people. It certainly worried the dwarven merchant. The dwarf summoned a guardian to keep him safe, but it was not enough as the assassin struck with magic. Guardian and dwarf both fell.

The Lightfoot was sharpening his blade. He could hide, he could strike with surprise and he could kill, but sometimes he knew he needed help. In his heart, he could hear the whisperings of an ally. He heard whispers, warnings and advice. He heard fear and hatred, so when the moment came to strike, he did not hold back, his conscience was clean and his victim was simply gone.

Death and magic

It is a lonely life being an assassin and some find solace in making pacts with greater, darker beings. Some simply need an edge or more power while others have been driven into dark places by the lives they have led. These killers are the eldritch assassins: Trained to kill, but with other powers at their command.

Building an Eldritch Assassin

Quick Build

Put your highest ability scores into Dexterity and Charisma.
Take the Urchin background.

Hit Points

Hit Dice: 1d8 per Eldritch Assassin level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per Eldritch Assassin level after 1st

Proficiencies

Armour: light armour

Weapons: All Simple and martial weapons.

Saving Throws: Intelligence, Charisma

Skills: choose three from acrobatics, arcana, deception, insight, investigation, perception, persuasion, sleight of hand, stealth



Equipment

You start with the following equipment, in addition to the equipment from your background

- A hand crossbow with 20 bolts
- Two dagger
- (a) a burglar's pack or (b) a dungeoneer's pack

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 Eldritch Assassin table.

Lvl	Sneak	C'rip	Spells	Slots	Lvl	Invoc	
1	1d6	2	2	1	1 st	-	Pact Magic, Sneak Attack
2		2	2	2	1 st	1	Invocations
3		2	3	2	2 nd	1	Pact Blade
4	2d6	3	3	2	2 nd	1	Ability Score Improvement
5		3	4	2	3 rd	1	Assassinate, Poison Use
6		3	4	2	3 rd	2	Necrotic Blade
7	3d6	3	5	2	4 th	2	Hidden Casting
8		3	5	2	4 th	2	Ability Score Improvement
9		3	6	2	5 th	2	
10	4d6	4	6	2	5 th	2	Eldritch Poison
11		4	6	3	5 th	2	
12		4	7	3	5 th	3	Ability Score Improvement
13	5d6	4	7	3	5 th	3	Ghost Walk
14		4	7	3	5 th	3	
15		4	8	3	5 th	3	Mystic Arcanum (6)
16	7d6	4	8	3	5 th	3	Ability Score Improvement
17		4	8	4	5 th	3	Ghost Walk
18		4	8	4	5 th	3	
19	8d6	4	9	4	5 th	4	Ability Score Improvement
20		4	9	4	5 th	4	Mystic Arcanum (7)

Pact Magic Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

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

Spell Slots The Eldritch Assassin table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Eldritch Assassin table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

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

Spell casting Ability Charisma is your spellcasting ability for your eldritch assassin spells, so 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 an eldritch assassin 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

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

Eldritch Invocations In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are taken from the Warlock list. When you gain certain Eldritch Assassin levels, you gain additional invocations of your choice, as shown in the *Invoc* column of the Eldritch Assassin table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Weapon You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.

You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

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.

Bonus Proficiency At 5th level, you gain proficiency with the poisoner's kit.

Assassinate Starting at 5th 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.

Necrotic Blade At 6th level, you gain the ability to infuse the magic of death into your blade. When you hit a creature with an attack a creature that hasn't taken a turn in combat, you can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 4d8 for a 3rd level spell slot, plus 1d8 for each spell level higher than 3rd to a maximum of 5d8.

Eldritch Poison At 10th level you can use an action to convert eldritch energy into a poison that can be applied to a blade. By sacrificing a spell slot, you create a poison upon a blade that does 3d10 poison damage. It remains on the blade for one minute and can be applied to the damage of any successful attack made during that time.

Ghost Walk At 13th Level, you can cast invisibility on yourself at will without using a spell slot. At 17th Level you may choose to gain the affects of GEsous Form when you do this.

Mystic Arcanum At 15th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At 20th level you gain one 7th level spell in this way. You regain all uses of your Mystic Arcanum when you finish a long rest.



Multiclassing

An Eldritch Assassin must have Intelligence and Charisma of 13 to multiclass. If multi-classed with rogue, use the higher number of sneak attack dice of the two.

Harlequin

The Harlequin came about because jesters are cool, but when built as a class they end up as watered down bards. What we wanted was a lighter tougher warrior with jesting abilities that made it a deadly physical opponent rather than a weak role playing option. As we built, the class looked more and more like a troop type from Warhammer 40,000.

The king sat in council with his advisers. They all made suggestions, most of which would lead to ruin. Only the fool, the court Harlequin, was able to say the one thing that would solve their problem, for only he had the courage to speak against the king. Then he laughed.

As the elven army advanced there was one among them that moved lighter, faster and deadlier than any others. She moved with grace in battle as she dodged from opponent to opponent, but swung her blades with deadly precision.

Outside the tavern two bounty hunters were looking for their mark: a tiefling Harlequin that they knew would be an easy claim. They were wrong. The fool snuck out through the window, rolled past them, dodged nimbly around their nets and escaped as the hunters' pants fell down.

A fool and his money

The Harlequin is an enigma; part entertainer, part adviser. Their main skill is that often they are not considered a threat; people let their guard down.

In some cases, they develop into elite warriors whose dexterity makes them deadly unpredictable opponents.

Level	Ability	Known	1 st	2 nd	3 rd	4 th	5 th
1	Unarmoured Defence	-	-	-	-	-	-
2	Spells	2	2	-	-	-	-
3	Archetype	3	3	-	-	-	-
4	Ability Bonus	3	3	-	-	-	-
5		4	4	2	-	-	-
6	Extra Attack	4	4	2	-	-	-
7	Deflect Missiles	5	4	3	-	-	-
8	Ability Bonus	5	4	3	-	-	-
9	Archetype ability	6	4	3	2	-	-
10		6	4	3	2	-	-
11	Uncanny Dodge	7	4	3	3	-	-
12	Ability Bonus	7	4	3	3	-	-
13	Second Wind	8	4	3	3	1	-
14		8	4	3	3	1	-
15	Archetype Ability	9	4	3	3	2	-
16	Ability Bonus	9	4	3	3	2	-
17	Evasion	10	4	3	3	3	1
18		10	4	3	3	3	1
19	Ability Bonus	11	4	3	3	3	2
20	Stroke of Luck	11	4	3	3	3	2



Fool me twice

Not every fool in a court would be an adventurer. Only the best of them, but the real question is why? Are you on a special mission for your lord? Did you overhear something that you must act on? Has your lord fallen and left you to seek revenge? Are you undercover posing as an assassin? There are many reasons why a Harlequin would travel and seek adventure, all of them are unexpected.

Quick Build

You can build a Harlequin quickly by putting your highest ability scores into dexterity and charisma.

A high constitution will help. Harlequins are resilient due to years of abuse, which gives them higher than average hit points, but even more hit points can benefit any character and allow a harlequin to go into even more dangerous situations. Choose the entertainer background

Building a Harlequin

Hit Points

Hit Dice: 1d12 per Harlequin level

Hit Points at 1st level: 12 plus your constitution modifier

Hit Points at higher levels: 1d12 (or 7) plus your constitution modifier per Harlequin level after 1st

Proficiencies

Armour: none

Weapons: Simple

Saving Throws: Dexterity, Charisma

Skills: choose four from acrobatics, athletics, deception, insight, investigation, perception, persuasion, sleight of hand, stealth

Tools: disguise kit

Equipment

You start with the following equipment, in addition to the equipment from your background

- (a) a mace or (b) a club
- (a) a shortbow and quiver or 20 arrows or (b) a simple weapon of your choice
- (a) a burglar's pack or (b) a dungeoneer's pack
- Two daggers and colourful clothing

Unarmoured Defence

Beginning at 1st level, while you are wearing no armour and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Spellcasting

By the time you reach 2nd level, you have learned to use the tapestry of magic to cast spells, much as a bard does. See chapter 10 for the general rules of spellcasting. The Harlequin spell list follows this section.

Spell Slots

The Harlequin 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.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the Harlequin spell list.

The Spells Known column of the Harlequin table shows when you learn more Harlequin 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 Harlequin spells you know and replace it with another spell from the Harlequin spell list, which also must be of a level for which you have spell slots.

Spell casting Ability

Charisma is your spellcasting ability for your Harlequin spells, since 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 Harlequin 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

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.

Deflect Missiles

Starting at 7th 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 Harlequin 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.

Uncanny Dodge

Starting at 11th 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.

Second Wind

From 13th 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 Harlequin level.

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

Evasion

At 17th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a red dragon's lightning breath or a burning hands 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.

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.

Foolish archetypes

At 3rd Level, you choose one of two archetypes: Battle Jester or Lucky Fool.



Battle Jester

A battle Jester specialises in an unpredictable but effective combat style. It is more commonly an option for races such as elves who have some martial weapon proficiencies.

At 3rd level you can choose a combat style.

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

Action Surge

Starting at 9th level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Indomitable

Beginning at 15th 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.

The Lucky Fool

Cunning Action

At 3rd level you gain cunning action. 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.

Countercharm

At 9th 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 15th 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 Harlequin table, or a cantrip.

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

Harlequin Spells

1st Level

Bane
Charm Person
Chromatic Orb
Disguise Self
Dissonant Whispers
Faerie Fire
False Life
Feather Fall
Heroism
Hideous Laughter
Jump
Longstrider
Shield
Silent Image

2nd Level

Blindness/Deafness
Blur
Calm Emotions
Detect Thoughts
Enhance Ability
Enlarge/Reduce
Enthrall
Hold Person
Invisibility
Levitate
Locate Object
Mirror Image
Phantasmal Force
Scorching Ray
Spider Climb



3rd Level

Bestow Curse
Blink
Clairvoyance
Counterspell
Dispel Magic
Fear
Gaseous Form
Haste
Hypnotic Pattern
Major Image
Nondetection
Speak with dead
Speak with plants
Tongues
Vampiric Touch

4th Level

Black Tentacles
Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Locate Creature
Phantasmal Killer
Polymorph
Stoneskin

5th Level

Animate Objects
Cone of Cold
Dominate Person
Dream
Geas
Hold Monster
Planar Binding
Scrying
Seeming
Telekinesis

Muticlassing

You must have Dexterity and Charisma of 13 to multiclass. When muticlassing to Harlequin you gain proficiency with disguise kit.

You may not take the same combat style twice.

Holy Stalker

The merchant had no sooner shaken the hand of the necromancer when the pair found a dark shape appear out of the darkness. With a surprise strike, the stalker knocks the merchant down. Then he swings his holy blade to cut the necromancer quickly as well.

Light hiding in darkness

The Holy Stalker has many similarities to the paladin: They are focused and zealous at hunting down their enemies.

They also share many characteristics with rogues and rangers as they are adept at stalking an enemy and attacking with surprise.

Prepared to pay a price

The defining characteristic of the Holy Stalker the willingness to go into dark places to achieve results. The ends always justify the means and the holy stalker is prepared to pay the price to achieve those ends, even at the cost of their honour.

Level	Ability	Sneak	Known	1 st	2 nd	3 rd	4 th	5 th
1	Sneak Attack	1d6	-	-	-	-	-	-
2	Spell casting, divine smite	1d6	2	2	-	-	-	-
3	Sacred oath	1d6	3	3	-	-	-	-
4	Ability score improvement	2d6	3	3	-	-	-	-
5	Extra attack	2d6	4	4	2	-	-	-
6	Aura of protection	2d6	4	4	2	-	-	-
7	Sacred oath feature	3d6	5	4	3	-	-	-
8	Ability score improvement	3d6	5	4	3	-	-	-
9		3d6	6	4	3	2	-	-
10	Aura of courage	4d6	6	4	3	2	-	-
11		4d6	7	4	3	3	-	-
12	Ability score improvement	4d6	7	4	3	3	-	-
13		5d6	8	4	3	3	1	-
14	Cleansing touch	5d6	8	4	3	3	1	-
15	Sacred oath feature	5d6	9	4	3	3	2	-
16	Ability score improvement	6d6	9	4	3	3	2	-
17		6d6	10	4	3	3	3	1
18	Aura improvements	6d6	10	4	3	3	3	1
19	Ability score improvement	7d6	11	4	3	3	3	2
20	Sacred oath feature	7d6	11	4	3	3	3	2

Class Features

As a Holy Stalker, you gain the following class features.

Hit Dice: 1d10 per stalker level

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

Hit Points at Higher Levels: 1d 10 (or 6) + your Constitution modifier per stalker level after 1st

Proficiencies

Armor: Light and Medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Perception, Persuasion, Stealth 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 shirt and a holy symbol

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 Holy Stalker table.

Spell Casting

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 Holy Stalker 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 spells that are available for you to cast, choosing from the holy stalker spell list.

When you do so, choose a number of stalker spells equal to your Charisma modifier + half your Stalker level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

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

Spell casting Ability

Charisma is your spellcasting ability for your stalker spells, since their power derives from the strength of your convictions.



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.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a holy stalker forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Vengeance or the Oath of Silence, which is detailed at the end of the class description.

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 Holy Stalker spell list, the spell is nonetheless a holy stalker 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 holy stalker spell save DC.

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.

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.

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.



Oath of Silence

The oath of silence calls upon you to protect secrets and allow others to protect theirs. You know that the truth can be dangerous and that leaders often leave their followers ignorant of many truths, but you know this is for the greater good, as most people can't handle the truth.

You know you must venture into the darkness to preserve the light and it is a sacrifice you are willing to make.

Tenants of the Silence

Secrets must be kept: When you are trusted with a secret, you must keep it.

Preserve the Light. Where there is good, beauty, love, and laughter in the world, stand against the wickedness that would swallow it. Where life flourishes, stand against the forces that would render it barren.

No sacrifice is too great: If a sacrifice will achieve a great goal, it should be paid

Honesty. Don't lie or cheat. Let your word be your promise.

Courage. Never fear to act, though caution is wise.



Oath of Silence Spells

Stalker Level	Spell
3 rd	<i>Hunter's Mark, Silent Image</i>
5 th	<i>Silence, Darkness</i>
9 th	<i>Gaseous Form, Major Image</i>
13 th	<i>Greater Invisibility, Polymorph</i>
17 th	<i>Mislead, Telekinesis</i>

Channel Divinity

When you attain 3rd level you gain the following channel divinity options:

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.

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). 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.

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.

One with the shadows

Starting at 20th level, you can assume a shadow form. For 1 minute you gain the following benefits:

You gain a flying speed of 60'

You emanate an aura of magic darkness with a 30' radius which absorbs sounds. All of your enemies gain disadvantage on any attacks that require sight or sound to target. Your allies are unaffected.

The sound distortions also allow you and your allies to communicate without being understood by anyone else regardless of the languages being spoken.

Holy Stalker Spells

1st Level

Bless
Command
Compelled Duel
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Disguise Self
Divine Favor
False Life
Heroism
Purify Food and Drink
Searing Smite
Shield of Faith
Thunderous Smite
Wrathful Smite

2nd Level

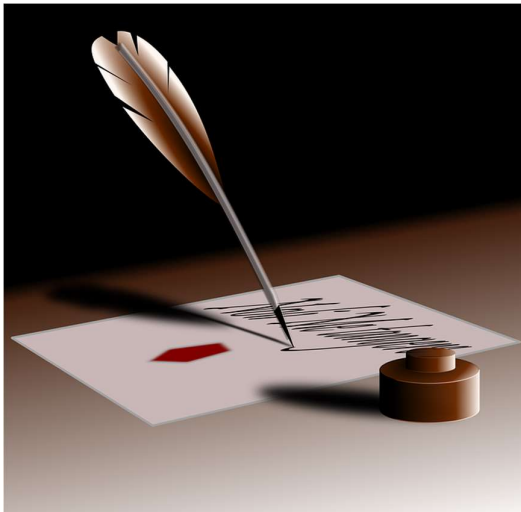
Aid
Branding Smite
Blur
Lesser Restoration
Misty Step
Magic Weapon
Pass without trace
Zone of Truth

3rd Level

Aura of Vitality
Blinding Smite
Blink
Crusader's Mantle
Daylight
Dispel Magic
Elemental Weapon
Haste

Nondetection
Remove Curse
4th Level
Aura of Life
Aura of Purity
Banishment
Freedom of movement
Locate Creature
Staggering Smite

5th Level
Banishing Smite
Circle of Power
Destructive Smite
Dispel Evil and Good
Geas
Mislead



Multiclassing

To multiclass, a holy stalker must have dexterity and charisma of 13.

When multiclassing to holy stalker, you gain, proficiency with all simple and martial weapons, light and medium armour and shields.

If another class grants sneak attack, only the larger number of dice applies.

If another class grants a smite attack, only one can be used at a time, though spell slots earned from any class can be sacrificed for this.

You may not take more than one vow of devotion regardless of the number of classes this ability appears for.

Hybrid - Man of Steam

The Hybrid was our attempt at a mechanical man, or a living construct, built as a class rather than as a race. Everything is physical and adaptable, which it turns out is hard to build.

Having seen the future, you have opted to trust the best surgeons of the age to replace parts of your body with steam powered limbs, an extra casing on your flesh or even additional lenses added to your eyes. As you advance you get more and more modifications, not only making you stronger, but also adding modifications that carry magical weapons.

You focus on physical improvements and upgrades rather than learning skills.

The hybrid is designed for the steam punk era, but can be used with earlier technology. The effects will be the same, though the appearance may differ.

Class Features: As a hybrid, you gain the following class features.

Hit Points

Hit Dice: 1d12 per hybrid level

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

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

Proficiencies

Armor:

Light armour, medium armour, shields

Weapons: Simple weapons, Slam

Tools: Hybrid repair tools

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Insight, Intimidation, Perception

Equipment

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

- (a) a greatclub or (b) a shield
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins
- Hybrid repair tools

Level	Slam	Ability
1	1d4	Unarmoured Defence, Second Wind
2	1d4	Action Surge
3	1d4	Modification: Cantrip
4	1d4	Ability Score Improvement
5	1d6	Fast Movement
6	1d6	Modification: 1 st Level
7	1d6	Remarkable Athlete
8	1d6	Ability Score Improvement
9	1d6	Modification: 2 nd Level
10	1d6	Ability Score Improvement
11	1d8	Indomitable
12	1d8	Ability Score Improvement
13	1d8	Modification: 3 rd Level
14	1d8	Blind Sense
15	1d8	Indomitable (2 uses)
16	1d8	Ability Score Improvement
17	1d10	Modification: 4 th Level
18	1d10	Timeless Body, Survivor
19	1d10	Ability Score Improvement
20	1d10	Indomitable (3 uses), Slippery Mind

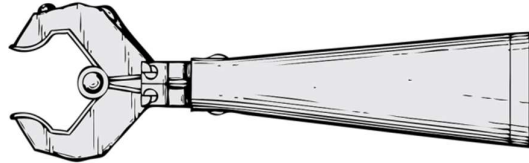
Slam: As a partial construct, you may use the implants of your arm as an effective melee weapon. You are proficient with this attack and it does the damage listed in the table in addition to your strength modifier.

Unarmoured Defence: You have metal strips attached onto or under your skin which provide protection. While you are not wearing any armour, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.



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 hybrid 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 on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.



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

Modification Cantrip: At 3rd level, you can be refitted adding a weapon module as a shoulder mount which allows you to cast a cantrip as a bonus action. The cantrip must be from the modification list. Once chosen, it cannot be changed.

Modification Spell: At 6th level, you are able to install a weapon module containing a single first level spell which can be used once between short rests. The spell is chosen from the list below and cannot be changed once chosen.

Spells from modifications cannot be cast as a different level and cannot be used to power other class abilities such as a paladin's smite or a wildshape druid's healing.

Cantrips and Spells cast from modifications do not require material components, but still require verbal and somatic components if the spell lists them. These are different to the words and actions used to cast the same spell as they are simply used to activate the device. It requires an action to cast a spell from a modification.

At 9th Level you gain a 2nd level modification;
At 13th level you gain a 3rd level modification,
At 17th level you gain a 4th level modification.

Spellcasting Ability Constitution is your spellcasting ability for your modification abilities. The power of your spells comes from your physical frame and the power of your enhancements. You use your Constitution whenever a modification spell refers to your spellcasting ability. In addition, you use your Constitution modifier when setting the saving throw DC for a modification spell you cast and when making an attack roll with one.

Modification List:

Cantrips: Acid Splash, Light, Ray of Frost.

1st Level: Colour Spray, Magic Missile, Sleep

2nd Level: Scorching Ray, Ray of Enfeeblement, Acid Arrow.

3rd Level: Fireball, Lightning Bolt, Hypnotic Pattern

4th Level: Ice Storm, Blight, Confusion

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. This represents additional enhancements to limbs or possibly a chemical enhancement to brain function.

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

Indomitable: Beginning at 11th 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 15th level and three times between long rests starting at 20th level.



Blindsense: Starting at 14th level, you gain an implant that uses a crude form of sonar. If you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

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.



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.

Slippery Mind: By 20th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Jack of the trades

Jack of the trades was our attempt at building a versatile character that dabbled at many things and serves as a backup for any key role missing in the party.

It was also an attempt at creating a second class that made use of their INT ability. Having played many games, we found there was almost never a high INT character in the party, which just seemed wrong.

We had to toss around a lot of ideas in an attempt to make the character usable, yet balanced.

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.

Preparation and possibilities

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 likes 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.

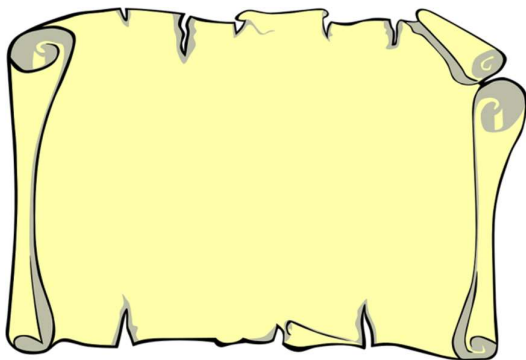
Preparing and Casting Spells

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.

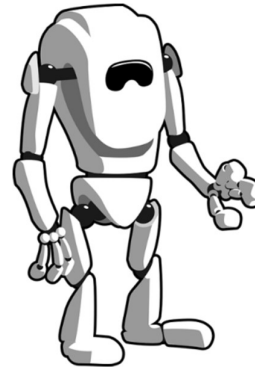
You may not take a focus that grants an ability that you have from another class.



Mech-Master

Of all our classes created for Times of Peril, this one probably saw the least work and was finished last. The idea was there, but we never really worked on it enough.

What it does give, is a class that focuses on a companion, in this case a mechanoid rather than a beast and it is a lot of fun.



The Mech-Master is a creator who has crafted a mechanical assistant or warrior to stand by their side. The creation could be made of clockwork or a steam engine or simply magical iron.

Class Features: As a Mech-Master, you gain the following class features.

Hit Points

Hit Dice: 1d6 per hybrid level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per mech-master level after 1st

Proficiencies

Armor:

Light armour, shields

Weapons: Simple weapons, morning star, shortsword, trident, warpick, whip, hand crossbow, net

Tools: Repair tools

Saving Throws: Intelligence, Constitution

Skills: Choose three from: arcana, history, investigation, insight, medicine, perception, sleight of hand, athletics, intimidation.

Equipment

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

- Leather Armour and Shield
- (a) hand crossbow and 20 bolts (b) 2 javelins
- Any simple weapon
- Construct repair tools
- (a) Scholar's pack or (b) burglar's pack

lvl	Features
1	Mech (small size)
2	
3	Mech (CR ¼)
4	Ability Score Increase
5	Mech (CR 1), Mech extra attack
6	Magic Weapons
7	Mech +1d12 hp
8	Versatile Ability Score Increase
9	Mech +2d12 hp
10	Versatile Ability Score Increase
11	Mechanical Fury, Mech +3d12 hp
12	Versatile Ability Score Increase
13	Mech + 4d12 hp
14	Resistance
15	Mech +5d12 hp
16	Versatile Ability Score Increase
17	Share Spells, Mech +6d12 hp
18	
19	Versatile Ability Score Increase, Mech +7d12 hp
20	

Class Features:

Mech: At 1st level you have the skills and equipment needed to construct a small, loyal mechanical creature.

The created creature follows you around. You may use an action to give mech orders (go there, protect this...) It acts on your initiative.

The mech has the construct type and the following immunities:

- psychic damage
- poison damage
- charm
- exhausted
- frightened
- paralysed
- petrified
- poisoned

You add your proficiency bonus to the base values of its AC, attack and damage rolls.

At 1st level, it has the base stats of a creature that can be called as a familiar. It will have the form of a small mechanical creature.

At 3rd level it can be modified to be based on a larger creature. It can be based on any beast with challenge rating of ¼ or lower.

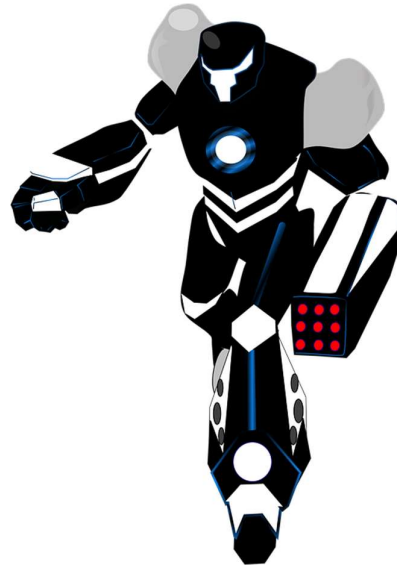
At 5th Level, it can be modified to be based on a larger creature. It can be based on any beast with challenge rating of 1 or lower.

At 7th Level, it gains an additional 1d12 hit points.

Gains 1d12 hit points at levels 7. It subsequently gains more hit dice as you advance in level using the Mech column of the Mech-Master Table.

If destroyed, it takes 24 hours for you to build a new mech. At any time you may spend 12 hours reconfiguring an existing mech (perhaps changing it from a horse shape to an ape shape when moving between environments.)

The mech does not rest and cannot recover hit points from long or short rest. One hour of maintenance is equivalent to short rest and eight hours of repairs for a long rest. The Mech-Master must be active during this time.



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. This represents additional enhancements to limbs or possibly a chemical enhancement to brain function.

From 8th level Ability Score increase can be given to the mech instead or a feat can be chosen and given to the mech.

Magical Attack: At 6th level, the mech's attacks are treated as magical for overcoming damage resistance and immunity.

Mechanical Fury Starting at 11th level, your mech can make two attacks when you command it to use the Attack action.

Resistance: At 14th level gain resistance to slashing, piercing, bludgeoning from non-adamantine, non-magical weapons.

Share Spells Beginning at 17th level, when you cast a spell targeting yourself, you can also affect your beast companion with the spell if the beast is within 30 feet of you.

Ninja

The Ninja was our first new class, not because I wanted to do it, but because my son wanted it and I wanted to make sure the result was balance.

Mostly, this is just a multiclassed assassin/monk, but we added some rules to make it a little more unique.

With not a sound, the shadows seemed to move, though nothing but the wind seemed to be there. All that remained was a merchant's body, a pool of blood and no sign of the killer.

An elf clad in black clothes leaps from rooftop to rooftop, his feet sure of every step, his ears focused on the voices in the street below. He watches silently waiting for a change to strike.

High on the clifftop a tiefling watches the sunrise, her shortsword has tasted blood and now she meditates and focuses her soul ready for the next mission. She is at peace.

Master of stealth

The ninja is a specialist at stealth and deception; both tools used to get close to an enemy, strike fast and escape. They work best alone, but can be a valuable addition to a party.

Their tools are not just weapons, but the state of mind that allows them to achieve almost super human abilities. By concentrating on their spirit, their physical abilities are enhanced.

At peace in the storm

Not every eastern assassin can call himself ninja, the title is reserved for those special ones who can extend their abilities as needed and who are willing to do whatever it takes to succeed.

Not every ninja is a cold blooded killer. Many use their abilities to pursue good. Not all dress in black. In fact, the wisest ones will dress to blend in, but the one thing they all have in common is the spiritual centring derived from years of training.

Most will be found in service to their clan or warlord, but it is not uncommon for a ninja to travel alone in search of enlightenment.

Creating a ninja

The ninja is a new character class. As you create a ninja, consider what makes this character different to

a rogue. Why did they pursue a life of discipline and the specific training of a ninja?

How did they find a mentor, or how did the mentor find them?



Quick Build

To quickly build an effective ninja, dexterity should be the highest ability score followed by wisdom. Constitution is the next most important ability. Choose the acolyte background

Class features

As a ninja, you have the following class features.

Hit Points

Hit Dice: 1d8 per ninja level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per ninja level after 1st

Proficiencies

Armour: none

Weapons: Simple, shortsword, whip, blowgun, hand-crossbow, net

Saving Throws: Dexterity, Wisdom

Skills: choose four from acrobatics, athletics, deception, insight, intimidation, investigation, perception, persuasion, sleight of hand, stealth

Tools: poisoners kit, disguise kit

Equipment

You start with the following equipment, in addition to the equipment from your background

- (a) a shortsword or (b) a club
- (a) a shortbow and quiver or 20 arrows or (b) a simple weapon of your choice
- (a) a burglar's pack or (b) a dungeoneer's pack
- Two daggers and dark clothing

Level	Sneak attack	Ki Points	Features
1 st	1d6	-	Unarmoured Defence, Sneak Attack
2 nd	1d6	2	Ki, Cunning Action
3 rd	1d6	3	Monastic Tradition
4 th	2d6	4	Ability Score Improvement
5 th	2d6	5	Extra Attack
6 th	2d6	6	monastic tradition
7 th	3d6	7	Uncanny Dodge, Slow Fall
8 th	3d6	8	Ability Score improvement
9 th	3d6	9	Deflect Missiles
10 th	4d6	10	Evasion
11 th	4d6	11	Monastic Tradition
12 th	4d6	12	Ability Score Improvement
13 th	5d6	13	
14 th	5d6	14	Blindsense
15 th	5d6	15	
16 th	6d6	16	Ability Score Improvement
17 th	6d6	17	Stillness of Mind
18 th	6d6	18	Elusive
19 th	7d6	19	Ability Score Improvement
20 th	7d6	20	

Unarmoured Defence

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

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. This functions exactly as described for a Rogue on page 96 of the Core Rules. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Ninja table.



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 ninja level determines the number of points you have, as shown in the Ki Points column of the Ninja Monk table. These can be used in the same way as described for a monk on page 78 of the Core Rules except that flurry of blows can be used for offhand weapon attacks, and the character gains the following additional use for ki points.

Strategic movement – you can spend one ki point to, as a bonus action, apply poison to a weapon, drink a potion, throw a vial of acid or alchemists fire or, in certain campaign settings throw an explosive.

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.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: The Way of Shadow or the Way of the Four Elements, all detailed in the monk's description on pages 80 and 81 of the Core Rules. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th 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.

Uncanny Dodge

Starting at 7th 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.

Slowfall

Beginning at 7th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your ninja level.

Deflect Missiles

Starting at 9th level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack.

Evasion

At 10th 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.

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.

Stillness of mind

Starting at 17th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

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.

Multi-classing

To multiclass, a ninja must have a dexterity of 13 and wisdom of 13.

Multiclassing to ninja, gains proficiency in simple weapons, shortsword, whip, blowgun, hand-crossbow and net.

If multi-classed with rogue, use the higher number of sneak attack dice of the two.

If multi-classed with monk, use the highest number of ki of the two. These class features do not stack.

Ninja weapons

While it is well documented that the preferred weapon of the ninja be the ninja-to, these rules list them as using a shortsword.

If you wish to add an extra layer of authenticity, you could add the ninja-to to the equipment list with the same stats as a shortsword and then give the ninja proficiency in it.

As far as 5e rules go, a ninja-to is simply a shortsword by another name. Similarly, longsword stats could be used for a katana (which this ninja does not have proficiency with)

A ninja's Famed throwing stars could reasonably have the same stats as a thrown dagger.



While it is plausible that an eastern warrior has travelled a great distance to join an adventuring party in the west, it is not plausible that any nearby store will stock traditional ninja weapons.

Ooze Adept

The ooze adept was a concept that dated back to earlier editions of the game. It was a class that was simply different to anything else and in that sense, it was worth presenting, at least as an idea even if nobody would ever play this class.

The door was locked and the rogue had already succumbed to the trap. That was when then gnome pulled back his hood and smiled. He placed his hand on the lock and focused. In moments, the acid secreted from his pores had eaten away at the mechanism. He smiled and pushed open the door.

The Tiefling woman was cornered by thugs. The only escape was through a narrow drain, but she was not scared. Rather than fight, she simply let the bones of her body become liquid and she willed herself through the crack only to reform on the other side.

Madness of the ooze

Many wizards draw their power by studying creatures and using them as the basis for their craft. Some are said to become like the creature they study, even to the point of adapting to the creatures' personalities. In very rare cases, an adept will study the workings of slimes and oozes and while this usually leads to an understanding of poisons and acids, it sometimes leads to a road of pure madness.

The Ooze-Adept is a student of such things, an expert in the workings of this unusual and dangerous life form; they learn to turn their own body into slime as they study magic.

Mystery of Slime

Not everyone that studies slimes and oozes becomes an Ooze-Adept. Many people use acid in their craft, but the Ooze-Adept is above this, so focused on this one kind of life that they have chosen to make it their own.

You should ask: What is it about slimes and moulds and oozes that captivated you? Why would your character focus so much on these creatures?

Class Features

As an ooze-adept, you gain the following class features.

Hit Dice: 1d6 per adept level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per adept level after 1st

Proficiencies

Armor: Light and Medium armour

Weapons: Simple weapons

Tools: Alchemist's tools

Saving Throws: Intelligence, Constitution

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

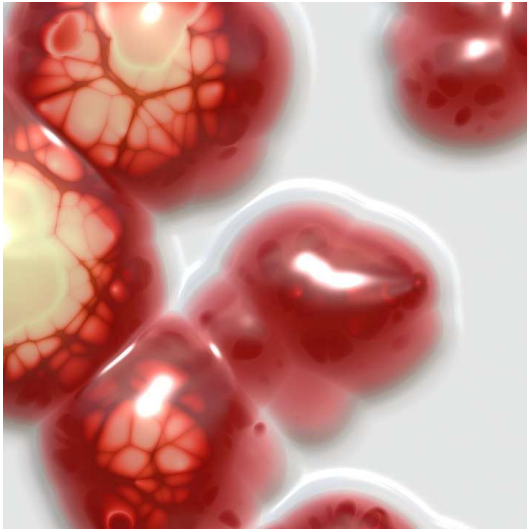


Equipment

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

Level	Ability	Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	Spellcasting,	3	2	-	-	-	-	-	-	-	-
2	Slime effect, Resist (acid)	3	3	-	-	-	-	-	-	-	-
3	Ooze form (basic)	3	4	2	-	-	-	-	-	-	-
4	Ability Score Improvement	4	4	3	-	-	-	-	-	-	-
5	Breath Weapon (acid)	4	4	3	2	-	-	-	-	-	-
6		4	4	3	3	-	-	-	-	-	-
7	Ooze form (enhanced)	4	4	3	3	1	-	-	-	-	-
8	Ability Score Improvement	4	4	3	3	2	-	-	-	-	-
9	Resistance (Poison)	4	4	3	3	3	1	-	-	-	-
10		5	4	3	3	3	2	-	-	-	-
11	Breath Weapon (Poison)	5	4	3	3	3	2	1	-	-	-
12	Ability Score Improvement	5	4	3	3	3	2	1	-	-	-
13	Ooze form (advanced)	5	4	3	3	3	2	1	2	-	-
14	Resistance (Disease)	5	4	3	3	3	2	1	2	-	-
15		5	4	3	3	3	2	1	2	1	-
16	Ability Score Improvement	5	4	3	3	3	2	1	2	1	-
17	Breath Weapon (Disease)	5	4	3	3	3	2	1	2	1	1
18		5	4	3	3	3	3	1	2	1	1
19	Ability Score Improvement	5	4	3	3	3	3	2	2	1	1
20		5	4	3	3	3	3	2	2	1	1



Spellcasting: As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

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

Spellbook: At 1st level, you have a spellbook containing six 1st-level Ooze-Adept spells of your choice. Your spellbook is the repository of the ooze-adept spells you know, except your cantrips, which are fixed in your mind.

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.

Preparing and Casting Spells: The Ooze-Adept 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 + your Ooze-Adept level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard 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.

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

Spellcasting Focus: You can use an arcane focus as a spellcasting focus for your spells. This is usually a vial containing slime or a petrified piece of ooze.

Learning Spells of 1st Level and Higher: Each time you gain an Ooze-Adept level, you can add two Ooze-Adept spells of your choice to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the table. On your adventures, you might find other spells that you can add to your spellbook.

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.

Slime Effect You may sacrifice a spell slot to produce a slime effect with the following options:

1. **Acid Touch** costs a 1st level spell slot. This allows you to drip acid from the pores of your hand. The effect lasts for one minute and allows you to use the corrosive liquid to eat through one inch of non-magical metal or wood.
2. **Regeneration** costs a 2nd level spell slot. By adjusting the consistency of your internal organs, you may heal 2d8 plus your constitution modifier.
3. **Jelly dodge.** Costs a 3rd level spell slot. As a reaction, you may alter your body when you have been hit and change its shape so that you are missed. If an attack hits you, you may gain a +8 bonus to your armour class.
4. **Improved regeneration** costs a 4th level spell slot. By adjusting the consistency of your internal organs, you may heal 4d8 plus your constitution modifier.
5. **Strong acid.** Costs a 5th level spell slot. Similar to acid touch, but can eat through six inches of non-magical metal or wood or once inch of magical metal or wood.



Resistance: At 2nd level you gain resistance to acid.

At 9th level you gain resistance to poison and advantage on saving throws against poison.

At 14th level, you gain resistance to disease, taking half damage from any effect caused by a disease you have and advantage on saving throws against disease.

Breath Weapon: As the slime becomes a part of you, you gain an ability similar to a breath weapon breath weapon in which you can expel a large amount of slime from your body in a powerful blast.

At 5th level you can use your action to exhale destructive energy. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw.

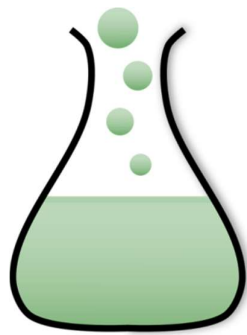
The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

At 3rd level, the breath weapon is a 5' by 30' line doing 2d6 acid damage with a dexterity saving throw for half damage

At 11th level, your breath weapon becomes a 30' cone and does an additional 2d6 poison damage with a constitution saving throw for half damage

At 17th level, an additional effect of the breath weapon is a disease. If a constitution saving throw is failed, the recipient contracts ooze-blight; a disease with a 1 day onset. Once affected the victim gains one level of exhaustion and must make a constitution saving throw each day, taking 1d12 constitution damage on a failed saving throw. This continues until the disease is cured.

After you use your breath weapon, you can't use it again until you complete a short or long rest.



Basic ooze Form: At 3rd level, you may alter your body to attain some common ooze properties. This may be done once per short or long rest. For one minute you gain the following characteristics:

- **Damage Resistances** cold, fire
- **Damage Immunity** acid
- **Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone
- **Senses** blindsight 60 ft. (blind beyond this radius)



Enhanced ooze Form: At 7th level, when you use ooze form, you gain all of the characteristics of the basic ooze form, as well as:

- **Climb** 10'
- **Damage Resistance** Slashing, Piercing
- **Damage Immunity** Poison
- **Condition Immunity** Poison
- **Pseudopod** You gain a pseudopod which is a strength based attack doing 1d6 damage plus your strength modifier bludgeoning damage plus 2d6 acid damage.

Advanced ooze Form: At 11th level your ooze form gains the following:

- **Amorphous** can move through a slit as narrow as one inch wide. This does not extend to equipment you carry or wear.
- **Corrosive Form** A creature that touches the adept or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the adept is destroyed after dealing damage. The adept can eat through 2-inch-thick, nonmagical wood or metal in 1 round.
- **Spider Climb** The adept can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Engulf The adept moves up to its speed. While doing so, it can enter the space of creatures its size or smaller. Whenever the adept enters a creature's space, the creature must make Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the adept. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 3d6 acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 6d6 acid damage at the start of each of the adept's turns. When the adept moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the adept. All save DCs associated with this are the breath weapon DC of the adept.

Ooze-Adept Spells:

Cantrips

Acid Splash
Chill Touch
Druidcraft
Guidance
Mending
Poison Spray
Spare the dying

1st Level

Bane
Colour Spray
Detect Magic
Detect Poison and Disease
False Life
Fog Cloud
Grease
Ray of sickness
Hideous Laughter

2nd Level

Alter Self
Barkskin
Blindness/Deafness
Blur
Crown of madness
Enhance Ability
Acid Arrow
Protection from poison
Spiderclimb

3rd Level

Animate dead
Bestow Curse
Counterspell
Dispel Magic
Fear
Gaseous Form
Remove Curse
Stinking Cloud
Water breathing
Water Walk

4th Level

Blight
Confusion
Control Water
Death Ward
Polymorph
Stone Shape
Stoneskin

5th Level

Animate Objects
Antilife shell
Cloudkill
Contagion

6th Level

Circle of Death
Eybite
Flesh to Stone
Move Earth

7th Level

Etherealness
Finger of death
Prismatic Spray

8th Level

Antimagic field
Clone
Incendiary Cloud
Mind Blank

9th Level

Shapechange
True Polymorph
Wish

Multiclassing

To multiclass, a character must have an intelligence and constitution of 13. No proficiencies are gained by multiclassing to Ooze-Adept.

Slime effects can be used with any spell slots available to you

Ragepact

There is a terrible darkness in some people: Their nightmares scream so loud, their anger darkens their world and their cries for help echo in such pained silence that only the dark forces at the end of the time can hear them.

These are the Ragepact: warriors that use their rage, but who have drawn more powers from the pacts they have made. They are unpredictable and often dangerous to themselves.

Creating a Ragepact

When building a ragepact, think about the state of mind of the character. Why are they so unpredictable? Did they suffer some traumatic events? Do they have a mental illness? (tread carefully with this)

Quick Build

Build a Ragepact quickly by putting your highest ability scores into Charisma and Constitution. You will also need good strength and dexterity. A low wisdom score is quite typical for this class. Take the hermit background.

Class Features

Hit Points

Hit Dice: 1d 10 per Ragepact level

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

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



Lvl	Rages	Dam	C'rip	Spells	Slots	Lvl	Invoc	
1	2	+2	2	2	1	1 st	-	Rage, Pact Magic
2	2	+2	2	3	2	1 st	1	Reckless Attack, Danger Sense
3	3	+2	2	4	2	2 nd	1	Pact Blade
4	3	+2	3	5	2	2 nd	1	Ability Score Improvement
5	3	+2	3	6	2	3 rd	2	Fast Movement
6	4	+2	3	7	2	3 rd	2	Rage Casting
7	4	+2	3	8	2	4 th	2	Feral Instinct
8	4	+2	3	9	2	4 th	2	Ability Score Improvement
9	4	+3	3	10	2	5 th	3	Brutal Critical
10	4	+3	4	10	2	5 th	3	
11	4	+3	4	11	3	5 th	3	Relentless Rage
12	5	+3	4	11	3	5 th	3	Ability Score Improvement
13	5	+3	4	12	3	5 th	3	Mystic Arcanum (6)
14	5	+3	4	12	3	5 th	3	
15	5	+3	4	13	3	5 th	4	
16	6	+4	4	13	3	5 th	4	Ability Score Improvement
17	6	+4	4	14	4	5 th	4	Mystic Arcanum (7)
18	6	+4	4	14	4	5 th	4	
19	6	+4	4	15	4	5 th	4	Ability Score Improvement
20	6	+4	4	15	4	5 th	4	Mystic Arcanum (8)

Proficiencies

Armor: Light armour

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, Deception, 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 armour:

- 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.

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

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

Spell Slots

The Warlock table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Ragepact table shows when you learn more spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Reckless Attack

Starting at 2nd 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 or touch spell attacks during this turn, but attack rolls against you have advantage until your next turn.

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.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain ragepact levels, you gain additional invocations of your choice, as shown in the Invocations Known column. Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. It must be a simple or martial weapon. This weapon counts as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When using a pact weapon, you may expend a spell slot to do extra damage to an opponent. The extra damage is equal to 1d8 plus 1d8 per level of the spell slot expended.

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.

Fast Movement

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

Rage Casting

At 6th Level, you are able to cast evocation or abjuration spells and can concentrate on these spells while raging.

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.

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.

Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell

from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Invocations:

Agonizing Blast
Armour of Shadows
Chains of Carceri
Devil's Sight
Dreadful Word
Eldritch Sight
Eldritch Spear
Fiendish Vigour
Life Drinker
One with the Shadows
Otherworldly Leap
Repelling Blast
Thief of Five Fates
Thirsting Blade

Multiclassing

To multiclass you need both charisma and strength of at least 13.

If you gain rage from more than one class, you use the combined total for number of rages, but the highest total for rage damage.

You can use rage casting when using the rage ability of another class.

Add one half of your ragepact level to your caster level when determining your multiclass spell casting capability.



Thaumaturgist

"Any sufficiently advanced technology is indistinguishable from magic."

Arthur C. Clarke

There is science in magic and there is magic in science. To the thaumaturgist, they are one and the same. They use chemicals to create reactions but add magical reagents as well.

The Thaumaturgist is designed for Renaissance times, but can be adapted to any era with very little difference to any characteristic.

Hit Points

Hit Dice: 1d6 per thaumaturgist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per thaumaturgist level after 1st

Proficiencies

Armor:

Light armour, medium armour

Weapons: Simple weapons

Tools: Alchemist tools, Herbalist tools

Saving Throws: Intelligence, Constitution

Skills: Choose three from Arcana, Nature, History, Religion, Insight, Medicine, Persuasion.

Equipment

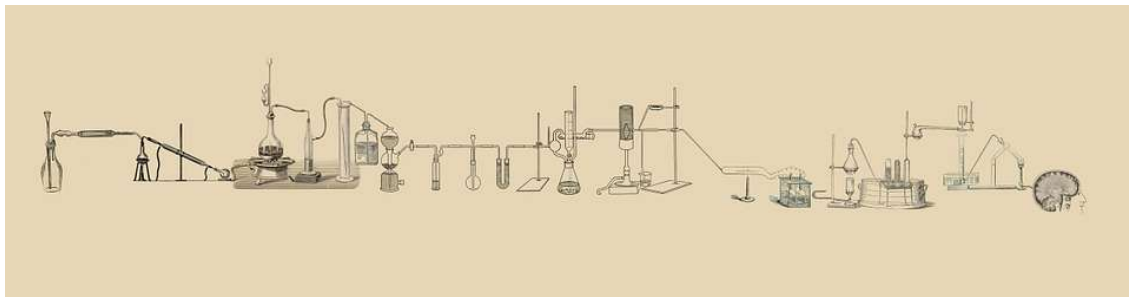
You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a greatclub
- (a) two daggers or (b) any simple weapon
- An explorer's pack
- Hide Armour

Lvl	Splash	Drink	Rituals	Ability
1	2d6	-		Acid Splash, Thaumaturgy
2		-	1	Alchemy, Ritual Caster
3	3d6	1	1	Resistive Drink
4		2	1	Ability Score Improvement
5	4d6	2	2	Fire Splash
6		2	2	Restorative Drink
7	5d6	2	2	Mace Spray
8		2	3	Ability Score Improvement
9	6d6	2	3	Cold Splash
10		2	3	Enhancement Drink
11		3	4	Explosive Splash
12		3	4	Ability Score Improvement
13	7d6	3	4	Electrical Splash
14		3	5	Regenerative Drink
15		3	5	
16		3	5	Ability Score Improvement
17	9d6	4	6	Necrotic Splash
18		4	6	
19		4	6	Ability Score Improvement
20		4	6	Radiant Splash

Thaumaturgy: At 1st level you gain the ability to cast the thaumaturgy cantrip.

Splash: Each round you may use an attack action to throw a prepared chemical solution that does acid damage to a single target. You gain proficiency with thrown vials and must hit your target. The damage done is indicated in the splash column of the thaumaturgist table.





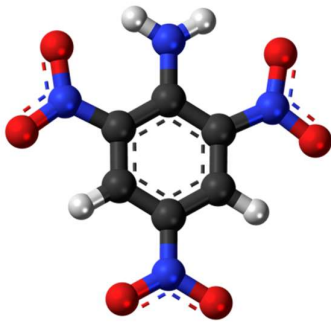
At 5th Level, you have the option of doing fire damage instead of acid.

At 7th Level, you may use a knockout gas instead of fire or acid. This does poison damage but can do non-lethal damage if it would reduce the target to zero hit points.



At 9th Level, you have the option of doing cold damage

At 11th Level, you have the option of throwing an explosive version of your splash. This does damage in a ten foot radius and anyone in the target must make a dexterity saving throw for half damage. The DC for this save is equal to 8 plus your proficiency bonus plus your intelligence modifier.



At 13th Level, you have the option of doing electrical damage.

At 17th Level, you have the option of doing necrotic damage.



At 20th Level, you have the option of doing Radiant Damage

Alchemy: At 2nd level you may double your proficiency bonus when using alchemist tools.

Ritual Caster: At 2nd level, your studies allow you to have a ritual book which contains one 1st level ritual of your choice from any spell list. If you come across a spellbook containing rituals, you may copy any first level rituals into your book.

You automatically learn a new ritual which you can add to your book at 5th level, 8th level, 11th level and 17th. The maximum level of a ritual you may learn (or copy) is the value in the Rituals column which also indicates the number of rituals you have learned.

"Books are a uniquely portable magic."

— Stephen King

Drinks: You carry a small collection of chemicals with you that can be mixed and drunk as an action. You can do this a number of times indicated in the drink column and must take a long rest before doing anymore drinks. These only work on you as you must prepare your body for the alchemical substance. A drink may have only 1 of the following effects:

Resistive Drink: At 3rd level, you may concoct and drink a chemical that grants you resistance to one damage type of your choice. The effect lasts for one minute

Restorative Drink: At 6th Level you may concoct a healing solution that can restore 3d8 plus your intelligence modifier of lost hit points



Enhancement Drink: At 10th Level you may use a solution that places you under the effect of both Haste and Heroism spells for 1 minute. Concentration cannot be broken on these effects.

Regenerative Drink: At 14th Level your drink can have the effect of a greater restoration spell.

Troubadour

There are many legends of great knights who travel with minstrels who tell their tales, but there are also knight who sing their own ballads, who use music to charm princesses and whose artistic talents inspire the troops around them.



They travel from place to place singing songs, telling tales and fighting battles. They are more than just bards of the school of valour and more than just warriors who can sing, troubadours are the epitome of nobility whose love of life incorporates protecting it as much as making it enjoyable.

Level	Feature	1	2	3	4	5
1	Lay on hands, Bardic Inspiration	-	-	-	-	-
2	Spellcasting, Divine Smite	2	-	-	-	-
3	Combat Inspiration	3	-	-	-	-
4	Ability Score Improvement	3	-	-	-	-
5	Extra Attack, Inspiration (1d8)	4	2	-	-	-
6	Aura of Protection	4	2	-	-	-
7	Countercharm	4	3	-	-	-
8	Ability Score Improvement	4	3	-	-	-
9	Font of Inspiration	4	3	2	-	-
10	Inspiration (1d10)	4	3	2	-	-
11	Improved Divine Smite	4	3	3	-	-
12	Ability Score Improvement	4	3	3	-	-
13	Magical Secrets	4	3	3	1	-
14	Cleansing Touch	4	3	3	1	-
15	Battle Magic, Inspiration (1d12)	4	3	3	2	-
16	Ability Score Improvement	4	3	3	2	-
17	Magical Secrets	4	3	3	3	1
18	Aura Improvements	4	3	3	3	1
19	Ability Score Improvement	4	3	3	3	2
20		4	3	3	3	2

Creating a Troubadour

When building a troubadour ask why music is such an important part of your life. Anyone can don armour and use a sword, but why would a knight turn to music rather than faith or simply strength of arms.

Quick Build

Build a Troubadour quickly by putting your highest ability scores into Charisma and Constitution. You will also need good strength. A low wisdom score is quite typical for this class. Take the entertainer background.

Class Features

Hit points

Hit Dice: 1d 10 per troubadour level

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

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

Proficiencies

Armor: Light armour, medium armour, heavy armour, shields

Weapons: Simple weapons, martial weapons

Tools: Three Musical Instruments

Saving Throws: Constitution, Charisma

Skills: Choose two from Animal Handling, Arcana, Athletics, Deception, Intimidation, Nature, Performance, and Survival

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 musical instrument

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 troubadour 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.

Spell casting

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 troubadour spells that are available for you to cast, choosing from the troubadour spell list.

When you do so, choose a number of spells equal to your Charisma modifier + half your troubadour level, rounded down (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 in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spell casting Ability

Charisma is your spellcasting ability for your spells, since their power derives from the strength of your convictions.

Spell casting Focus

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

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one paladin 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.

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.

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.

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).

Extra Attack

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

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.

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.

Improved Divine Smite

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

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.

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 troubadour spell, you can make one weapon attack as a bonus action.

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. The chosen spells count as troubadour spells for you and are included in the number in the Spells Known column.

Troubadour Spells

1st Level

Bless
Charm Person
Cure Wounds
Detect Magic
Disguise Self
Divine Favour
Heroism
Longstrider
Protection from Evil and Good
Purify Food and Drink
Shield of Faith

2nd Level

Aid
Calm Emotion
Enthral
Find Steed
Lesser Restoration
Magic Weapon
Silence

3rd Level

Create Food and Water
Daylight
Dispel Magic
Magic Circle
Remove Curse
Tongues

4th Level

Confusion
Death Ward
Locate Creature

5th Level

Dispel Evil and Good
Dream
Raise Dead

Multiclassing

A Troubadour must have Strength and Charisma of 13 to multiclass.

If they gain bardic music from another class, the number of uses does not increase, but they may use the largest of inspiration dice.

If they gain lay on hands, the total amount of healing is cumulative.

Add one half of your troubadour level to your caster level when determining your multiclass spell casting capability.

Wilderness Runner

An unarmoured dwarf arrives at the gates of the stone hold; his run has taken him eighteen miles along the underground highway to bring word of the coming trolls.

Deep in the forest, an orc warband hears one of their own fall as an elf dashes from the between trees, strikes hard and keeps running.

The green scaled dragonborn watches the bandits attack the wagon, but with little more than a moment's though. He barrels down the hill and slams into the leader like a juggernaut.

On Swift feet

The wilderness runner is a specialist at moving on their own feet, striking hard and fast and then moving on. They often focus on stealth through the wilderness, but sometimes are willing to abandoned all pretences of stealth to be seen as fearsome chargers. Their main weapon is speed.

A chariot of fire

Not every character that runs is a wilderness runner. This is a special role for the elite message carrier or wilderness ambusher. Within their roles, a wilderness runner can be relied on to operate alone and to get from start to finish quickly. Within a party the wilderness runner may serve as a backup travelling near, but not within the group ready to charge in at a moment's notice. Others may travel with company ready to charge out and distract the enemy.

Their stock in trade is light armour, fast movement, heavy weapons.

Creating a wilderness runner

As you create a runner, consider what makes this character different to a ranger or barbarian.

Quick Build

To quickly build an effective runner, dexterity should be the highest ability score followed by Constitution. Wisdom is the next most important ability. Choose the outlander background

Class features

As a Wilderness Runner, you have the following class features.

Hit Points

Hit Dice: 1d10 per wilderness runner level

Hit Points at 1st level: 10 plus your constitution modifier

Hit Points at higher levels: 1d10 (or 6) plus your constitution modifier per wilderness runner level after 1st

Proficiencies

Armour: light

Weapons: Simple, Martial

Saving Throws: Strength, Dexterity

Skills: choose three from acrobatics, athletics, insight, intimidation, perception, stealth, nature, survival.

Equipment

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

- any versatile melee weapon
- two handaxes or any simple weapon
- An explorer's pack and four javelins
- Leather Armour

Level	Proficiency	Blitz damage	Features
1 st	+2	1d6	Blitz Attack, Natural Explorer
2 nd	+2	1d6	Fighting Style
3 rd	+2	2d6	Archetype
4 th	+2	2d6	Ability Score Improvement
5 th	+3	3d6	Fast Movement
6 th	+3	3d6	Natural Explorer Improvement
7 th	+3	4d6	Feral Instinct
8 th	+3	4d6	Land's Stride, Ability Score Improvement
9 th	+4	5d6	Archetype Feature
10 th	+4	5d6	Hide in Plain Sight
11 th	+4	6d6	Uncanny Dodge
12 th	+4	6d6	Ability Score Improvement
13 th	+5	7d6	Archetype Feature
14 th	+5	7d6	Vanish
15 th	+5	8d6	Evasion
16 th	+5	8d6	Ability Score Improvement
17 th	+6	9d6	Blindsense
18 th	+6	9d6	Feral Senses
19 th	+6	10d6	Ability Score Improvement
20 th	+6	10d6	Elusive

Blitz Beginning at 1st level, you know how to strike powerfully with speed. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have moved your full base movement rate and are using a melee weapon with two hands. This does not apply if you have disadvantage.

The amount of the extra damage increases as you gain levels in this class, as shown in the Blitz column of the Wilderness Runner table.

Natural Explorer You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favoured terrain: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favoured 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 favoured terrain, you gain the benefits described for the Ranger on page 91 of the Core Rules.



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.
- **Evasive Dash:** When you use a dash action, you gain +2 to your armour class for that turn
- **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.

Archetype

At third level, you may choose an archetype, either the heavy charger or the spell wright runner. Both are detailed at the end of this section.

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.

Fast Movement

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

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 move your full movement before doing anything else on that turn.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as 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, soot, and other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. You gain a +10 bonus to Dexterity (Stealth) checks as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Uncanny Dodge

Starting at 11th 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.



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.

Evasion

Beginning at 15th 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.

Blindsense

Starting at 17th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Elusive

Beginning at 20th 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.



Archetypes

Heavy Charger

The heavy charger is a specialist runner adept at wearing heavier armour and skilled at physically running into enemies.

Medium Armour

At third level you gain proficiency with medium armour.

Stay Hyped

At third level, you also gain advantage on constitution saves during any round in which you have moved your full base move due to your powerful metabolism.

Cunning Action

Starting at 9th 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.

Shoulder Charge

At 13th level, you gain the ability to perform an armoured shoulder tackle.

This is a special attack that can only be done if you are wearing medium armour and have moved your full base movement. After making a weapon attack, you may use a bonus action to perform a shoulder charge. Whether you hit, or miss, you become prone. Your attack does 1d6 damage.

You then push and trip your opponent. They must make two strength saving throws. The first to avoid being pushed back 15' and the second to avoid being tripped. The save for each is 8 plus your proficiency bonus plus your strength bonus.

Mage-wright Runner

The mage-wright runner is a wilderness runner focused in the use of magic.

Spells

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 of the Core Rules for the general rules of spellcasting and chapter 11 for the druid and ranger spell lists.

Cantrips

You learn two cantrips of your choice from the druids' spell list.

Spell Slots

The Mage wright runner's 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.

Spells Known of 1st-Level and Higher

You know three 1st-level ranger spells of your choice.

The Spells Known column of the Mage-wright Runner Spellcasting table shows when you learn more ranger spells of 1st level or higher.

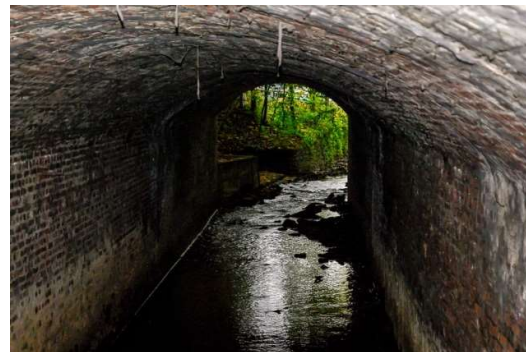
Spellcasting Ability

Wisdom is your spellcasting ability for your Druid and Ranger spells, since you learn your magic by drawing 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 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.

Runner Level	Spells known	1 st level	2 nd level	3 rd level	4 th level
3	3	2			
4	4	3			
5	4	3			
6	4	3			
7	5	4	2		
8	6	4	2		
9	6	4	2		
10	7	4	3		
11	8	4	3		
12	8	4	3		
13	9	4	3	2	
14	10	4	3	2	
15	10	4	3	2	
16	11	4	3	3	
17	11	4	3	3	
18	11	4	3	3	
19	12	4	3	3	1
20	13	4	3	3	1



Fleet footed caster

At 9th level, you gain the ability to cast a spell while moving. You may combine casting a single action spell with a dash action.

Eldritch Strike

At 13th 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.

Rocketeer

At 3rd level, you may take a specialisation in using rocket packs.



Assisted Leap: At 3rd level, you can use your jetpack to assist in a jump. You gain advantage on athletics (strength) and your jump distance is multiplied by five.

Hover: At 3rd Level, you can use the pack to hover. If you end your move in the air (possibly due to jumping) you can hover for the rest of the turn, but will fall directly down at the start of your next turn.

Flight: At 9th level, you can use to jetpack to fly. You gain a flying speed equal to twice your base land speed. This can be maintained for one minute and you must complete a long rest for the rocketpack to recharge

Flying charge: At 9th Level, you gain a flying charge. As an attack action, you may charge into your opponent. To do this you move up to your flying move distance. On a successful hit, you do 2d6 damage plus your strength, plus your blitz damage.

Long flight: At 13th level, you can maintain your flight for one hour.

Multiclassing

A Wilderness Runner must have Strength 13 and Dexterity 13.

If multiclassing to Wilderness Runner, you gain proficiency in simple and marshal weapons

Blitz damage cannot apply in the same attack as sneak attack damage. For determining caster level, a Spell Wright Runner counts as one third of their class level.

Class Options

Barbarian

Barbarian: Luddite

Your anger is focused by the desire to destroy technology. You lost your job to a machine; your brother lost a hand working with a steam engine; your family was moved out of your home to build a factory; your countryside has been stained with smoke and you can no longer see the stars. You are angry, very angry and now you rage against the machine.

The Luddite is designed for Victorian times, but can be suitable in any era when anger against the advancing technology has a place.

Reckless Deconstruction. From 3rd level, Constructs do not gain advantage when attacking a barbarian who is using reckless attack. Ignore damage resistance that constructs have (only during reckless attack)

Steaming Rage, from 6th level, while raging, any steam driven machines around you malfunction and produce clouds of steam.

Gain resistance to fire damage while raging

Know the enemy: from 10th level, you may detect presence of any machine or construct within 60 feet

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.

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 Totem Warrior

Combined here are the abilities gained at various levels for a barbarian whose totem is chosen from Dragon, Toad, Shark or Mechanoid.

During the various releases, we had the desire to create more options for the totem warriors as the three original options produced a limited number of possibilities. The Toad and Shark totems were specifically created to add movement options while the dragon totem was created as part of the Nature of Dragons project so was given some draconic powers instead. The Mechanoid option came out of the Times of Peril Project being a barbarian who is attuned to machines.

Totem Spirit (3rd Level)

- **Dragon:** you gain dragon scales. While raging and not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier + your rage damage bonus. You can use a shield and still gain this benefit. You also gain resistance to one element chosen when you first take this ability.
- **Mechanoid:** while raging you gain immunity to psychic and poison damage, being charmed, poisoned or put to sleep magically.
- **Shark:** When raging you gain blood frenzy. This grants you advantage against any opponent that does not have all its hit points.
- **Toad:** When raging you gain advantage on jump checks and can jump double your normal distance.



Aspect of the Beast (6th Level)

- **Dragon:** You gain blind sight to a range of 15 feet.
- **Mechanoid:** resist the high temperatures of factories and steam engines, and see through smoke, ash, and soot (any vision obstructing cloud from burned or heated material).
- **Shark:** You gain the ability to breathe underwater.
- **Toad:** You gain the ability to alter your skin colour to blend in giving you advantage when hiding.



Totemic Attunement (14th Level)

- **Dragon:** you gain a breath weapon that you can use as a bonus action on each turn while you are raging.
You can use your action to exhale destructive energy. You choose a dragon colour when you choose this ability; this determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and no damage on a successful one.
- **Mechanoid:** when you start raging, you can choose to generate a 30ft radius cloud of steam in a sphere around you, which lasts until your rage ends. If a creature ends its turn in the area it must make a con save (dc = 8 + your con modifier + your proficiency bonus) or take 1d8 poison damage and be poisoned for 1 minute. The area inside the cloud is heavily obscured.
- **Shark:** While raging, you gain a swim speed equal to your regular movement. As an action, following a move, you may leap half your movement out of the water and do a single attack with advantage.
- **Toad:** When raging, you skill exudes a poison which will affect anyone making an attack against you from within five feet. This does 1d10 poison damage. You gain immunity to poison while raging.

Bard

Bard: College of Metal

The College of Metal is designed for the steam punk era but can be used in an earlier era. The musical style is significantly different to the times, especially renaissance times, but could be inspired by the influence of the Binary One (see warlocks, below)

Upon reaching 3rd level, a bard may select the school of metal rather than the schools published in the core rules.

Gun use: At 3rd level you gain proficiency in guns, one set of tools and one steam-age vehicle.

Mosh Pit Defence: As a reaction, someone inspired can reduce an attack or damage roll against them by the die roll.

Head Banging: Someone with an inspiration die, may expend it to use a bonus action to do unarmed damage with a head-but attack. This does damage equal to the inspiration die.



Two gun draw: At 6th level, you gain Two gun fighting. You can use two guns at once. You can reload two guns at once (no, we don't know how either) You can attack with off-hand gun and gain your ability modifier to damage with both weapons.

Black powder music: From 6th level, you can use any explosion or gunshot as their spell focus.



Techno Magic At 14th level, you have mastered the art of weaving spellcasting and technology use into a single harmonious act. When you use your action to cast a bard spell, you can use an item as a bonus action.

Bard: Druidic Lyryst

The Druidic Lyryst was one of our earliest options. It was an attempt to give the flavour of an old 3.5 prestige class that combined the abilities of both bard and druid.

This version has nowhere near the power of the original and is perhaps better suited to fit in with one of the factions that has been used in the official adventures being published now.

Being an early option, there is a bit more flavour text with it than some of the more recent classes.

The elven bard finished her tale; a subtle warning of the coming troubles. She knew she was being watched and so slipped into the forest to avoid trouble.

A Halfling stood watch over the druid's grove. He saw the dark wolves stalk into the area and with a simple whistle he gives the signal for the squad of rangers to attack.

With the inn at the edge of the forest, an elderly wizard sits peacefully. He is awaiting word from a contact when a young bar maid brushes past him. He never gets a look at her face, but he feels the message that has been placed in his sleeve. He subtly pulls it out and reads it, knowing his contact had gotten word to him, though now he can't see her.

Agent of a good cause

The druidic lyryst is often an agent for an underground faction working for the good of the people. Drawn from the common folk, but trained by the masters of the wilderness to act as spies, assistants, warriors or contacts in the unending battle against tyranny.

Creating a Druidic Lyryst

The Druidic Lyryst is a college for the existing Bard class described in the Core Rules. It can be selected at level 3 in place of the existing colleges.

Extra Cantrip A Druidic Lyryst gains one extra cantrip taken from the druid spell list.

Extra Spells A Druidic Lyryst gains additional spells. Once gained, these are always prepared and do not count against your prepared spells.

Bard Level	Spell
3 rd	<i>Barkskin, Spike Growth</i>
5 th	<i>Windwall, Daylight</i>
7 th	<i>Dominate Beast, grasping Vine</i>
9 th	<i>Commune with Nature, Conjure Elemental</i>

Fortify Magic Also at 3rd level, you learn to inspire the magic of others. A creature that has a Bardic Inspiration die from you can roll that die and add the number rolled to a spell damage roll it just made. This can only be used for spells that require an attack roll. This must be done before the result of the damage is known.

Alternatively, when casting a spell with a save DC, the recipient can add their inspiration die to the save DC of their spell. This must be done before a saving throw is rolled.



Primeval Awareness

Beginning at 6th level, you can use your action and expend one bard 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: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature doesn't reveal the creatures' location or number.



Land's Stride Starting at 10th level, moving through non-magical difficult terrain costs you no extra movement. You can also pass through non-magical 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.

Cleric

Cleric: Eldritch Cleric

The Eldritch cleric was planned before our first volume was written, but didn't see the light of day until our 6th supplement. This is mostly because neither of us had played a cleric in this edition of the game, so we weren't as clear on the rules as we needed to be.

They say only a tiefling would devote themselves to the service of a deity while still tapping into a pact with an ancient force, and they would be right. Only a tiefling would do such a thing.

Servant of Two Masters

The Eldritch cleric is an enigmatic creature, a servant of two masters; one they serve openly, the other in secret. Do the two masters have the same goals or is the tiefling using one to undermine the other?

Racial Restriction: Only a tiefling may take this cleric option. This is chosen at level 1 in place of a domain.

Spells: The Eldritch Cleric gains the following spells:

Cleric Level	Spells
1 st	<i>Expeditious Retreat, Unseen Servant</i>
3 rd	<i>Misty Step, Enthrall</i>
5 th	<i>Fear, Vampiric Touch</i>
7 th	<i>Banishment, Blight</i>
9 th	<i>Contact Other Plane, Dream</i>

Pact Magic: At 1st Level you gain the Eldritch Blast cantrip. This is in addition to the cantrips known as a cleric. You may use wisdom or charisma as your spell casting ability for this cantrip.



Powerful Pact: At 2nd level, you may channel divinity to maximise the damage done by your eldritch blast.

Pact of the Tome: At 3rd Level, your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any class's spell list (the three needn't be from the same list). While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known.

If they don't appear on the cleric spell list, they are nonetheless cleric spells for you. If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.



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

The Great Gift: At 17th Level you receive any two warlock invocations that you meet the pre-requisites for.

Druid

Druid: Circle of Scales

The natural order is a product of its apex predator, and some druids turn specifically to the great dragons as their inspiration.

At second level, in place of the existing circles, you may choose the circle of scales.

Bonus Cantrip: When you choose this circle at 2nd level, you learn one additional sorcerer cantrip of your choice.

Wildshape: Instead of using wildshape, you may expend one use of wildshape uses to gain:

- A bite attack doing 1d4 damage
- Two claw attacks doing 1d4 damage
- Multiattack, allowing you to attack with all three as an attack action
- Natural scale armour. If you are not wearing armour, your armour class become 13 + your dexterity modifier and you may also use a shield.
- These last for one hour and are clearly visible.

At 16th Level, you may wildshape into a dragon whose challenge rating challenge rating as high as your druid level divided by 3, rounded down.

Druid: Circle of Land

The various releases allowed us to add a number of new environments to the circle of land for druids.

This is an easy task as all that is needed is new spells.

Sky and rail were added as part of Times of Peril, while the Sewer Druid was added to create NPCs in the Vollenchia Adventures.

New Environment Ocean

Druid Level	Spell
3 rd	Moonbeam, Acid Arrow
5 th	Waterwalk, Water Breathing
7 th	Black Tentacles, Control Water
9 th	Maelstrom, Destructive Wave



New environment: Rails

Druid Level	Spell
3 rd	<i>Heat Metal, Invisibility</i>
5 th	<i>Conjure Barrage, Haste</i>
7 th	<i>Dimension Door, Freedom of Movement</i>
9 th	<i>Passwall, Animate Object</i>



New Environment: Sewer

Druid Level	Spell
3 rd	<i>Darkness, Darkvision</i>
5 th	<i>Gaseoud Form, Stinking Cloud</i>
7 th	<i>Control Water, Stone Shape</i>
9 th	<i>Cloudkill, Contagion</i>

New environment: Sky

Druid Level	Spell
3 rd	<i>Levitate, Gust of Wind</i>
5 th	<i>Fly, Call Lightning</i>
7 th	<i>Greater Invisibility, Ice Storm</i>
9 th	<i>Cloudkill, Cone of Cold</i>



Druid: 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.



Fighter

Fighter: Cavalier

The Cavalier is a martial archetype that a fighter may take at 3rd level instead of the previously published ones.

The Cavalier is a mounted warrior. There is nothing special about the mount, but the rider's great skill at training the mount grants it additional strengths.

Mounted Arsenal: At 3rd level, you may gain additional abilities when using a lance and shield while mounted. Any time your mount is targeted by an attack, it may benefit from your shield. When you attack an enemy within five feet of you and you are mounted and using a lance you may use the heavy but end of the lance to strike them. This attack does 1d8 damage plus your strength modifier and unlike a normal lance attack does not impose disadvantage on you.

Deadly Lance: At 7th level, when you attack with a lance while mounted, you score a critical hit on a roll of 19 or 20.

Independence: At 10th level, your mount is so well trained it may act independently during combat. It rolls its own initiative. You control the mount without needing any verbal or physical cues.



Go where you want me to go: At 15th level, you can train your mount to go where it would normally be impossible. Your mount can scale steep, almost vertical, slopes like a mountain goat with a rider. This requires an athletics check, but allows the mount to go where it would normally be impossible. It is able to squeeze and travel through tunnels as though medium sized. Your mount becomes so attuned to travelling in dark places, that it gains thirty feet of blind sight so long as it can hear.

Survivors: 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. At the start of each of your mount's turns, it regains hit points equal to 5 + its Constitution modifier if it has no more than half of its hit points left. It doesn't gain this benefit if it has 0 hit points.

Fighter: Master Thrower

Beneath the wagon a Halfling sits watching until the bandits have moved closer, then she ducks out from cover and throws a dagger cleanly into the leg of their leader. Before he can react, she has another blade in her hand ready to throw.

The band of dwarves patrolling the mine spot a minotaur. While they ready their axes and begin their charge, one of them hurls his hammer. It bounces off the ceiling and slams into the tauric skull knocking it down so that the others can quickly finish it off.



A half orc travels the road alone, when he smells trouble his hand reaches into his pouch from which he takes a heavy ball. With a hefty throw he "puts" it like a cannon shot that knocks the wolf down in a single throw.

The medium range master

A master thrower is a specialist with ranged weapons, but prefers the heavy thrown weapons to the bow. In combat he will begin with one or two well placed throws and then move in with melee weapons.

Creating a Master Thrower

The Master Thrower is a martial archetype for the fighter class as described on page 72 of the Core Rules. It can be selected at level 3 in place of the existing archetypes.



Extra Range At 3rd level, you are able to throw a weapon further. The range of any thrown weapon you are proficient with is doubled.

This applies to both the short and maximum ranges.

Trip Attack At 7th level, you may make a ranged trip attack by throwing your weapon at the leg of your opponent.

When you hit an opponent, you do half the normal amount of damage and if the target is Large or smaller, it must make a Strength saving throw. On a failed save, you knock the target prone.

The save DC is equal to 8 plus your proficiency bonus plus your strength modifier.

Two Handed throw At 7th level, you may do a large two handed throw which allows you to throw larger weapons two handed such as large rocks, heavier hammers or a caber.

See the new weapon section of this volume.

Extra range does not apply to these weapons.

Ricochet At 10th level, the thrower is able to bounce their weapon off a wall or other surface negating any cover the opponent may have.

Leap and throw At 15th level, you may further increase the range of your throw by beginning it with a powerful leap.

As part of an attack you may jump your maximum distance or height adding the same distance to the range of the weapon.

Throw melee weapon At 18th level, you may throw any melee weapon you are proficient with, including a two handed weapon and it does full weapon damage. This attack has a range of 15/45.

This is not doubled by the extra range ability

Fighter: Mountain Defender

The gates to Dravenhold had been breached, but the goblins had come as far as they would for six dwarven warriors had drawn a line on the ground that none would pass. Their shield wall was solid and the goblins knew it. For them the safest thing was simply to retreat.

Racial Restrictions

Only a dwarf or a rock gnome may become a mountain defender.

Building a mountain defender

Mountain defender is martial archetype that can be taken at 3rd level instead of the ones listed for the fighter in the core rules.

Twin Shield Fighting At 3rd level, you gain a new combat style in addition to the one gained at 1st level: Twin shield fighting.

This allows you to wield two shields simultaneously and may benefit from both the shields' armour class bonuses.

If you choose to use one of the shields as a weapon and attack, you may not gain any benefit to your armour class until your next action. The shield is either a weapon or armour.

Spiked Shield At 3rd level, you also gain proficiency with the spiked shield which is discussed later.

Defensive Stance At 7th level, you gain defensive stance. You must use a bonus action each round to maintain the stance. If you do not move and are not moved during your turn, and you are wielding a shield in defence, you may add your strength modifier to your armour class.

While in this stance, you may not add your strength bonus to the damage of any attacks you do and you have disadvantage on dexterity saving throws. You also lose any dexterity bonus to armour class.

Improved shield combat At 7th level you also gain the ability to use a shield in attack and defence, by using your extra attack to reset your shield.

Terrain Mastery You are particularly familiar with underground terrain. At 10th level, you become adept at travelling and surviving in Mountains and the Underdark.

When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that you are proficient in.

While traveling for an hour or more in your favoured 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.

Improved twin shield fighting At 15th level, if you are using two shields in defence, you gain an additional +1 to your armour class.

You may also choose to attack with both shields as if the second shield was a light off-hand weapon.

When you use either shield to attack, you lose your shield armour class bonus unless you sacrifice an extra attack to reset the shield.



Line in the sand At 18th level, you may draw a line in the sand that others may not cross. To do this you must use a bonus action to declare and mark the line.

While defending the line, you may choose to give your shield bonus to any adjacent ally standing on the line.

You also gain extra resilience. At the start of each of your turns, while holding the line, 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.

The biggest challenge with the mountain defender was the rules for attacking with shields. There is a feat that allows a shield to be used as a bonus action and it has always been possible to use the shield as an improvised weapon. In both cases, the shield bonus would remain. In the case of this class, the character uses their shield to make weapon attacks and for those we have added the rule that the shield is either weapon or armour. Curiously, this means that if using two shields as weapons, a character with the dual wielder feat would gain a +1 to their AC.

Fighter: War Chanter

Another of the early designs, the war chanter was developed for the more tribal races. Part of the inspiration was that the college of valor was the poor cousin of the bardic schools and a better militant option seemed worth developing.

Rather than being a bard that could fight, this was a warrior that can sing and inspire.

Drums belt out a loud cadence as the dragonborn march into battle. They fight in unison, every step and strike together in what makes a fearsome army.

The half orc war band join in a song as one of their number inspires them in their rage. The combination of anger and inspiration drives them to become a wild force that knows no fear.

The music of war

Though dragonborn and orcs are far removed in culture, both groups revel in the sound of music during battle with both races revering their war chanters.

The dragonborn, music brings order to their battles helping them to work in unison. By designating one of their number to beat drums and chant it allows the army to gain a strength greater than the sum of the parts.

In contrast the orcish and half orcish warriors sing mighty war hymns to inspire fearlessness and recklessness in battle.

Racial Restrictions

Only a half orc or Dragonborn can be a war chanter

Creating a War Chanter

At third level, a fighter may select War Chanter as a martial archetype. The war chanter focuses not only on their own martial abilities, but also on inspiring others.

Chanting Inspiration At 3rd level, you gain proficiency with a musical instrument of your choice.

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 Chanter's 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 Chanter's Inspiration die, but must decide before you are told whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one 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.

Commander's Strike. At 7th level, 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 inspiration die.

That creature can immediately use its reaction to make one weapon attack, adding the inspiration die to the attack's damage roll.

Self Confidence At 10th level, you become so self confident, you may give inspiration to yourself.

Inspire warband At 15th level, the chanter can grant inspiration to an entire warband and whip the entire group into a frenzy.

This can affect a number of allies equal to your save DC (8 plus your proficiency plus your charisma mod)

All of your allies receive one inspiration dice, but it only lasts for one round. This counts as one use of your inspiration ability and can only be used once per day.

Font of Inspiration Beginning when you reach 18th level, you regain all of your expended uses of Inspiration when you finish a short or long rest.

Multiclassing Chanter's Inspiration is equivalent to Bardic music and a character may benefit from only one at a time.

If a war chanter has levels in bard, the total number of inspiration dice you can have is your charisma bonus, though these can be used either as bardic inspiration or as chanter's inspiration.

Monk

I'll be honest. I don't play monks. I don't know much about them, and I almost published this volume without any monk options.

Monk: Cloud walker

The Way of the Clouds is a monastic tradition for monks that grants additional movement powers.

Forgotten by gravity: When you take this ability at 3rd level, you learn to defy gravity.

You may expend one ki point while falling to cast featherfall on yourself and any falling allies within range.

You may also expend one ki point to cast levitate on yourself. If you do this during a short rest when you meditate, you may regain your ki points in only 10 minutes, including the one used by this ability.

One with the clouds: At 6th level you become so attuned to the wind and clouds that you can move without touching the ground. You may expend one ki point to cast fly on yourself.

Footsteps of Air: At 11th Level you may cast wind walk on yourself and your allies. This costs one ki point for each person targeted by the spell.

Gone again: At 17th level, you move so fast that you seem to teleport. For a cost of one ki point, you may cast misty step. For two ki points you may cast dimension door. For five ki points you may cast teleport or plane shift.

Ranger

Ranger: Beast Rider

I had wanted to do two things: First created a mounted combat specialist and secondly, create an animal companion that was better. I took some inspiration from mongol horse riders doing combat tricks and rolled this into an option for the ranger.

Even the designers of the game acknowledge that the ranger is under powered. These ranger options may not fix that but they do at least give more options.

Keeping low and covered, the pack surged forward until they reached the clearing and their prey. Six hounds leapt upon the ogre, but the seventh hound was far more dangerous: It had a rider, a young Halfling with a shortsword. The ogre looked down, for just a moment and saw only the sharp end of the blade as the Halfling leapt from the mount and struck the ogre right between the eyes.

Elite mounted warriors

The Beast rider is different from a cavalry unit and different from a beast master, they are a well-trained small sized rider that makes use of Hounds, boars or other small mounts.

Creating a Beast Rider

The Beast Rider is an option for a ranger to take at 3rd level instead of the existing archetypes

Racial Restriction: You must be small sized to take this archetype such as a Halfling or a gnome.

Mount: At 3rd level, you gain a mount that accompanies you on your adventures and is trained to carry or fight alongside you. Choose a beast from the following: Axebeak, Mastiff, Giant Lizard, Goat or Boar.

Add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The beast obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to.

On your turn, you can verbally command the beast where to move (no action required by you). You can use your action to verbally command it to take the

Attack, Dash, Disengage, Dodge, or Help action. Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the beast to take the Attack action.

While traveling through your favoured terrain while riding the beast, you can move stealthily at a normal pace.

If the beast dies, you can obtain another one by spending 8 hours magically bonding with another beast that isn't hostile to you, either the same type of beast as before or a different one.

Reach Attack: At 7th Level, you are so adept with your mount that you can use acrobatic tricks to reach further when you attack. Any melee weapon you use gains the reach ability.

Quick Mount: At 7th Level, it only costs 5 feet of movement to mount your beast.

Combat Training: At 11th Level, you can train your beast to use additional actions in combat.

You can use a bonus action to command it to Dash, Disengage or Help. This requires the beast to use its action.

You can use your action to command it to trip, hide, grapple or shove.

Save Me: At 11th Level, your beast can be equipped with a small container of good-berries (or a healing potion) that the beast can use to heal you if you are unconscious and unable to give it orders.



Sneak Attack: At 15th Level, your beast gains the ability to do a sneak attack when it uses its natural attack. Once per turn, it can deal an extra 4d6 damage to one creature it hits with an attack if it is being ridden and the rider isn't incapacitated, and the beast doesn't have disadvantage on the attack roll.

Ranger: Cowboy

The steampunk variant of the ranger came about from the simple desire to create a character type who was really good at tracking trains. This evolved into a gun using, horse riding character that in turn became a cowboy.

The cowboy is a ranger archetype that can be chosen at 3rd level in place of the beast master or beast hunter.

Quick draw: At 3rd level You may make a single attack during an enemy surprise round, but take no other action and you are still counted as being surprised. And you may use a reaction to make a single attack against anyone you see drawing a weapon.



Sleep in the saddle: At 7th level you gain the ability to sleep while riding and may take a long or short rest while mounted. You remain alert during the short rest. You may do this while wearing light or medium armour. (note – does not allow elves to spend four hours meditating in such conditions)

Ranged Disarm: At 11th level you can attempt to shoot enemies weapons out of their hand. Choose a number of hostile creatures, up to your dex modifier (minimum of one), that do not have any form of cover, within 30 feet of you. They must make a strength saving throw (DC = your spellcasting save DC). On a failed save a creature drops an item of your choice that they are holding. If you chose an item held in two hands they make the check with advantage. This expends a number of ammunition equal to the number of targets forced to make saves (you must have enough ammunition to make all of the attempts without reload, as in the loading quality of the weapon).

Ranger: Eldritch Archer

Obviously, this is based on a prestige class from an earlier edition, but that class was based on a good idea, that of being able to channel magical energy through a bow. Back then the mechanic wasn't there, but now it can mirror the paladin's class feature.

The only real difference is that this use of the ability requires a bonus action. We simply didn't want it to be too powerful.

The elf held his bow ready, watching as the goblin's marched by. His focus was on the back of the line and the troll that followed them. Once it is in view, his arrow flies with magical energies imbued in it. The arrow slams hard into the troll and eldritch energy erupts in its skull keeping it down. His allies make short work of the goblins.

An elite archer

The Eldritch archer is a specialist who uses her own magical abilities to imbue her arrows with additional power. Already skilled with the bow, some elves also gain skills with magic and with years of study they learn to combine the two.



A Hero to the people

Not every spell casting archer can call himself an eldritch archer. There are only a few of them. Originally specialists within the elven army who would target the most dangerous of enemies, there are some who have taken their skills to the world.

Some join adventuring parties as part of a mission for the elven court, others as a training opportunity. Very rarely when a half elf learns the skill they may simply turn away from a society that does not quite accept them.

Racial Restriction Only an elf or half-elf can take the Eldritch Archer path.

Creating an Eldritch Archer

The Eldritch Archer is an archetype for the existing Ranger class described in the Core Rules. It can be selected at level 3 in place of the existing archetypes.

Additional Spells An Eldritch Archer gains the following spells which are always prepared and do not count against their prepared ranger spells.

Ranger Level	Spell
3 rd	Witch Bolt
5 th	Misty Step
9 th	Vampiric Touch
13 th	Elemental Bane
17 th	Hold Monster

Eldritch Arrow Starting at 2nd level, as a bonus action when you hit a creature with an arrow, you can expend one spell slot to empower your arrow. An empowered arrows deals force 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.



Rogue

Rogue: Blade Shaper

One of the first and still one of my favourite class options. I have played multiclassed druid/rogues before and they never quite gelled when perhaps they should have. It was an easy option to build when you start looking at roguish beast options and putting them together.

Backed into a corner, the Halfling smiles. Then, before her attackers can strike, she growls and lets her body change into a black furred wild beast. She lunges forward and her attackers flee.

A panther sits in a tree as the kobold band marches by. They pay no attention to the cat. Once they are gone, she resumes her human form having hidden from her pursuers.

A Cunning Hunter

The blade shaper is more than just a rogue, he is in tune with nature and able to become a part of it. Taking on animal form allows the rogue to look inconspicuous in the wilderness, but also to present a fearsome role in combat.

Creating a Blade Shaper

A Blade shaper is an archetype for a Rogue, chosen at third level as described in the Core Rules.

Nature’s blades Starting at 3rd 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 rogue level determines the beasts you can transform into, as shown in the Beast Shapes table. You can only take forms whose dexterity modifier is equal or higher than its strength modifier. For example, a panther. The Blade Shaper may use their natural attacks as finesse weapons and do sneak attack damage if appropriate.

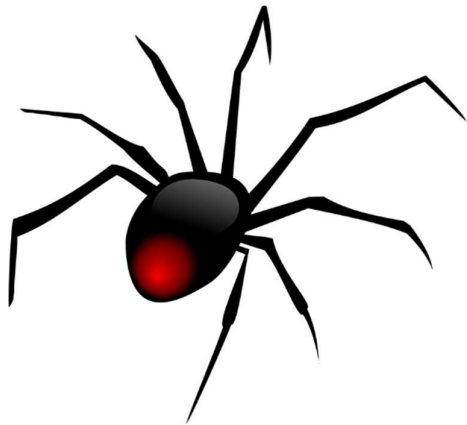
Level	Max CR	Limitations
3rd	1/4	No fly / swim speed
9th	1/2	No flying speed
13th	1	

In all other ways this functions the same as the wildshape ability described on pages 66 and 67 of the Core Rules.

Primal Strike At 9th level, your natural attacks count as magical weapons for the purposes of overcoming damage resistance.



Extract Poison At 13th Level, a blade shaper gains the ability to extract poison from a form they can take on and use it in their humanoid form. By expending one use of wildshape, poison can leave your pores like sweat. This will produce enough poison to coat two blades. The effect of the poison is that of the creature being emulated, but the save DC is equal to 8 plus your proficiency bonus plus your CON bonus. The poison stays on the blade for one minute.



Hybrid Form At 17th Level, you gain a hybrid form. Select a beast you are able to wildshape into, but instead shape only half way.

For your physical ability scores, use whichever is highest out of the beast or your own scores. You gain immunity to bludgeoning, slashing and piercing weapons that are not magical or silvered. You also gain the movement abilities and senses of the creature you are emulating.

This costs one use of wildshape and the hybrid form lasts for one minute per rogue level.

Multi Classing A multi-classed Blade shaper's wildshape uses do not stack with the wildshape uses of other classes and is still limited to 2 uses of wildshape or the other classes uses, whichever is higher.

Such a character would be able to expend wildshape uses to use abilities from either class.

Rogue: Hidden Blade

The Hidden blade is a rogue who focuses on using daggers in battle. You hide them up your sleeves, throw them, juggle them and strike with them

Racial Restriction: Only an elf, half-elf or Halfling may become a hidden blade.

Dagger Master: At third level you gain extra abilities when using daggers. If you are wielding a dagger in each hand as a finesse weapon and using no other weapons, you may add your dexterity modifier to damage with your offhand attack.

The Deceptive Blade: At third level you may perform a feint with one dagger and then attack with your off-hand dagger. This off-hand attack is made with advantage.

Hidden Blade: At 9th level, you become so adept at hiding blades that you gain advantage on stealth and sleight of hand checks whenever you are attempting to hide or smuggle any kind of blade.



Master of the hidden strike: At 13th level, you gain the ability to do additional sneak attack damage with an off-hand attack. If you are using two daggers and you deal sneak attack with your main attack, you may do some extra sneak attack damage with your off-hand attack. The extra damage is 3d6 at 13th level and increases to 4d6 at 17th level.

Never run out: At 17th level you hide so many dagger on your person that you may even surprise yourself when you do not run out. So long as you own at least ten daggers, you will always be able to find another one hidden on your person after you have thrown a dagger.



Sorcerer

Sorcerer: Dragonblood

The feeling was that draconic sorcerers were not draconic enough and dragonborn were just not sorcerous enough, so in Nature of Dragons, we put together a new deeper sorcerer type for dedicated dragonborn.

When a dragonborn taps into their draconic heritage to become a sorcerer it fires a spark of their bloodline greater than a regular draconic sorcerer.

Dragonblood is a sorcerous origin that can be chosen at 1st level instead of the existing choices.

Racial Restriction: Only a Royal Dragonborn may choose this origin.

Draconic Ancestry: A Dragonblood must choose the same colour of ancestor as they did for their racial selection.

Natural Armour: Your dragonborn scales become tougher and more resilient as you gain experience. When not wearing armour, your armour class becomes 10 + your dexterity modifier + your proficiency bonus.

Enhanced Breath Weapon: You may sacrifice a spell slot to enhance your breath weapon.

When you do this, you add 1d6 damage, plus an additional 1d6 for each level of the spell slot you have chosen to sacrifice.

Recharge: By sacrificing a spell slot you regain uses of your breath weapon. For each level of the spell slot used, you regain one use of the breath weapon that can be used until your next short rest.

At 6th level, your body starts to change as your fingers develop claws and your jaw becomes more powerful. You develop natural claw attacks and a natural bite attack any of which can be used as a strength based attack, or as an off-hand attack.

Sorcerer: Magehand Pilferer

While the arcane trickster gains abilities with their mage hand, the spell still seems underpowered, so rather than following the rogue with mage hand path, we decided to build a sorcerer with some roguish talent who could do other tricks with mage hand.

These rules got revised several times as we slowly came to understand what mage hands can already do and what arcane tricksters can already do.

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.

Warlock

Warlock: Binary One

The Binary one only exists in game worlds where the DM is being very flexible and incorporating grand ideas. The mechanics can fit anywhere, but the terminology does not fit the regular fantasy world

Pacts with great beings from the past become less common as enlightenment comes around, but there is another great being, born not in the past but from the far future: An artificial intelligence armed with magic and not bound by temporal laws.

The world is not ready for this knowledge, yet it is being offered up to you right now.

The Binary One

The moral of the story is – don't make pacts with magic supercomputers

Expanded spell list:

Warlock Level	Spell
1 st	<i>Alarm, Command</i>
3 rd	<i>Augury, Blur</i>
5 th	<i>Hypnotic Pattern, Tongues</i>
7 th	<i>Compulsion, Fabricate</i>
9 th	<i>Legend Lore, Animate Objects</i>



Firewall beginning at first level, if a spell caster tries to locate or spy on you with a spell such as locate object, clairvoyance or scrying you can detect the spell and attempt to block it.

You always know when a spell from the school of divination is cast targeting you or a location within line of sight.

When such a spell is successfully cast on you or a location within line of sight, you can attempt to shut down the spell as a reaction. To do so make a charisma saving throw (DC = casters spell save DC + the spells level) if successful the spell is ended and the caster does not gain the spells effect (you stopped it before the spell took effect). The caster knows that you attempted to stop their spell, whether or not it succeeded (they don't know that you know about their spell if you don't attempt to block it). You can block once per long rest.



Malware Beginning at sixth level, as an action you may attempt to corrupt a construct's programming. Choose any construct within 30 feet. It must make a cha save against your warlock spell save DC. The construct takes 2d8 psychic damage (ignoring natural damage resistances and immunities) and be incapacitated for 1d6 rounds. On a successful save it takes half damage (ignoring natural damage resistances and immunities) and is not incapacitated. You can do this once per short or long rest.

Blue Screen of Death beginning at tenth level, you may cast a version of Hold Monster that affects all machines or constructs within 30 feet of you. You must complete a long rest before doing this again.



Master hacker At fourteenth level you can attempt to take over a creature that is controlled by another spell caster.

As an action you can attempt to take over an undead, construct, summoned creature or similar. To do so choose a target within 30 feet. It must be under the control of another spell caster. The target must make a cha save against your spell save DC. If it fails, the check you gain control of it as if you cast the spell or used the ability that gained control of it for the original caster. The duration is the same as the remaining time of the spell and you must concentrate on it if the spell requires concentration.

You can use on creatures affected by or created/summoned by the following spells; charm person, find familiar, animal messenger, find steed, suggestion, animate dead, conjure animals, conjure minor elementals, conjure woodland beings, dominate beast, giant insect, animate objects, conjure elemental, conjure fey, create undead, dominate person, gaes, conjure celestial, mass suggestion, dominate monster or the ranger beast master's animal companion. If it was a ranger's animal companion, it only remains under your control for 1d10 hours.

Warlock: Light Patron

The light is an ancient being, a twisted mockery of the principals of good, who presents as beauty, but speaks lies.



Expanded Spell List: The Light lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Warlock Level	Spell
1 st	Colour Spray, Faerie Fire
3 rd	Moonbeam, See Invisibility
5 th	Vampiric Touch, Hypnotic Pattern

7 th	<i>Aura of Life, Hallucinatory Terrain</i>
9 th	<i>Seeming, Mislead</i>

Warding Flare: At 1st level, you can interpose 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 cannot use this ability again until you finish a short or long rest.



Unfortunate ally: At 6th Level, you gain the ability to turn an enemy into an ally. As a reaction when you or an ally have been attacked by a spell you may make the attacker roll a wisdom saving throw. If they fail, you may designate a new target for the spell.

You cannot use this ability again until you have completed a long or short rest.

Radiant Resilience: At 10th You gain resistance to necrotic and radiant damage.

Sunburst: At 14th Level, you may cast sunburst once between long rests.

Wizard

Wizard: Rune Hammer

Being the martial race they are, dwarves tend to have little respect for the arcane masters found so commonly in other races. Bards, Warlocks and Sorcerers are quite uncommon in dwarven society. The well-studied wizard is more closely aligned to the studious dwarven mind and the preferred dwarven caster.

Being warriors at heart, many dwarven wizards focus on a special sort of magic that works alongside the weapons and armours they may already be trained with.

The Rune Hammer is an option for a wizard that can be taken at 2nd level in place of a school of specialisation

Race restriction: Only a mountain dwarf may take this class option.

War casting: At 2nd level, a rune caster gains proficiency with shields and the following benefits:

- You gain proficiency in constitution saving throws.
- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

Extra Attack: At 6th Level, you gain an extra attack.

Empower Shield: At 10th Level, while using a shield, you may use a reaction and expend a spell slot to reduce damage from an attack by five points per spell level expended.

Inspired assault: At 14th Level, you may add your intelligence modifier to damage done with melee weapons.

Backgrounds

Airship Captain

You may not have actually been in command of an airship, but you know the skies, how to navigate them and how to lead men. You understand weather patterns, winds and rain

Skill Proficiencies: Intimidation, Nature

Tool Proficiencies: Sky vehicle, one language of your choice

Equipment: A uniform, a navigation device, a map and belt pouch containing 15gp

Feature: Hitch a lift.

You know a thing or two about air travel and in a pinch you can organise to get on board an airship.

Suggested Characteristics

Airship captains are already living a life of adventure. You need to ask yourself, why would you give that up? Did the company you worked for go out of business. Were routes disrupted by dragons? Were you in a crash? What prompted you to walk away from the air and take up the regular life of an adventurer?

Airship Engineer

You are an expert with tool and you understand the mechanics of flight

Skill Proficiencies: Sleight of Hand, Investigation

Tool Proficiencies: Two sets of artisan's tools

Equipment: A uniform, one set of artisan's tools, a small backpack and a belt pouch containing 15gp

Feature: Stories to tell.

The idea of air travel is so fascinating that your stories instantly grab people's attention. This allows you to get attention and make friends quickly in any new town.

Suggested Characteristics

Airship engineers are well trained, but not necessarily prepared for a life of adventuring. What has happened to take you out of the sky? Did you come across a secret that needed pursuing? Did you overhear something that led you on another path? Are you looking for secrets that would improve your craft? Does your knowledge of traps and locks make you so valuable that you have been lured away from your job?

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.

Rat Catcher

You come from one of the most noble of all backgrounds of any adventuring group.

Some people start rich and some start poor, but the Rat Catcher is more than just poor, they are hardworking and willing to do whatever it takes to better themselves. They accept a hard job because they are responsible and there are bills to pay. They accept an impossible job because they know that someone must control the pests.

The life lessons learned by a rat catcher will lend themselves to an adventurer's more than any other role.



Skill Proficiencies: Animal Handling, Stealth

Tool Proficiencies: Poisoner's kit

Equipment: A set of common clothes, a hunting trap and a belt pouch containing 10gp

Feature: Ways of the under-city.

The know the ways of tunnels and sewers and can tell from signs of rats where these can be found. Rat Catchers can find an entrance to a city sewer or underground tunnels and navigate them as if he had local knowledge.

**Suggested Characteristics**

Rat Catchers have humble beginnings, but you need to ask yourself why they became a rat catchers and why are they now moving on to another career. Have they earned enough to get out of the sewers? Have they found a more noble goal?

Tavern Manager

You were a business manager, but one that worked with the most interesting of clientele. You managed a tavern. Along the way you have met all sorts of people: soldiers, spies, rogues, bards and adventurers.

Your stock in trade is handling unruly patrons and getting information out of drunks

Skill Proficiency: Intimidation, Investigation

Tool Proficiency: Artisan's Tools (Brewing)

Equipment: A flask of quality spirits, a set of common clothes and a belt pouch containing 15gp



Feature: A friend at every bar. At any public bar of any city, you are able to find a friend. It may be an old customer of yours or simply someone who thinks you are an old friend. In either case they could be a valuable source of information or a potential ally.

Suggested Characteristics: Tavern managers are shaped by the customers and the stories they tell. They witness more exciting lives so they may be driven by the desire to escape the drudgery of their life. They have many friends and could be motivated to aid them in a time of need. They hear every story told by passing bards and perhaps could put pieces together that could lead to their own quest. Maybe they can no longer afford the taxes being levied by the tyrannical despot. There are many reasons why a tavern manager could become an adventurer.

Town Crier

You are the one person in town who knows everything and everyone. You have many sources of information and many friends. You deal in information. Some of it you give away for free as you shout it to the roof tops, but some of it, you sell at a very high price.

When you choose the background, think about what sort of town or city your work in, what areas you specialise in and why you would walk away from that to go adventuring.

Skill Proficiencies: Investigation, Insight

Languages: Two of your choice.

Equipment: A bottle of black ink, a quill, a small knife, a broadsheet of news announcing an event of great significance to you, a set of fine clothes, a belt pouch containing 10 gp

Feature: News of the world. Upon arriving in any city or town, you can quickly find contacts and sources to identify key people and events.

Suggested Characteristics: Town criers really focus at gathering information, doing research, finding the facts and determining if they are lies. A lot of what they learn, they shout out for free. A few things are secrets they sell, but a very few, very special facts they keep for themselves. These are their greatest treasures and often the reason for adventuring.

Feats

Dragon-friend: You speak draconic and gain advantage with persuasion and deception checks when interacting with dragons.

Extra Background: This feat can only be taken at first level (which limits it to humans) You may take a second background and receive all benefits including skill proficiencies, equipment proficiencies, language proficiencies and starting equipment and wealth.

Light Armour Mastery: Being highly proficient in the wearing of light armour. 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. You also gain +1 to your dexterity score.

Reach Sneak Attack: *Pre-requisite: Sneak Attack Class Feature*

A rogue may deal sneak attack damage if an ally with a reach attack such as a pole arm is within reach of the target of the attack.

Recharge: When you take this feat, choose one racial or class ability that can be used once per short rest (For example: dragonborn breath weapon, channel divinity) After you have used this ability, you may expend a bonus action to attempt to recharge it. To do so, roll a 1d6 and it is recharged on a 6.

If instead, you use an action to focus on your recharge, it will happen on a roll of 3+

Between combats, the power can recharge automatically.

Renaissance Man: A Renaissance Man was an ideal of a person who was a master of all fields of knowledge. By taking this feat you gain advantage on all intelligence skill rolls and +1 to intelligence.

Scroll Reader: Choose a class when you take this feat. You may read a scroll as if that were your class. If you have levels in a spell casting class, you may use your level in that class to determine your success chance. You may add your proficiency bonus to any rolls to avoid spell failure when casting from a scroll.

Staff Caster: *Pre-requisite: Ability to cast touch spells*

When you use your staff as an arcane focus you may deliver touch attacks through the staff with its 10' reach.

Unarmoured Defence Mastery: A barbarian, monk or draconic sorcerer not wearing armour, or someone under the effect of a mage armour or barkskin spell can be especially trained at fighting without armour.

To use this feat, you must not be wearing armour or carrying a shield and must be using a spell or ability that enhances armour class.

You are so fleet footed, you gain proficiency with dexterity saving throws while using an unarmoured defence option.

You gain +1 to the ability (other than dexterity) used to enhance your armour class. If your armour class bonus is not derived from an ability score, you gain +1 to your constitution. This enhancement applies even when you are not using an unarmoured defence option.

Versatile Rage: *Prerequisite: Rage class feature*

Your damage bonus while raging may be applied to non-weapon attacks such as natural weapons when wildshaped or with dexterity based attacks such as finesse weapons or when throwing melee weapons.

Reckless Attack can be used in the same situations.

Note that the RAW do defines animal's natural attacks as weapons, though many DMs disallow this.



Feat Synergies

Attack and Parry If you have *Defensive Dualist* and *Dual Wielder* feats, you can forgo off hand attack to and use that weapon to parry. You may add your proficiency bonus to your Armour Class for the round.

Determined Charger If you have the *Mobile* and *Charger* feats, you impose disadvantage on anyone carrying out an opportunity attack against you during a round in which you charge.

Focused Dabbler If you have the *Magic Initiate* and *Elemental Adept* feats, you gain an additional use of your level 1 spell if it matches the element you have mastered.

Intestinal Fortitude If you have both the *tough* and *Durable* feats, you gain 1 DR to bludgeoning, slashing and piercing (stacks with heavy armour master)

Shield Hiding If you have *Shield Master* and *Skulker* feats you gain the ability to camouflage your shield to hide behind it as though you are lightly obscured. While doing this, 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.

Spell Shooter If you have *Spell Sniper* and *Sharp shooter* feats you may treat your spell attacks as a ranged attack weapon to gain the benefits of Sharpshooter.

Steadfast Defence If you have *Medium Armour Mastery* and *Shield Master* feats, you may add your shield bonus to any constitution saving throws you need to make to avoid or ignore damage. You may add your shield bonus to your strength roll when avoiding trips, pushes etc.

Sure Destruction If you have *Savage Attacker* and *Great Weapon Master* feats, when you attack, you can wait to see the result of the attack before deciding if you are going to deal extra damage

Ability Synergies

In Options of Heroism, we introduced Feat Synergies. Those were special abilities granted to character with a particular combination of feats.

Similar to the feat synergies, ability synergies are designed to grant extra depth to the abilities of multi-classed character by allowing additional bonuses to those who have a suitable combination of class features.

Bonded Companion: If you have a familiar and an animal companion, you may use your companion as a familiar, the one creature will have all the abilities of both and can be of higher CR than an familiar. Its higher intelligence allows it to act independently and becomes more useful than a regular animal companion.

Noble Blade: If you possess *Pact of the Blade* and *Weapon Bond*, your weapon does not disappear if it is separated from you and can be summoned to your hand even if it is located on another plane.

Thug: If you possess *Rage* and *Sneak Attack*, you may do a single brutal strike to an opponent's head. You may only do this once per round. You can make a strength based melee attack that does sneak attack and will do non-lethal damage.



Spells

Bard

- Mirror Escape

Druid

- Elemental Gift
- Lightning Spear

Ranger

- Mud Rush

Sorcerer

- Breath Weapon
- Elemental Gift
- Ice Shard
- Lightning Spear
- Mirror Escape

Wizard

- Elemental Gift
- Magic Shield
- Mirror Escape
- Repair Mechanoid

Breath weapon

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You breathe a powerful burst of an element that matches your draconic bloodline. Choose one creature within range, or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 damage of the type based on your bloodline.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

This cantrip can only be cast by a caster with some form of draconic heritage and has selected a dragon colour.



Elemental Gift

2nd Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (A gem worth 50gp)

Duration: Concentration, up to 10 minutes

You reach out and touch the weapon wielded by yourself or an ally. The weapon becomes sheathed in the power of an element of your choice. The weapon will do an additional 1d4 damage of the chosen element on a successful hit.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.

Ice Shard

Evocation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A shard of ice forms around your hand to deliver a strike of ice to an enemy you touch. Make a melee spell attack against the target. On a hit, the target takes 1d4 piercing damage and 1d4 cold damage. The spell's damage increases by 1d4 of each damage type when you reach 5th level (2d4+2d4), 11th level (3d4+3d4), and 17th level (4d4+4d4).

Lightning Spear

2nd Level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (A leaf from a tree that has been struck by lightning)

Duration: Concentration, up to 10 minutes

You evoke a sparking spear in your free hand. The blade is similar in size and shape to a spear, and it lasts for the duration. If you let go of the spear, it disappears, but you can evoke the blade again as a bonus action.

You can use your action to make a melee spell attack with the spear. On a hit, the target takes 3d6 electrical damage.

The blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slot levels above 2nd.



Magic Shield

2nd level transmutation

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a nonmagical shield. Until the spell ends, that shield becomes a magic shield with a +2 bonus to armour.

At Higher Levels.

When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +3. When you use a spell slot of 6th level or higher, the bonus increases to +4.

Mirror Escape

1st Level Illusion

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: One Minute, requires concentration

Creates 1d4 mirror images that all run in random directions when you move or dash. Images disappear if interacted with and leave illusion of a trail.

At higher level

creates an additional 1d4 images per level of the spell slot.

Mud Rush

1st level transmutation

Casting Time: 1 bonus action

Range: Touch

Duration: One Minute, requires concentration

When you move, the ground behind you becomes rough.

At higher levels,

One additional ally leaves rough terrain per spell level being used.

Repair Mechanoid

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A construct you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier.

This spell has no effect on creatures other than constructs.

At Higher Levels.

When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.



Equipment

Weapons

Two Handed Thrown

A new weapon property has been added: Two handed thrown. These weapons can only be thrown by a character in possession of the Two Handed Throw Ability.

Special Weapons

Special weapons are a new category. They come from exotic backgrounds, alien cultures or foreign lands.

They are not simple weapons, nor are they martial weapons.

The only way to gain proficiency with these weapons is with the Weapon Mastery feat. When using that feat, a special weapon counts as two weapons.

The idea for this came when we were wondering if there could be larger, two handed finesse weapons. (something for a multi-classed fighter/ rogue to get their teeth into)

Take a look at this video: <https://www.youtube.com/watch?v=fdd-GEBio98>

- tell me this is not a finesse weapon,
- tell me it is not a reach weapon and
- tell me it isn't two handed.

Name	Cost	Damage	Weight	Properties
Simple Weapons				
Kendo Stick (Shinai)	5 gp	1d4 bludgeoning	1 lb	Versatile (1d6)
Martial Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb	Versatile (1d10), Two handed thrown
Caber	10 gp	3d6 bludgeoning	25 lb	Heavy, two handed thrown (10/30)
Chain Shot	5 gp	2d6 bludgeoning	16 lb	Heavy, 2- handed thrown* (40/160), reach
Katana	15 gp	1d8 slashing	3 lb	Versatile (1d10)
Large rock	-	1d10 bludgeoning	5 lb	Heavy, two handed thrown (10/30)
Morning Star	15 gp	1d8 piercing	4 lb	Two handed thrown (5/15)
Ninja to	10 gp	1d6 slashing	2 lb	Finesse
Nodachi	50 gp	1d10 Slashing	6 lb	Two Handed
Nunchaku	10 gp	1d6 Bludgeoning	1 lb	Finesse
Shield	10 gp	1d4 bludgeoning	6 lb	
Shot Put	2 gp	1d8 bludgeoning	5 lb	Heavy, thrown (15/45)
Spiked Shield	20 gp	1d6 piercing	8 lb	
Wakizashi	10 gp	1d6 piercing	2 lb	
Warhammer	15 gp	1d8 bludgeoning	2 lb	Versatile (1d10), two handed thrown (10/30)
Special Weapons				
Falchion	20 gp	2d4 slashing	5 lb	Finesse, Two Handed
Flexible Spear (Qiang)	15 gp	1d8 piercing	1 lb	Finesse, Two Handed, Reach

* 2- Handed Thrown is an ability outlined in Masters of Fate.

Caber: Due to its size the caber is not particularly useful as an adventurer's weapon, yet it can produce massive damage on a successful hit. This weapon cannot be used as a melee weapon and would be treated as an improvised weapon if it was.



Chain Shot: In an attempt to increase the range of their shot, orcs eventually added chains to them, so they could spin around and release these deadly weapons. This can be used as a melee weapon, but with reach. This should not be confused with a thrown hammer.

Falchion: The larger brother of the scimitar. It takes two hands to control the blade, but it is designed to move quickly and with precision

Flexible Spear: The flexible spear can only be used by a master who has trained specifically with the weapon, but it grants great bonuses

to those who know how to use it.



Large Rock: These come in a variety of shapes and sizes and can be found in most environments. Getting one that is throwable may take time though.

Oriental Weapons: Katana, Wakizashi, Ninja to, Nodachi are all swords of different style to traditional weapons but function similarly to long swords, short swords and so on.

Shield: Can only be used as a weapon by a character with the double shield combat style.

Shot put: A heavy ball of metal favoured by orcs. This cannot be used as a melee weapon.

Spiked Shield: Can only be used by a character with the double shield combat style.

Standard weapons: Warhammer, Morningstar, Battleaxe are also standard weapons that can be thrown by a character that possesses the Two Handed Throw ability. If so thrown, they will do versatile damage if that is available.



High Tech Weapons

Name	Cost	Damage	Weight	Properties
Simple Weapons				
Martial Weapons				
Pistols				
• Flintlock	55 gp	1d6 piercing	2 lb	Loading, reload (1)
• Revolver	75 gp	1d8 piercing	3 lb	Reload (6), light
• Automatic	95 gp	2d6 piercing	3 lb	Reload (15)
Rifles				
• Musket	40 gp	1d12 piercing	5 lb	Loading, two handed, heavy
• Hunting	75 gp	2d8 piercing	5 lb	Reload (8), two handed
• Sniper	125 gp	3d8 piercing	5 lb	Loading, two handed, heavy
• Automatic	225 gp	2d10 piercing		Reload (20), two handed
Shotgun				
• Blunderbuss	60 gp	2d4 piercing	8 lb	Loading, reload (1), shrapnel (10ft cone), two handed, heavy
• Double Barrel	145 gp	2d8 piercing	8 lb	Reload (2), shrapnel (10ft cone), two handed, heavy
• Automatic	250 gp	2d10 piercing	12 lb	Reload (10), shrapnel (15ft line), two handed
Special Weapons				
Flame thrower	120 gp	3d6 fire	18 lb	Ignition, loading, two handed, heavy
Machine Gun				
• Gatling	320 gp	2d8 piercing	22 lb	Burst fire, two handed, heavy
• Machine	575 gp	2d10 piercing	16 lb	Burst fire, two handed, heavy
Launchers				
• Grenade	500 gp		3 lb	Two handed, loading, reload (3)
• Rocket	750 gp		3 lb	Two handed, heavy, loading, reload (1)
• Javelin	750 gp		5 lb	Two handed, heavy, loading, reload (1), special
Grenades				
• Frag	10 gp	2d6	¼ lb	5 ft radius
• Smoke	10 gp	•	¼ lb	15 ft radius, special
• Flash	10 gp	•	¼ lb	10ft radius, special
• Incendiary	10 gp	2d6	¼ lb	10ft radius, special
• RPG	15 gp	3d6	¼ lb	15 ft radius, special



Shrapnel: A Shrapnel weapon does damage in an area of effect. Anyone in the area may reduce the damage to half with a successful DC 12 dexterity saving throw. This uses one round of ammunition.

Ignition: The flame thrower must be lit in order to function. While lit, it is vulnerable to damage and may explode if attacked directly.

Armour

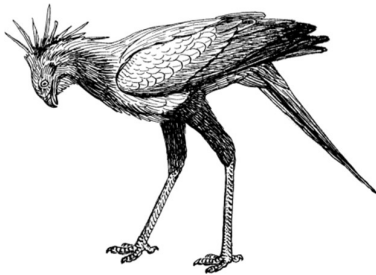
Beast Scale Armour: Constructed from plates taken from scaled creatures or giant chitin plated insects, Beast Scale armour contains no metal, just leather straps and natural plates.

Medium Armour, cost 75gp, weighs 45 lbs, requires a minimum strength of 12

Armour Class equals 14 + Dexterity modifier (max 2), imposes disadvantage on stealth

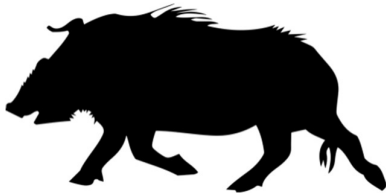
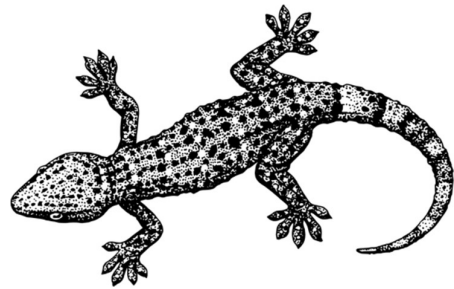
Mounts

Item	Cost	Speed	Carrying Capacity
Axebeak	75 gp	50	105 lb
Elk	50 gp	50	480 lb
Giant Badger	75 gp	30 / burrow 10	195 lb
Giant Lizard	75 gp	30 / climb 30	225 lb
Riding Boar	30 gp	40	195 lb
War Pony	225 gp	40	225 lb



Axebeak: The famous flightless bird can carry a light weight rider. They will not willingly wear barding, though a light saddle may be acceptable to them.

A **giant lizard** can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and others.



Riding Boar: Favoured by Forest gnomes but sometime used by barbarian halflings, a wild boar can wear specialist barding and make a fierce mount.



Transport

Bike: Costing 75gp, there are many different designs, but all can travel at a speed of 50 and require a proficiency (land vehicles) check from time to time.

Rocketpack: Costing 250gp, a rocket-pack allows you to move 60' in a straight line. While Rocketeer's have training to perform specific manoeuvres, those untrained must use a full round to fly and must end the turn standing on something solid. They come with limited supplies of fuel and have a tendency to misfire.

Jet sled: The jet sled is a slower more stable flying tool. Costing 150gp, it can move 20' but you must end your turn no more than one foot above something solid. These can be turbo charged, allowing full flight of 120' for three rounds before needing to be recharged.



To all things...An ending

Following this volume's release, it is unlikely that any more player character options will be produced by Rats in the Rain. Simply put, it is too hard to keep track of everything and keep things balanced. Have fun and look out for our modules.

Acknowledgements

With thanks to:

- My play testers, who remain anonymous for their own protection (when I find rules that don't balance I always blame the play testers for not spotting that)
- [Lord Zsezse Works](#) for [cover art](#)
- [Roshan Pietersz](#) for the Rats in the Rain logo
- [Dias Ex Machina Games](#) for the [5E logo](#)
- All other images from [pixabay](#) are distributed royalty free. Please advise immediately if this is not the case.
- Wizards of the Coast for the SRD 5E rules and OGL

OPEN GAME LICENSE

Open Game Licence Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty----free, non---- exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co----adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE

R514 The Compendium

Combining all the player options from previous Rats in the rain releases. To all things an ending and all things in one place.

In this volume:

- **17 Race Options**
- **15 New Classes**
- **26 New Class Options**
- **New Feats and Spells**

There's something for everyone!

