

PARADIGM PRESTIGE CLASS

The halfling returned home and was greeted as a hero, paraded through scores of villagers from all over the region to celebrate her victories. Beyond the crowd she could pick out her name whispered on the lips of excited children and blushing suitors, and to impress the throng she casually leaps up and does a handstand on the shoulder of her dwarven companion. He grunts in annoyance but firms up so she continues the show, using her free hand to juggle daggers that her people respond to with a deafening roar of approval. Halfling bards and the town of her birth won't soon forget her or what she's done for her home.



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Elven archers, dwarven soldiers, halfling thieves—all of the races have a measure of talent for various adventuring roles. There are some who take the matter of their peoples much further however, embodying the very traits that make them unique from other folk. Paradigms may never achieve the heights of skill or mastery that their peers come to know but they are the truest example of their kind.

Archetypal

Being a paradigm means much more than just embracing the roles one's race is best suited for, setting a path to greatness shouldered on being singularly exceptional in their kind's most notable attribute. It's typical for paradigms that completely explore the depths of their ancestral talents to return home and lead their brethren after their adventuring days are over, protecting their domain with a resilience that offsets attackers (for what they lack in potency they more than make up for in inherent power).

Idolized

Many a human knight, half-orc warrior, and gnome mage have won fame, but a paradigm is undoubtedly adored by their people no matter their expertise. They are also often the source of cultural shifts and political maneuverings as the status of being so exemplary of their kind draws influence that can lead to expansion and exploration, peace or war, and possibly even folly and destruction.

Prerequisites

The paradigm prestige class requires an ability score of 16 or higher and proficiency bonus of at least +3. The type of ability score required is determined by your race. Taking levels in this prestige class follows the same rules as multiclassing except where noted.

Class Features

While exploring and strengthening your inner self (be that elf, dwarf, halfling, or otherwise), you gain the following class features.

Table: Paradigm Prestige Class

Level	Features
1	Paradigm Ability
2	Lesser Paragon
3	Ability Score Improvement
4	Dependable Ability, Paradigm Weaponry
5	Greater Paragon
6	Legendary Resistance
7	Ability Score Improvement
8	Exceptional Ability, Supreme Paragon

Hit Points

Hit Dice: 1d10 per paradigm level

Hit Points: 1d10 (or 6) + your Constitution modifier per paradigm level

Proficiencies & Equipment

You gain proficiency with your race's favored weaponry (see Table: Paradigm Weaponry).

Paradigm Ability

Beginning at 1st level when you take this prestige class, the required ability score determined by your race becomes your paradigm ability. If you are a human, your highest ability score is your paradigm ability (or determined randomly if a tie).

Paradigm Focus

Also at 1st level, whenever you make an ability check that uses your paradigm ability, you can choose to have advantage. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a short or long rest.

Lesser Paragon

Starting at 2nd level, you begin to unlock your truest self and embody the best parts of your ancestry. Others of your kind often look up to you, granting you a +1 bonus on Charisma ability checks when dealing with other members of your race. You gain one of the following benefits:

Table: Paradigm Prerequisites

Race	Ability Score
Human	Any two
Dwarf	Constitution
Elf	Dexterity
Gnome	Intelligence
Halfling	Dexterity
Half-Elf	Charisma
Half-Orc	Strength
Aasimar	Charisma
Dragonborn	Strength
Tiefling	Charisma

Human. You gain proficiency in two skills and a tool kit. You may choose a second tool kit to replace one of your new skill proficiencies.

Dwarf. Your darkvision increases to 200 feet.

Elf. You have advantage on Wisdom (Perception) and Dexterity (Stealth) checks.

Gnome. You have advantage on all Intelligence ability saving throws and tool checks, and you are able to perfectly recall any memory of an event you experienced within the past year.

Halfling. Your speed increases by 10 feet and you gain a +2 bonus on initiative checks.

Half-Elf. Choose two of your skill proficiencies, or one of your skill or tool kit proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

Half-Orc. You regain the use of Relentless Endurance after finishing a short or long rest.

Aasimar. You gain immunity to radiant damage.

Dragonborn. You can use your Breath Weapon feature twice between rests.

Tiefling. You are able to see through magical darkness. In addition, you have advantage on saving throws to resist the blinded condition.

Greater Paragon

At 5th level, your excellence reaches new heights as you become even more iconic among your species. You gain one of the following benefits:

Human. Choose one ability score and increase it by 2. Alternatively, you may choose two ability scores and increase both by 1. Your maximum for the chosen ability score (or ability scores) increases to 22.

Dwarf. You gain immunity to poison damage and the poisoned condition.

Elf. You gain immunity to the charmed condition.

Gnome. 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.

Halfling. Once per minute, your Lucky feature activates on a roll of 2.

Half-Elf. When a creature targets you with a spell that causes the charmed condition, it makes a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or becomes confused (as the spell) for a number of rounds equal to Charisma modifier (minimum 1).

Half-Orc. When you score a critical hit with a melee weapon attack, you may choose to reroll one of the weapon's damage dice, using the highest result.

Aasimar. You gain immunity to necrotic damage.

Ability Score Improvement

When you reach 3rd level, and again at 7th 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.

Dependable Ability

At 4th level, your paradigm ability becomes unerringly reliable. When you make an ability check that uses your paradigm ability, you can treat a d20 roll of 9 or lower as a 10.

Paradigm Weaponry

Also at 4th level, you attain complete mastery over the weapons of your kin. You deal one extra die of weapon damage when you hit with one of your paradigm weapons. At 8th level, if your paradigm weapon is a light weapon or weapon that deals 1d4 damage, you deal two extra dice of weapon damage instead.

Table: Paradigm Weaponry

Race	Melee Weapon	Ranged Weapon
Human	Longsword	Shortbow
Dwarf	Battleaxe, warhammer	Heavy crossbow
Elf	Rapier, scimitar	Longbow
Gnome	Light hammer	Hand crossbow
Halfling	Dagger	Sling
Half-Elf	Longsword <i>or</i> rapier and scimitar	Shortbow <i>or</i> longbow
Half-Orc	Longsword <i>or</i> battleaxe	Shortbow <i>or</i> handaxe
Aasimar	Morningstar	Longbow
Dragonborn	Flail	Spear
Tiefling	Glaive, whip	Light crossbow

Dragonborn. You gain immunity to the damage type associated with your draconic ancestry.

Tiefling. You gain immunity to fire damage.

Legendary Resistance

At 6th level, if you fail a saving throw, you can choose to succeed instead. You can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 8th level.

Exceptional Ability

When you reach 8th level, the aspect of your race that you so excellently embody becomes uncannily reliable. If your total for an ability check that uses your paradigm ability is less than your ability score, you can use that score in place of the total. You can use this feature a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

Supreme Paragon

Also at 8th level, you become truly legendary among your people and your exploits are bound to become the stuff of myth. Others of your kind idolize you, increasing your bonus on Charisma ability checks when dealing with other members of your race to +2.

Human. You can add half your proficiency bonus to any ability check or saving throw you make that doesn't already include your proficiency bonus. For checks that already include your proficiency bonus you gain a +2 bonus.

Dwarf. Your Constitution score increases by 4. Your maximum for that score is now 24. Creatures have disadvantage when attempting to move you with attacks or spells. In addition, you have advantage on checks and saving throws to resist being moved.

Elf. Your speed increases by 15 feet, your jump distances are doubled, and creatures have disadvantage on opportunity attacks made against you.

Gnome. Your Intelligence score increases by 4. Your maximum for that score is now 24. In addition, you gain a bonus to AC equal to half your Intelligence modifier.

Halfling. Your Dexterity score increases by 4. Your maximum Dexterity score is now 24. In addition, you do not treat movement through other creature's squares as difficult terrain.

Half-Elf. Increase two ability scores by 2. Your maximum for these ability scores increases to 22.

Half-Orc. Your Strength score increases by 4. Your maximum for that score is now 24. In addition, if you have at least half of your total hit dice remaining you may expend them as a reaction to use Relentless Endurance after the feature runs out of uses.

Aasimar. You can use an action to grow a set of angelic wings. Your wings grant you a fly speed of 50 feet and remain for 1 hour. As long as you are airborne, you gain a +2 bonus to attack and damage. Once you use this feature, you must finish a short or long rest before you can use it again.

Dragonborn. Your Strength score increases by 4. Your maximum for that score is now 24. In addition, you add your Strength modifier to the damage of your Breath Weapon (minimum 1).

Tiefling. You can cast *haste* and *dimension door* once each using your Infernal Legacy feature. In addition, you regain your uses of the Infernal Legacy feature on a short rest.



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