



PRIMAL PATH:
DECISION AT LEVEL 3 •
FEATURES AT 6 • 10 • 14

BARBARIAN

[CHARACTER CLASS]

1
LEVEL

D12
HIT DICE



A FIERCE WARRIOR OF PRIMITIVE BACKGROUND WHO CAN ENTER BATTLE RAGE, EMBRACING PREDATORY FURY.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS:

SIMPLE WEAPONS,
MARTIAL WEAPONS

ARMOR: LIGHT,
MEDIUM, SHIELDS

SKILLS: CHOOSE 2^S

SAVING THROWS:

STRENGTH • CONSTITUTION

RAGES/DAY

POINT
TOTAL

RELENTLESS RAGE
CONSTITUTION SAVE

10 DC 10
11 DC 15
12 DC 20
13 DC 25

• REGAIN ALL RAGE OPTIONS AFTER A LONG REST •



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

STRENGTH 13



RAGE
DAMAGE

+ 2



FAST MOVE
SPEED

ft



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



BRUTAL
CRITICAL

+ 1

DAMAGE DICE



- RAGES [2] [ADVANTAGE: STR CHECKS & SAVES • RESISTANCE: B[P]S] • RAGE DAMAGE [+2]
- UNARMORED DEFENSE [AC = 10 + DEX + CON]

- RELENTLESS RAGE [IF DROPPING TO 0 HP, SUCCEED A CON SAVE AND DROP TO 1 HP INSTEAD • DC = 10 (+ 5 FOR EVERY USE OF THIS FEATURE)]



- RECKLESS ATTACK [ADVANTAGE: YOUR STR BASED ATTACKS + ALL ATTACKS AGAINST YOU]
- DANGER SENSE [ADVANTAGE: DEX SAVES]

- RAGES [5]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- PRIMAL PATH [1]
- RAGES [3]

- BRUTAL CRITICAL [+2 DAMAGE DICE ON CRITICAL HIT]



- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- PRIMAL PATH FEATURE [4]



- FAST MOVEMENT [SPEED + 10 ft WHILE NOT WEARING HEAVY ARMOR]
- EXTRA ATTACK [2 / ATTACK ACTION]

- PERSISTENT RAGE [RAGE LASTS AS LONG AS YOU CHOOSE AND STAY CONSCIOUS, INSTEAD OF 1 MINUTE ATTACKING OR TAKING DAMAGE]



- PRIMAL PATH FEATURE [2]
- RAGES [4]

- RAGE DAMAGE [+4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- FERAL INSTINCT [ADVANTAGE: INITIATIVE • CAN'T BE SURPRISED IF ENTERING RAGE]

- RAGES [6]
- BRUTAL CRITICAL [+3 DAMAGE DICE ON CRITICAL HIT]



- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- INDOMITABLE MIGHT [IF THE TOTAL OF A STRENGTH CHECK IS LESS THAN YOUR STRENGTH SCORE, USE THAT STRENGTH SCORE INSTEAD]



- RAGE DAMAGE [+3]
- BRUTAL CRITICAL [+1 DAMAGE DICE ON CRITICAL HIT]

- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- PRIMAL PATH FEATURE [3]

- PRIMAL CHAMPION [STR AND CON SCORES INCREASE BY 4 TO A MAXIMUM OF 24]
- RAGES [UNLIMITED]



PRIMAL PATH

SUBCLASS
FEATURES

3

6

10

14

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • RAGE EFFECTS



PERSONAL TOTEMS



TATTOOS



SUPERSTITIONS

5) **BARBARIAN SKILLS:** ANIMAL HANDLING, ATHLETICS, INTIMIDATION, NATURE, PERCEPTION, SURVIVAL.
WHILE IN RAGE, IT IS NOT POSSIBLE FOR A BARBARIAN TO CAST SPELLS OF ANY KIND.

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BARD COLLEGE:
DECISION AT LEVEL 3 •
FEATURES AT 6 • 14

BARD

[CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



AN INSPIRING MAGICIAN WHOSE POWER ECHOES THE MUSIC OF CREATION, WITH BEAUTY AND SHEER VERSATILITY.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT
INSTRUMENTS:

CHOOSE 1

SKILLS:

CHOOSE 15

WEAPONS: SIMPLE & BARD WEAPONS^W

INSTRUMENTS: CHOOSE 2 MORE

SKILLS: CHOOSE 2 MORE^S

SAVING THROWS:

DEXTERITY • CHARISMA



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

CHARISMA 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]

BARDIC
INSPIRATION

POINT
TOTAL



DICE FOR BARDIC
INSPIRATION

D6



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + CHA MODIFIER



SONG OF
REST

D6



- SPELLCASTING [CHA] • SPELLS KNOWN [4]
- RITUAL CASTING • SPELL FOCUS [INSTRUMENT]
- CANTRIPS [2] • BARDIC INSPIRATION [D6]

- 6th LEVEL SPELLS
- SPELLS KNOWN [15]



- JACK OF ALL TRADES [1/2 PROFICIENCY BONUS]
- SONG OF REST [+1D6 TO REGAIN HP DURING SHORT RESTS] • SPELLS KNOWN [5]

- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- BARD COLLEGE [1] • EXPERTISE [DOUBLE PROFICIENCY FOR 2 KNOWN SKILLS]
- 2nd LEVEL SPELLS • SPELLS KNOWN [6]

- SONG OF REST [1D10]
- 7th LEVEL SPELLS
- SPELLS KNOWN [16]



- SPELLS KNOWN [7]
- CANTRIPS [3]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- BARD COLLEGE FEATURE [3]
- MAGICAL SECRETS [4]
- SPELLS KNOWN [18]



- FONT OF INSPIRATION [SHORT REST RESTORES BARDIC INSPIRATION] • BARDIC INSPIRATION [D8]
- 3rd LEVEL SPELLS • SPELLS KNOWN [8]

- BARDIC INSPIRATION [D12]
- 8th LEVEL SPELLS
- SPELLS KNOWN [19]



- BARD COLLEGE FEATURE [2]
- COUNTERCHARM [ADVANTAGE: SAVES vs. FEAR or CHARM - WITHIN 30 ft] • SPELLS KNOWN [9]

- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- 4th LEVEL SPELLS
- SPELLS KNOWN [10]

- SONG OF REST [1D12]
- 9th LEVEL SPELLS
- SPELLS KNOWN [20]



- SPELLS KNOWN [11]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- MAGICAL SECRETS [6]
- SPELLS KNOWN [22]



- SONG OF REST [1D8]
- 5th LEVEL SPELLS
- SPELLS KNOWN [12]

- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- MAGICAL SECRETS [2 SPELLS FROM ANY CLASS]
- EXPERTISE [4] • BARDIC INSPIRATION [D10]
- SPELLS KNOWN [14] • CANTRIPS [4]

- SUPERIOR INSPIRATION [REGAIN 1 USE OF BARDIC INSPIRATION, WHEN ROLLING FOR INITIATIVE AND YOUR ARE OUT OF USES]



BARD COLLEGE



SUBCLASS
FEATURES

3

6

14

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • MANEUVERS



DEFINING WORK



INSTRUMENT



EMBARRASSMENT



A BARD'S MUSE

^{w)} **BARD WEAPONS:** HAND CROSSBOWS, SHORTSWORDS, LONGSWORDS, RAPIERS. ^{s)} **BARD SKILLS:** ANY.
EACH **BARD LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

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DIVINE DOMAIN:
DECISION AT LEVEL 1 •
FEATURES AT 2 • 6 • 8 • 17

CLERIC

[CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



A PRIESTLY CHAMPION WHO WIELDS DIVINE MAGIC
IN SERVICE OF A HIGHER POWER.



WORSHIPPED
DEITY



CHANNEL
DIVINITY

POINT
TOTAL



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT, MEDIUM, SHIELDS

WEAPONS:

SIMPLE WEAPONS

SKILLS: CHOOSE 2^S

SAVING THROWS:

WISDOM • CHARISMA



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

WISDOM 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + WIS MODIFIER



- **DIVINE DOMAIN** [1] • **CANTRIPS** [3]
- **SPELLCASTING** [WIS] • **PREPARED** [LEVEL+WIS]
- **RITUAL CASTING** • **SPELL FOCUS** [HOLY]

- **DESTROY UNDEAD** [CR 2]
- **6th LEVEL SPELLS**

1

11



- **DIVINE DOMAIN FEATURE** [2]
- **CHANNEL DIVINITY** [1 PER SHORT OR LONG REST]
- **TURN UNDEAD** [WITH CHANNEL DIVINITY]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

2

12



- **2nd LEVEL SPELLS**

- **7th LEVEL SPELLS**

3

13



- **CANTRIPS** [4]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **DESTROY UNDEAD** [CR 3]

4

14



- **DESTROY UNDEAD** [CR 1/2]
- **3rd LEVEL SPELLS**

- **8th LEVEL SPELLS**

5

15



- **DIVINE DOMAIN FEATURE** [3]
- **CHANNEL DIVINITY** [2]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

6

16



- **4th LEVEL SPELLS**

- **DIVINE DOMAIN FEATURE** [5]
- **DESTROY UNDEAD** [CR 4]
- **9th LEVEL SPELLS**

7

17



- **DIVINE DOMAIN FEATURE** [4]
- **DESTROY UNDEAD** [CR 1]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **CHANNEL DIVINITY** [3]

8

18



- **5th LEVEL SPELLS**

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

9

19



- **DIVINE INTERVENTION** [CALL ON YOUR DEITY
ONCE EVERY 7 DAYS • ROLL EQUAL / UNDER YOUR
CLERIC LEVEL WITH A D100] • **CANTRIPS** [5]

- **DIVINE INTERVENTION IMPROVEMENT**
[YOUR CALL FOR INTERVENTION SUCCEEDS
AUTOMATICALLY • NO ROLL REQUIRED]

10

20



DIVINE DOMAIN

SUBCLASS
FEATURES

1

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES



2

FEATURE • DESCRIPTION • ACTION TYPE



6

FEATURE • DESCRIPTION • ACTION TYPE



8

FEATURE • DESCRIPTION • ACTION TYPE



17

FEATURE • DESCRIPTION • ACTION TYPE

GENERIC POINT-POOL COUNTER

POINT
TOTAL

CLASS FEATURES • CHANNEL DIVINITY EFFECTS



TEMPLE



KEEPSAKE



SECRET

⁵⁾ **CLERIC SKILLS:** HISTORY, INSIGHT, MEDICINE, PERSUASION, RELIGION.**CHANNEL DIVINITY** FROM DIFFERENT CLASSES GRANTS NEW EFFECTS BUT NO ADDITIONAL USES.
EACH **CLERIC LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

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DRUID CIRCLE:
DECISION AT LEVEL 2 •
FEATURES AT 6 • 10 • 14

DRUID [CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



A PRIEST OF THE OLD FAITH. SHAPECHANGER. PROTECTOR OF THE WILD. WIELDING THE ETERNAL POWERS OF NATURE.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT*, MEDIUM*, SHIELDS*

LANGUAGE: DRUIDIC

*) DRUIDS WILL NOT USE

METAL SHIELDS OR ARMOR

WEAPONS: DRUID WEAPONS^W

TOOLS: HERBALISM KIT

SKILLS: CHOOSE 2^S

SAVING THROWS:

INTELLIGENCE • WISDOM



WILD SHAPE

POINT
TOTAL

WILD SHAPE
DURATION

1 HOUR

• REGAIN ALL WILD SHAPE USES AFTER A SHORT OR LONG REST •



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

WISDOM 13



BEAST FORM
LIMITATIONS

CR 1/4

NO FLYING OR
SWIMMING SPEED



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + WIS MODIFIER



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



- CANTRIPS [2] • SPELLCASTING [WIS]
- PREPARED [DRUID LEVEL + WIS MODIFIER]
- SPELL FOCUS [DRUIDIC] • RITUAL CASTING

• 6th LEVEL SPELLS



- **DRUID CIRCLE** [1]
- **WILD SHAPE** [2] [ANIMAL SHAPE: CR 1/4 or LESS]
[DURATION: 1 HOUR] [NO TALKING/SPELLCASTING]

- **WILD SHAPE** [DURATION: 6 HOURS]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• 2nd LEVEL SPELLS

• 7th LEVEL SPELLS



- CANTRIPS [3] • **WILD SHAPE** [CR: 1/2 or LESS,
+ SWIMMING SPEED] [DURATION: 2 HOURS]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **DRUID CIRCLE FEATURE** [4]
- **WILD SHAPE** [DURATION: 7 HOURS]



• 3rd LEVEL SPELLS

• 8th LEVEL SPELLS



- **DRUID CIRCLE FEATURE** [2]
- **WILD SHAPE** [DURATION: 3 HOURS]

- **WILD SHAPE** [DURATION: 8 HOURS]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• 4th LEVEL SPELLS

• 9th LEVEL SPELLS



- **WILD SHAPE** [CR: 1 or LESS, + FLYING SPEED]
[DURATION: 4 HOURS]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **TIMELESS BODY** [AGE ONLY 1 YEAR / DECADE]
- **BEAST SPELLS** [CAST SPELLS IN WILD SHAPE
(COMPONENTS: V or S, not M)] [DURATION: 9 HOURS]



• 5th LEVEL SPELLS

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **DRUID CIRCLE FEATURE** [3]
- CANTRIPS [4]
- **WILD SHAPE** [DURATION: 5 HOURS]

- **ARCHDRUID**
[YOU CAN USE WILD SHAPE AN UNLIMITED
NUMBER OF TIMES] [DURATION: 10 HOURS]



DRUID CIRCLE



SUBCLASS
FEATURES

2

6

10

14

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • ANIMAL FORMS



TREASURED ITEM



GUIDING ASPECT



MENTOR

^{w)} **DRUID WEAPONS:** CLUBS, DAGGERS, DARTS, JAVELINS, MACES, QUARTERSTAFFS, SCIMITARS, SICKLES, SLINGS, SPEARS.

^{s)} **DRUID SKILLS:** ARCANA, ANIMAL HANDLING, INSIGHT, MEDICINE, NATURE, PERCEPTION, RELIGION, SURVIVAL.

EACH **DRUID LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

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MARTIAL ARCHETYPE:
DECISION AT LEVEL 3 •
FEATURES AT 7 • 10 • 15 • 18

FIGHTER

[CHARACTER CLASS]

1
LEVEL

D10
HIT DICE



A MASTER OF MARTIAL COMBAT. BATTLE-MINDED AND SKILLED WITH A WIDE VARIETY OF WEAPONS AND ARMOR.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT, MEDIUM, SHIELDS

WEAPONS: SIMPLE WEAPONS,
MARTIAL WEAPONS

ARMOR:

HEAVY

SKILLS: CHOOSE 2^S

SAVING THROWS:

STRENGTH • CONSTITUTION



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

STRENGTH or
DEXTERITY 13



ASI / FEAT: AT CLASS LEVEL 4 • 6 • 8 • 12 • 14 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



• **FIGHTING STYLE** [CHOOSE ONE]^F

• **SECOND WIND** [WITH A BONUS ACTION REGAIN HIT POINTS EQUAL TO 1D10 + FIGHTER LEVEL]



• **ACTION SURGE** [1] [TAKE ONE ADDITIONAL ACTION ON YOUR TURN]



• **MARTIAL ARCHETYPE** [1]



• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• **EXTRA ATTACK** [2 / ATTACK ACTION]



• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• **MARTIAL ARCHETYPE FEATURE** [2]



• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• **INDOMITABLE** [1]
[REROLL A SAVING THROW THAT YOU FAIL]



• **MARTIAL ARCHETYPE FEATURE** [3]



• **EXTRA ATTACK** [4 / ATTACK ACTION]



ACTION SURGE

POINT TOTAL

ATTACKS

1

PER ACTION

SECOND WIND

USED

POINT TOTAL

• REGAIN ALL USES AFTER A SHORT OR LONG REST •

INDOMITABLE

• REGAIN ALL USES AFTER A LONG REST •

• **EXTRA ATTACK** [3 / ATTACK ACTION]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **INDOMITABLE** [2]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **MARTIAL ARCHETYPE FEATURE** [4]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **ACTION SURGE** [2] [YOU MAY NOT USE BOTH ACTION SURGES IN ONE SINGLE TURN]
• **INDOMITABLE** [3]

• **MARTIAL ARCHETYPE FEATURE** [5]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **EXTRA ATTACK** [4 / ATTACK ACTION]



MARTIAL ARCHETYPE



SUBCLASS
FEATURES

3

7

10

15

18

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. SUPERIORITY DICE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • MANEUVERS • FIGHTING STYLES



HERALDIC SIGN



INSTRUCTOR



SIGNATURE STYLE

⁵⁾ **FIGHTER SKILLS:** ACROBATICS, ANIMAL HANDLING, ATHLETICS, HISTORY, INSIGHT, INTIMIDATION, PERCEPTION, SURVIVAL.

⁶⁾ **FIGHTING STYLES:** ARCHERY, DEFENSE, DUELING, GREAT WEAPON FIGHTING, PROTECTION, TWO-WEAPON FIGHTING, ...
EACH **ELDRITCH KNIGHT** FIGHTER LEVEL COUNTS AS 1/3 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.



MONASTIC TRADITION:
DECISION AT LEVEL 3 •
FEATURES AT 6 • 11 • 17

MONK

[CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



A MASTER OF MARTIAL ARTS HARNESSING THE POWER OF THE BODY IN PURSUIT OF PHYSICAL & SPIRITUAL PERFECTION.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS: SHORTSWORDS*,
SIMPLE WEAPONS*

*) THESE ARE MONK WEAPONS
AND CAN BE USED WITH THE
MARTIAL ARTS FEATURE

**INSTRUMENTS or
TOOLS:** CHOOSE 1*

SKILLS: CHOOSE 2*

SAVING THROWS:
STRENGTH • DEXTERITY



MULTICLASS PREREQUISITES: DEXTERITY +
MINIMUM [ALL CLASSES APPLY] WISDOM 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]

氣

POINT
TOTAL



**UNARMED
DAMAGE**

D 4



**UNARMORED
SPEED**

ft

**DIFFICULTY CLASS
KI-SAVE**

8 + PROF. BONUS + WIS MODIFIER

• REGAIN ALL KI POINTS AFTER A SHORT OR LONG REST •

1

- **UNARMORED DEFENSE** [AC = 10 + DEX + WIS]
- **MARTIAL ARTS** [USE STR or DEX FOR ATTACKS •
BONUS ACTION ATTACK • D4 UNARMED DAMAGE]

2

- **UNARMORED MOVEMENT** [+ 10 ft]
- **KI** [1 KI | FLURRY OF BLOWS • 1 KI | PATIENT DEFENSE
• 1 KI | STEP OF THE WIND] • **KI-POINT TOTAL** [2]

3

- **MONASTIC TRADITION** [1] • **KI-POINT TOTAL** [3]
- **DEFLECT MISSILES** [REDUCE RANGED DAMAGE BY
1D10 + DEX MOD. + LEVEL • 1 KI | THROW MISSILE]

4

- **SLOW FALL** [REDUCE FALLING DAMAGE BY
5*MONK LEVEL] • **KI-POINT TOTAL** [4]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

5

- **EXTRA ATTACK** [2 / ATTACK ACTION] • **MARTIAL
ARTS** [D6] • **STUNNING STRIKE** [1 KI | MELEE STUN
ON FAILED CONSTITUTION SAVE] • **KI-POINT TOTAL** [5]

6

- **MONASTIC TRADITION FEATURE** [2] • **UNARMORED
MOVEMENT** [+ 15 ft] • **KI-EMPOWERED STRIKES**
[MONK ATTACK = MAGIC] • **KI-POINT TOTAL** [6]

7

- **EVASION** [NO or HALF DAMAGE ON DEX SAVE]
- **STILLNESS OF MIND** [ACTION ENDS FEAR OR
CHARMED CONDITION] • **KI-POINT TOTAL** [7]

8

- **KI-POINT TOTAL** [8]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

9

- **UNARMORED MOVEMENT** [MOVING ON
VERTICAL AND LIQUID SURFACES WITHOUT
FALLING] • **KI-POINT TOTAL** [9]

10

- **PURITY OF BODY** [IMMUNITY TO POISON AND
DISEASE] • **UNARMORED MOVEMENT** [+ 20 ft]
- **KI-POINT TOTAL** [10]

• MONASTIC TRADITION FEATURE [3]

- **MARTIAL ARTS** [D8]
- **KI-POINT TOTAL** [11]

11

• **KI-POINT TOTAL** [12]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

12

- **TONGUE OF THE SUN AND MOON** [UNDERSTAND
ALL SPOKEN LANGUAGES & COMMUNICATE WITH
INTELLIGENT CREATURES] • **KI-POINT TOTAL** [13]

13

• **UNARMORED MOVEMENT** [+ 25 ft]

- **DIAMOND SOUL** [PROFICIENT IN ALL SAVES •
1 KI | REROLL FAILED SAVES] • **KI-POINT TOTAL** [14]

14

- **TIMELESS BODY** [SUFFER NO AGING EFFECTS •
NO NEED FOR FOOD OR WATER ANYMORE]
- **KI-POINT TOTAL** [15]

15

• **KI-POINT TOTAL** [16]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

16

• MONASTIC TRADITION FEATURE [4]

- **MARTIAL ARTS** [D10]
- **KI-POINT TOTAL** [17]

17

• **EMPTY BODY** [4 KI | BECOME INVISIBLE

- 8 KI | ASTRAL PROJECTION] • **KI-POINT TOTAL** [18]
- **UNARMORED MOVEMENT** [+ 30 ft]

18

• **KI-POINT TOTAL** [19]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

19

- **PERFECT SELF** [REGAIN 4 KI POINTS,
WHEN ROLLING FOR INITIATIVE AND YOU HAVE
NO KI POINTS LEFT] • **KI-POINT TOTAL** [20]

20



MONASTIC TRADITION



SUBCLASS
FEATURES

3

6

11

17

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

KI FEATURES • MARTIAL ARTS MANEUVERS



MONASTERY



MONASTIC ICON



MASTER

⁵⁾ **MONK SKILLS:** ACROBATICS, ATHLETICS, HISTORY, INSIGHT, RELIGION, STEALTH.

⁷⁾ **MONK TOOLS:** ANY ARTISAN'S TOOL OR ANY MUSICAL INSTRUMENT.



SACRED OATH:
DECISION AT LEVEL 3 •
FEATURES AT 7 • 15 • 20

PALADIN

[CHARACTER CLASS]

1
LEVEL

D10
HIT DICE



A HOLY WARRIOR UPHOLDING RIGHTEOUSNESS AND JUSTICE WHILE HONORBOUND TO A SACRED OATH.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT, MEDIUM, SHIELDS

WEAPONS: SIMPLE WEAPONS,
MARTIAL WEAPONS

ARMOR:

HEAVY

SKILLS: CHOOSE 2^S

SAVING THROWS:

WISDOM • CHARISMA



DIVINE SENSE

POINT
TOTAL

USES EQUAL 1+
CHARISMA MODIFIER
• REGAIN ALL USES AFTER A LONG REST •

POINT
TOTAL

POINTS EQUAL
PALADIN LEVEL*5



LAY ON HANDS



CHANNEL DIVINITY

[REGAIN AFTER A SHORT OR LONG REST]



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + CHA MODIFIER



MULTICLASS PREREQUISITES: STRENGTH +
MINIMUM [ALL CLASSES APPLY] CHARISMA 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



• **DIVINE SENSE** [DETECT CELESTIALS, FIENDS OR UNDEAD WITHIN 60 ft] • **LAY ON HANDS** [POINT POOL HEALS WOUNDS OR CURES POISON/DISEASE]



• **FIGHTING STYLE**^F • **SPELLCASTING** [CHA]
• **PREPARED** [1/2 LEVEL + CHA] • **SPELL FOCUS** [HOLY]
• **DIVINE SMITE** [2D8 BONUS RADIANT DAMAGE]^D



• **SACRED OATH** [1]
• **DIVINE HEALTH** [IMMUNE TO DISEASE]



• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• **EXTRA ATTACK** [2 / ATTACK ACTION]
• **2ND LEVEL SPELLS**



• **AURA OF PROTECTION** [GRANT A BONUS TO SAVING THROWS OF ALLIES EQUAL TO YOUR CHARISMA MODIFIER IN A 10 ft RADIUS]



• **SACRED OATH FEATURE** [2]



• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



• **3RD LEVEL SPELLS**



• **AURA OF COURAGE**
[ALLIES WITHIN 10 ft OF YOU CAN'T BE FRIGHTENED WHILE YOU ARE CONSCIOUS]



• **SACRED OATH FEATURE** [4]



• **IMPROVED DIVINE SMITE**
[ADD ANOTHER 1D8 RADIANT DAMAGE TO YOUR DIVINE SMITES]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **4TH LEVEL SPELLS**

• **CLEANSING TOUCH** [END ONE SPELL EFFECT ON YOU OR A WILLING CREATURE YOU TOUCH, USES PER LONG REST EQUAL YOUR CHA MODIFIER]

• **SACRED OATH FEATURE** [3]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

• **5TH LEVEL SPELLS**

• **AURA IMPROVEMENT** [RANGE OF AURA EFFECTS - LIKE AURA OF PROTECTION OR AURA OF COURAGE - INCREASES TO 30 ft]

• **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



SACRED OATH



SUBCLASS
FEATURES

3

7

15

20

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • CHANNEL DIVINITY EFFECTS • AURAS • FIGHTING STYLE



PERSONAL GOAL



SYMBOL



NEMESIS



TEMPTATION

^{s)} **PALADIN SKILLS:** ATHLETICS, INSIGHT, INTIMIDATION, MEDICINE, PERSUASION, RELIGION.

^{f)} **FIGHTING STYLES:** DEFENSE, DUELING, GREAT WEAPON FIGHTING, PROTECTION, ...

^{d)} **DIVINE SMITE:** USING A 1st LEVEL SPELL SLOT, YOU CAN DEAL 2D8 RADIANT BONUS DAMAGE WHEN YOU HIT WITH A MELEE WEAPON. THE DAMAGE INCREASES BY 1D8 FOR EACH SPELL LEVEL BEYOND 1st, AND IF THE TARGET IS UNDEAD OR A FIEND. EACH **PALADIN LEVEL** COUNTS AS 1/2 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.



RANGER ARCHETYPE:
DECISION AT LEVEL 3 •
FEATURES AT 7 • 11 • 15

RANGER

[CHARACTER CLASS]

1
LEVEL

D10
HIT DICE



A WAYFARING WARRIOR WHO USES NATURE MAGIC TO COMBAT DIRE THREATS ON THE EDGES OF CIVILIZATION.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT, MEDIUM, SHIELDS

WEAPONS: SIMPLE WEAPONS,
MARTIAL WEAPONS

SKILLS: CHOOSE 1⁵

SKILLS:

CHOOSE 2⁵ MORE

SAVING THROWS:
STRENGTH • DEXTERITY



MULTICLASS PREREQUISITES: DEXTERITY +
MINIMUM [ALL CLASSES APPLY] WISDOM 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



FAVORED ENEMY

FAVORED ENEMIES

e.g.
ABERRATIONS
BEASTS
CELESTIALS
CONSTRUCTS
GIANTS
MONSTERS
OOZES
or TWO HUMANOID

FAVORED TERRAINS

e.g.
ARCTIC
COAST
DESERT
FOREST
GRASSLAND
MOUNTAIN
SWAMP
or UNDERDARK



NATURAL EXPLORER



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + WIS MODIFIER



- **FAVORED ENEMY** [1] [LANGUAGE, ADVANTAGE TO TRACKING AND LORE OF ONE CREATURE TYPE]
- **NATURAL EXPLORER** [1] [TERRAIN PROFICIENCY]



- **FIGHTING STYLE** [CHOOSE ONE]^F
- **SPELLCASTING** [WIS]
- **SPILLS KNOWN** [2]



- **RANGER ARCHETYPE** [1]
- **PRIMEVAL AWARENESS** [SENSE CREATURES WITHIN 1 (or 6) MILES] • **SPILLS KNOWN** [3]



- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **EXTRA ATTACK** [2 / ATTACK ACTION]
- **2nd LEVEL SPELLS**
- **SPILLS KNOWN** [4]



- **FAVORED ENEMY** [2]
- **NATURAL EXPLORER** [2]



- **RANGER ARCHETYPE FEATURE** [2]
- **SPILLS KNOWN** [5]



- **LAND'S STRIDE** [DIFFICULT TERRAIN: NO EXTRA MOVEMENT COST • ADVANTAGE: SAVES vs. PLANTS]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **3rd LEVEL SPELLS**
- **SPILLS KNOWN** [6]



- **HIDE IN PLAIN SIGHT** [CAMOUFLAGE GRANTS +10 TO STATIONARY STEALTH CHECKS]
- **NATURAL EXPLORER** [3]

- **RANGER ARCHETYPE FEATURE** [3]
- **SPILLS KNOWN** [7]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **4th LEVEL SPELLS**
- **SPILLS KNOWN** [8]

- **VANISH** [HIDE AS A BONUS ACTION AND CAN'T BE TRACKED BY NON-MAGICAL MEANS]
- **FAVORED ENEMY** [3]

- **RANGER ARCHETYPE FEATURE** [4]
- **SPILLS KNOWN** [9]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **5th LEVEL SPELLS**
- **SPILLS KNOWN** [10]

- **FERAL SENSES** [AWARE OF INVISIBLE CREATURES WITHIN 30 ft AND NOT SEEING ENEMIES DOES NOT IMPOSE DISADVANTAGE TO ATTACK ROLLS]

- **SPILLS KNOWN** [11]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **FOE SLAYER** [ONCE EACH TURN YOU CAN ADD YOUR WIS MODIFIER TO ATTACK AND DAMAGE ROLLS AGAINST YOUR FAVORED ENEMIES]



RANGER ARCHETYPE



SUBCLASS
FEATURES

3

7

11

15

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • FAVORED ENEMY & TERRAIN BOONS • FIGHTING STYLE



WORLD VIEW



HOMELAND



SWORN ENEMY

⁵⁾ **RANGER SKILLS:** ANIMAL HANDLING, ATHLETICS, INSIGHT, INVESTIGATION, NATURE, PERCEPTION, STEALTH, SURVIVAL.

⁶⁾ **FIGHTING STYLES:** ARCHERY, DEFENSE, DUELING, TWO-WEAPON FIGHTING, ...

EACH **RANGER LEVEL** COUNTS AS 1/2 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

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ROGUE ARCHETYPE:
DECISION AT LEVEL 3 •
FEATURES AT 9 • 13 • 17

ROGUE

[CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



A SHIFTY SCOUNDREL WHO USES STEALTH AND TRICKERY TO OVERCOME OBSTACLES AND TO NEUTRALIZE ENEMIES.



SNEAK ATTACK
DAMAGE

+

1
D6

IF ATTACK HAS ADVANTAGE, OR
IF TARGET IS SURROUNDED.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT
TOOLS: THIEVES' TOOLS
SKILLS: CHOOSE 1^S
LANGUAGE: THIEVES' CANT

WEAPONS: SIMPLE AND
ROGUE WEAPONS^W
SKILLS: CHOOSE 3^S MORE
SAVING THROWS:
DEXTERITY • INTELLIGENCE



ROGUEISH DODGY FEATURES



2 **CUNNING ACTION**
[DASH • DISENGAGE • HIDE]



7 **EVASION**
[NO DAMAGE DEX SAVES]



5 **UNCANNY DODGE**
[REACTION HALVES DAMAGE]



18 **ELUSIVE**
[NO ADVANTAGE VS. YOU]



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

DEXTERITY 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 10 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



POINT
TOTAL

[LEVEL 20]

• REGAIN ALL USES AFTER A SHORT OR LONG REST •



- **EXPERTISE** [DOUBLE PROFICIENCY FOR 2 SKILLS]
- **SNEAK ATTACK** [+1D6 TO DAMAGE IF ADVANTAGE ON ATTACKS or ENEMY IS SURROUNDED]



- **CUNNING ACTION** [DASH, DISENGAGE, OR HIDE AS BONUS ACTIONS]



- **ROGUEISH ARCHETYPE [1]**
- **SNEAK ATTACK** [+2D6 DAMAGE]



- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **UNCANNY DODGE** [REACTION HALVES DAMAGE FROM AN ATTACKER YOU CAN SEE]
- **SNEAK ATTACK** [+3D6 DAMAGE]



- **EXPERTISE** [DOUBLE PROFICIENCY FOR 4 SKILLS]



- **EVASION** [DEXTERITY CHECKS FROM AREA EFFECTS DO HALF OR NO DAMAGE AT ALL]
- **SNEAK ATTACK** [+4D6 DAMAGE]



- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **ROGUEISH ARCHETYPE FEATURE [2]**
- **SNEAK ATTACK** [+5D6 DAMAGE]



- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **RELIABLE TALENT** [TREAT A ROLL OF 9 OR LOWER AS A 10 WITH PROFICIENT SKILL CHECKS]
- **SNEAK ATTACK** [+6D6 DAMAGE]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **ROGUEISH ARCHETYPE FEATURE [3]**
- **SNEAK ATTACK** [+7D6 DAMAGE]

- **BLINDSENSE** [AWARE OF HIDDEN AND INVISIBLE CREATURES WITHIN 10 ft, IF YOU ARE NOT DEAFENED]

- **SLIPPERY MIND** [GAIN PROFICIENCY IN WISDOM SAVING THROWS]
- **SNEAK ATTACK** [+8D6 DAMAGE]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **ROGUEISH ARCHETYPE FEATURE [4]**
- **SNEAK ATTACK** [+9D6 DAMAGE]

- **ELUSIVE** [NO ATTACK ROLL HAS ADVANTAGE AGAINST YOU, AS LONG AS YOU AREN'T INCAPACITATED]

- **SNEAK ATTACK** [+10D6 DAMAGE]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **STROKE OF LUCK** [ONCE BETWEEN SHORT OR LONG RESTS, YOU CAN TURN A MISS INTO A HIT OR TREAT A FAILED D20 ABILITY ROLL AS A 20]



ROGUE ARCHETYPE



SUBCLASS
FEATURES

3

9

13

17

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES



GUILTY PLEASURE



ADVERSARY



BENEFACTOR

^{w)} **ROGUE WEAPONS:** HAND CROSSBOWS, SHORTSWORDS, LONGSWORDS, RAPIERS.

^{s)} **ROGUE SKILLS:** ACROBATICS, ATHLETICS, DECEPTION, INSIGHT, INTIMIDATION, INVESTIGATION, PERCEPTION, PERFORMANCE, PERSUASION, SLEIGHT OF HAND, STEALTH.

EACH **ARCANE TRICKSTER** ROGUE LEVEL COUNTS AS 1/3 CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.



SORCEROUS ORIGIN:
DECISION AT LEVEL 1 •
FEATURES AT 6 • 14 • 18

SORCERER

[CHARACTER CLASS]

1
LEVEL

D6
HIT DICE



AN ENIGMATIC SPELLCASTER WHO STRUGGLES WITH
INHERENT MAGIC FORCES FROM A GIFT OR BLOODLINE.



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

n/a

WEAPONS:

SORCERER WEAPONS^w

SKILLS: CHOOSE 2^s

SAVING THROWS:

CONSTITUTION • CHARISMA

SORCERY
POINTS

POINT
TOTAL

• REGAIN ALL SORCERY POINTS AFTER A LONG REST •



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

CHARISMA 13



SORCERY POINTS TO
SPELL SLOTS

1st [2] | 2nd [3] | 3rd [5] | 4th [6] | 5th [7]
SPELL SLOT LEVELS TO POINTS: 1=1



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + CHA MODIFIER



- **SORCEROUS ORIGIN** [1] • CANTRIPS [4]
- SPELLCASTING [CHA] • SPELLS KNOWN [2]
- RITUAL CASTING • SPELL FOCUS [ARCANE]

- 6th LEVEL SPELLS
- SPELLS KNOWN [12]
- SORCERY POINTS [11]



- FLEXIBLE CASTING [CONVERT SORCERY POINTS INTO SPELL SLOTS AND VICE VERSA]
- SPELLS KNOWN [3] • SORCERY POINTS [2]

- SORCERY POINTS [12]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- METAMAGIC [CHOOSE 2 METAMAGIC OPTIONS]^{MM}
- 2nd LEVEL SPELLS • SPELLS KNOWN [4]
- SORCERY POINTS [3]

- 7th LEVEL SPELLS
- SPELLS KNOWN [13]
- SORCERY POINTS [13]



- CANTRIPS [5]
- SPELLS KNOWN [5] • SORCERY POINTS [4]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- **SORCEROUS ORIGIN FEATURE** [3]
- SORCERY POINTS [14]



- 3rd LEVEL SPELLS
- SPELLS KNOWN [6]
- SORCERY POINTS [5]

- 8th LEVEL SPELLS
- SPELLS KNOWN [14]
- SORCERY POINTS [15]



- **SORCEROUS ORIGIN FEATURE** [2]
- SPELLS KNOWN [7]
- SORCERY POINTS [6]

- SORCERY POINTS [16]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- 4th LEVEL SPELLS
- SPELLS KNOWN [8]
- SORCERY POINTS [7]

- 9th LEVEL SPELLS • SPELLS KNOWN [15]
- METAMAGIC [4]
- SORCERY POINTS [17]



- SPELLS KNOWN [9]
- SORCERY POINTS [8]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]

- **SORCEROUS ORIGIN FEATURE** [4]
- SORCERY POINTS [18]



- 5th LEVEL SPELLS
- SPELLS KNOWN [10]
- SORCERY POINTS [9]

- SORCERY POINTS [19]
- ASI [ABILITY SCORE IMPROVEMENT / FEAT]



- CANTRIPS [6] • METAMAGIC [3]
- SPELLS KNOWN [11]
- SORCERY POINTS [10]

- **SORCEROUS RESTORATION** [REGAIN 4 EXPENDED SORCERY POINTS AFTER A SHORT REST]
- SORCERY POINTS [20]



SORCEROUS ORIGIN

SUBCLASS
FEATURES

1



6



14



18

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • METAMAGIC



ARCANE ORIGIN



RESPONSE TO GIFT



SUPERNATURAL MARK



SIGN OF SORCERY

^{w)} **SORCERER WEAPONS:** DAGGERS, DARTS, SLINGS, QUARTERSTAFFS, LIGHT CROSSBOWS.^{s)} **SORCERER SKILLS:** ARCANA, DECEPTION, INSIGHT, INTIMIDATION, PERSUASION, RELIGION.^{m)} **METAMAGIC:** CAREFUL, DISTANT, EMPOWERED, EXTENDED, HEIGHTENED, QUICKENED, SUBTLE, TWINNED, ...
EACH **SORCERER LEVEL** COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.



OTHERWORLDLY PATRON:
DECISION AT LEVEL 1 •
FEATURES AT 6 • 10 • 14

WARLOCK [CHARACTER CLASS]

1
LEVEL

D8
HIT DICE



**A WIELDER OF MAGIC THAT IS - FOR BETTER OR WORSE -
DERIVED FROM A BARGAIN WITH AN EXTRAPLANAR ENTITY.**



e.g. PACT OF THE BLADE, CHAIN or TOME



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT

WEAPONS:

SIMPLE WEAPONS

SKILLS: CHOOSE 2^S

SAVING THROWS:

WISDOM • CHARISMA



MULTICLASS PREREQUISITES:

MINIMUM [ALL CLASSES APPLY]

CHARISMA 13



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19

[ASI = ABILITY SCORE IMPROVEMENT]



- **OTHERWORLDLY PATRON** [1] • **CANTRIPS** [2]
- **PACT MAGIC** [CHA] • **SPELL SLOTS** | **LEVEL** [1][1st]
- **SPELLS KNOWN** [2] • **SPELL FOCUS** [ARCANE]



- **ELDRITCH INVOCATIONS** [2]
- **SPELL SLOTS** [2] [SPELL SLOTS REFRESH AFTER A SHORT OR LONG REST] • **SPELLS KNOWN** [3]



- **PACT BOON** [AN ELDRITCH GIFT BESTOWED BY YOUR ENIGMATIC PATRON] • **SLOT LEVEL** [2nd]
- **2nd LEVEL SPELLS** • **SPELLS KNOWN** [4]



- **CANTRIPS** [3]
- **SPELLS KNOWN** [5]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **SPELLS KNOWN** [6]
- **INVOCATIONS KNOWN** [3]
- **3rd LEVEL SPELLS** • **SLOT LEVEL** [3rd]



- **OTHERWORLDLY PATRON FEATURE** [2]
- **SPELLS KNOWN** [7]



- **4th LEVEL SPELLS** • **SLOT LEVEL** [4th]
- **SPELLS KNOWN** [8]
- **INVOCATIONS KNOWN** [4]



- **SPELLS KNOWN** [9]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]



- **SPELLS KNOWN** [10]
- **INVOCATIONS KNOWN** [5]
- **5th LEVEL SPELLS** • **SLOT LEVEL** [5th]



- **OTHERWORLDLY PATRON FEATURE** [3]
- **CANTRIPS** [4]



SPELL SLOTS

1

2

11

17

USED

1st

LEVEL OF SLOTS



6th

7th

8th

9th

USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



6th

7th

8th

9th

USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



6th

7th

8th

9th

USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



6th

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1 MINUTE ALL SPELL SLOTS REGAIN

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USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



6th

7th

8th

9th

USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



6th

7th

8th

9th

USED

1 MINUTE ALL SPELL SLOTS REGAIN

ELDRITCH MASTER



OTHERWORLDLY PATRON



SUBCLASS
FEATURES

1



6



10



14

GENERIC POINT-POOL COUNTER



POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES • PACT BOON DESCRIPTION • ELDRITCH INVOCATIONS



PATRON'S ATTITUDE



SPECIAL TERMS OF THE PACT



BINDING MARK

⁵⁾ **WARLOCK SKILLS:** ARCANA, DECEPTION, HISTORY, INTIMIDATION, INVESTIGATION, NATURE, RELIGION.

WARLOCK LEVELS DO NOT COUNT FOR MULTICLASS SPELL SLOT CALCULATION. WARLOCK SPELL SLOTS, GAINED BY THE PACT MAGIC FEATURE, REFRESH AFTER A SHORT OR LONG REST. OTHER CASTERS NEED A LONG REST FOR A REFRESH.

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ARCANE TRADITION:
DECISION AT LEVEL 2 •
FEATURES AT 6 • 10 • 14

WIZARD

[CHARACTER CLASS]

1
LEVEL

D6
HIT DICE



A SCHOLARLY MAGIC-USER. BOOK-LEARNED, ANALYTIC, AND CAPABLE OF MANIPULATING THE STRUCTURES OF REALITY.

ARCANE
RECOVERY

1

SPELL SLOT RECOVERY WHEN SHORT
RESTING = HALF WIZARD LEVEL



PROFICIENCIES

MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

n/a

WEAPONS:
WIZARD WEAPONS^W
SKILLS: CHOOSE 2^S
SAVING THROWS:
INTELLIGENCE • WISDOM



SPELL
MASTERY

18 1st
18 2nd
20 3rd
20 3rd

USED



SIGNATURE
SPELLS



MULTICLASS PREREQUISITES:
MINIMUM [ALL CLASSES APPLY]

INTELLIGENCE 13



DIFFICULTY CLASS
SPELL-SAVE

8 + PROF. BONUS + INT MODIFIER



ASI / FEAT: AT CLASS LEVEL 4 • 8 • 12 • 16 • 19
[ASI = ABILITY SCORE IMPROVEMENT]

1

- **ARCANE RECOVERY** [SHORT REST] • **CANTRIPS** [3]
- **SPELLCASTING** [INT] • **PREPARED** [LEVEL+INT]
- **RITUAL CASTING** • **SPELL FOCUS** [ARCANE]

• 6th LEVEL SPELLS

2

- **ARCANE TRADITION** [1]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

3

- 2nd LEVEL SPELLS

• 7th LEVEL SPELLS

4

- **CANTRIPS** [4]
- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **ARCANE TRADITION FEATURE** [4]

5

- 3rd LEVEL SPELLS

• 8th LEVEL SPELLS

6

- **ARCANE TRADITION FEATURE** [2]

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

7

- 4th LEVEL SPELLS

• 9th LEVEL SPELLS

8

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

- **SPELL MASTERY** [CHOOSE ONE 1st LEVEL AND ONE 2nd LEVEL SPELL FROM YOUR GRIMOIRE TO CAST AT LOWEST LEVEL WITHOUT SPENDING SPELL SLOTS]

9

- 5th LEVEL SPELLS

- **ASI** [ABILITY SCORE IMPROVEMENT / FEAT]

10

- **ARCANE TRADITION FEATURE** [3]
- **CANTRIPS** [5]

- **SIGNATURE SPELL** [CHOOSE TWO 3rd LEVEL SPELLS TO CAST WITHOUT SPENDING SPELL SLOTS, ONCE BETWEEN SHORT OR LONG RESTS]



ARCANES TRADITION

SUBCLASS
FEATURES

2

6

10

14

GENERIC POINT-POOL COUNTER

POINT
TOTAL

FEATURES • DESCRIPTIONS • ACTION TYPES

e.g. AMOUNT OF USES

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

FEATURE • DESCRIPTION • ACTION TYPE

CLASS FEATURES



SPELLBOOK • GRIMOIRE



AMBITION



ECCENTRICITY

^{w)} WIZARD WEAPONS: DAGGERS, DARTS, SLINGS, QUARTERSTAFFS, LIGHT CROSSBOWS.^{s)} WIZARD SKILLS: ARCANA, HISTORY, INSIGHT, INVESTIGATION, MEDICINE, RELIGION.

EACH WIZARD LEVEL COUNTS AS 1 FULL CASTER LEVEL FOR MULTICLASS SPELL SLOT CALCULATION.

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