

BARBARIAN

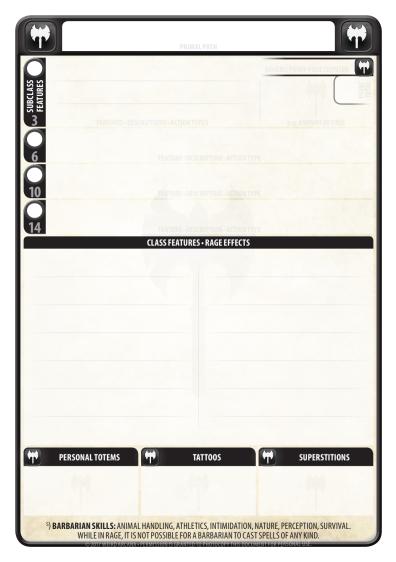


RAGES [UNLIMITED]



ft

[CHARACTER CLASS] A FIERCE WARRIOR OF PRIMITIVE BACKGROUND WHO RELENTLESS RAGE CONSTITUTION SAVE CAN ENTER RATTLE RAGE EMBRACING PREDATORY FURY PROFICIENCIES | MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS WEAPONS: ARMOR: LIGHT SIMPLE WEAPONS MEDIUM, SHIELDS DC 20 MARTIAI WEAPONS SKILLS: CHOOOSE 25 DC 25 SAVING THROWS: STRENGTH · CONSTITUTION · REGAIN ALL RAGE OPTIONS AFTER A LONG REST MULTICIASS PREREQUISITES: STRENGTH 13 🖫 SPEED DAMAGE MINIMUM [ALL CLASSES APPLY] ASI / FEAT: AT CLASS LEVEL 4 · 8 · 12 · 16 · 19 DAMAGE DICE ([ASI = ABILITY SCORE IMPROVEMENT] RAGES [2] [ADVANTAGE: STR CHECKS & SAVES • RELENTLESS RAGE [IF DROPPING TO 0 HP. RESISTANCE: BIPIS] • RAGE DAMAGE [+2] SUCCEED A CON SAVE AND DROP TO 1 HP INSTEAD UNARMORED DEFENSE [AC = 10 + DEX + CON] • DC = 10 (+ 5 FOR EVERY USE OF THIS FEATURE)] RECKLESS ATTACK [ADVANTAGE: YOUR STR. · RAGES [5] BASED ATTACKS + ALL ATTACKS AGAINST YOU! ASI [ABILITY SCORE IMPROVEMENT / FEAT] DANGER SENSE [ADVANTAGE: DEX SAVES] • PRIMAL PATH [1] · BRUTAL CRITICAL RAGES [3] [+2 DAMAGE DICE ON CRITICAL HIT] ASI [ARII ITY SCORE IMPROVEMENT / FEAT] PRIMAL PATH FEATURE [4 FAST MOVEMENT [SPEED + 10 ft WHILE NOT. PERSISTENT RAGE [RAGE LASTS AS LONG AS WEARING HEAVY ARMORT YOU CHOOSE AND STAY CONSCIOUS, INSTEAD OF EXTRA ATTACK [2 / ATTACK ACTION] 1 MINUTE ATTACKING OR TAKING DAMAGE PRIMAL PATH FEATURE [2] • RAGE DAMAGE [+4] · RAGES [4] ASI [ARII ITY SCORE IMPROVEMENT / FEAT] FERAL INSTINCT · RAGES [6] [ADVANTAGE: INITIATIVE • CAN'T BE SURPRISED BRUTAL CRITICAL IF ENTERING RAGE [+3 DAMAGE DICE ON CRITICAL HIT] • INDOMITABLE MIGHT [IF THE TOTAL OF A ASI [ABILITY SCORE IMPROVEMENT / FEAT] STRENGTH CHECK IS LESS THAN YOUR STRENGTH SCORE, USE THAT STRENGTH SCORE INSTEAD RAGE DAMAGE [+3] BRUTAL CRITICAL ASI [ABILITY SCORE IMPROVEMENT / FEAT] [+1 DAMAGE DICE ON CRITICAL HIT] PRIMAL CHAMPION [STR AND CON SCORES PRIMAL PATH FEATURE [3] INCREASE BY 4 TO A MAXIMUM OF 24





BARD [CHARACTER CLASS]





AN INSPIRING MAGICIAN WHOSE POWER ECHOES THE MILSIC OF CREATION WITH REALITY AND SHEER VERSATILITY

PROFICIENCIES ONLY FOR LEVEL ZERO CHARACTERS

ARMOR: LIGHT INSTRUMENTS: CH000SE 1 SKILLS: CHOOSE 15

WEAPONS: SIMPLE & BARD WEAPONSW INSTRUMENTS: CHOOSE 2 MORE

SKILLS: CHOOSE 2 MORES SAVING THROWS: DEXTERITY • CHARISMA



 TIMES USABLE = CHARISMA MODIFIER • REGAIN ALL USES AFTER A LONG REST (AT LEVEL 5 REGAIN ALL USES AFTER A SHORT OR LONG REST] .

MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]

CHARISMA 13

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

 SPELLCASTING [CHA] - SPELLS KNOWN [4] RITUAL CASTING - SPELL FOCUS [INSTRUMENT]

CANTRIPS [2] - BARDIC INSPIRATION [D6]

 JACK OF ALL TRADES [1/2 PROFICIENCY BONUS] SONG OF REST [+ 1D6 TO REGAIN HP DURING

SHORT RESTS] • SPELLS KNOWN [5] BARD COLLEGE [1] - EXPERTISE [DOUBLE

PROFICIENCY FOR 2 KNOWN SKILLS

· 2nd LEVEL SPELLS · SPELLS KNOWN [6]

 SPELLS KNOWN [7] CANTRIPS [3]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

 FONT OF INSPIRATION [SHORT REST RESTORES BARDIC INSPIRATION] • BARDIC INSPIRATION [D8]

• 3rd LEVEL SPELLS • SPELLS KNOWN [8]

BARD COLLEGE FEATURE [2]

 COUNTERCHARM [ADVANTAGE: SAVES vs. FEAR or CHARM - WITHIN 30 ft] . SPELLS KNOWN [9]

 4th LEVEL SPELLS SPELLS KNOWN [10]

 SPELLS KNOWN [11] ASI [ARII ITY SCORE IMPROVEMENT / FEAT]

SONG OF REST [1D8]

5th LEVEL SPELLS

SPELLS KNOWN [12]

MAGICAL SECRETS [2 SPELLS FROM ANY CLASS]

EXPERTISE [4] - BARDIC INSPIRATION [D10]

SPELLS KNOWN [14] - CANTRIPS [4]

 6th LEVEL SPELLS SPELLS KNOWN [15]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

SONG OF REST [1D10]

• 7th LEVEL SPELLS SPELLS KNOWN [16]

 BARD COLLEGE FEATURE [3] MAGICAL SECRETS [4]

 SPELLS KNOWN [18] BARDIC INSPIRATION [D12]

· 8th | EVEL SPELLS SPELLS KNOWN [19]

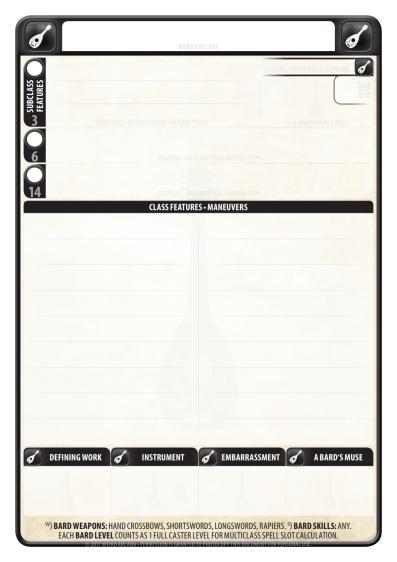
ASI [ABILITY SCORE IMPROVEMENT / FEAT]

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

 MAGICAL SECRETS [6] SPELLS KNOWN [22]

ASI [ABILITY SCORE IMPROVEMENT / FEAT

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

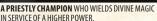




CLERIC **[CHARACTER CLASS]**







PROFICIENCIES | MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

MULTICLASS - PENALTY:

ARMOR: LIGHT, MEDIUM, SHIELDS

WEAPONS: SIMPLE WEAPONS SKILLS: CHOOSE 25 SAVING THROWS: WISDOM • CHARISMA WISDOM 13





· REGAIN ALL USES AFTER A SHORT OR LONG REST ·



MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]

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

DIVINE DOMAIN [1] - CANTRIPS [3]

 SPELLCASTING [WIS] - PREPARED [LEVEL+WIS] • RITUAL CASTING • SPELL FOCUS [HOLY]

DIVINE DOMAIN FEATURE [2]

CHANNEL DIVINITY [1 PER SHORT OR LONG REST]

TURN UNDEAD [WITH CHANNEL DIVINITY]

2nd LEVEL SPELLS

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

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

DIVINE DOMAIN FEATURE [3]

CHANNEL DIVINITY [2]

4th LEVEL SPELLS

DIVINE DOMAIN FEATURE [4]

 DESTROY UNDEAD [CR 1] ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5th LEVEL SPELLS

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

SPELL-SAVE

 DESTROY UNDEAD [CR 2 6th LEVEL SPELLS

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

7th LEVEL SPELLS

DESTROY UNDEAD [CR 3]

· 8th LEVEL SPELLS

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

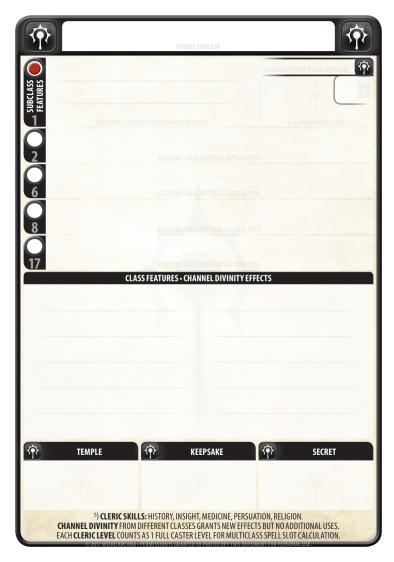
DIVINE DOMAIN FEATURE [5]

 DESTROY UNDEAD [CR 4] •9th LEVEL SPELLS

CHANNEL DIVINITY [3]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

 DIVINE INTERVENTION IMPROVEMENT **TYOUR CALL FOR INTERVENTION SUCCEEDS** AUTOMATICALLY • NO ROLL REQUIRED



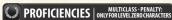


DRUID [CHARACTER CLASS]





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



LIGHT*, MEDIUM*, SHIELDS* LANGUAGE: DRUIDIC *) DRUIDS WILL NOT USE METAL SHIFLDS OR ARMOR

WEAPONS: DRUIDWEAPONSW TOOLS: HERBALISM KIT SKILLS: CHOOSE 25 SAVING THROWS: INTELLIGENCE · WISDOM



DURAT

ARMOR:

MULTICIASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]

WISDOM 13

LIMITATIONS CR

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

DRUID CIRCLE [1]

2nd LEVEL SPELLS

 WILD SHAPE [2] [ANIMAL SHAPE: CR 1/4 or LESS] [DURATION: 1 HOUR] [NO TALKING/SPELL CASTING]

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

· 6th | FVF| SPF| |

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]

· 8th LEVEL SPELLS

· 3rd LEVEL SPELLS

4th LEVEL SPELLS

5th LEVEL SPELLS

DRUID CIRCLE FEATURE [2]

WILD SHAPE [DURATION: 3 HOURS]

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

· 9th LEVEL SPELLS

 WILD SHAPE [CR: 1 or LESS, + FLYING SPEED] TIMELESS BODY [AGE ONLY 1 YEAR / DECADE] [DURATION: 4 HOURS] BEAST SPELLS [CAST SPELLS IN WILD SHAPE

 ASI [ABILITY SCORE IMPROVEMENT / FEAT] (COMPONENTS: V or S, not M)] [DURATION: 9 HOURS]

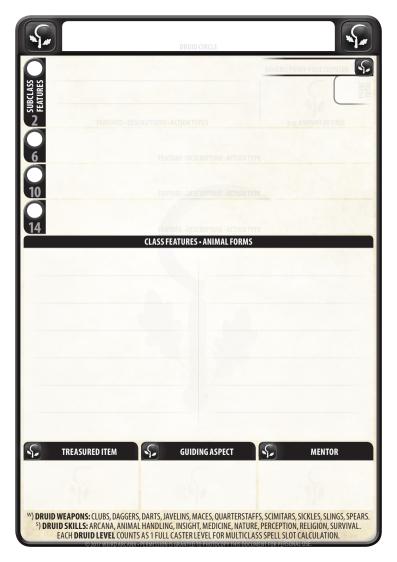
ASI [ABILITY SCORE IMPROVEMENT / FEAT

ARCHDRUID

DRUID CIRCLE FEATURE [3]

CANTRIPS [4] WILD SHAPE [DURATION: 5 HOURS]

IYOU CAN USE WILD SHAPE AN UNLIMITED NUMBER OF TIMES | [DURATION: 10 HOURS]



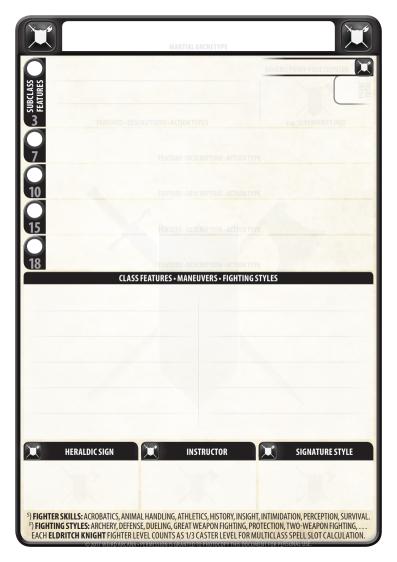


FIGHTER [CHARACTER CLASS]





FEATURES AT 7 • 10 • 15 • 18 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: ARMOR: HEAVY LIGHT, MEDIUM, SHIELDS SKILLS: CHOOSE 25 · REGAIN ALL USES AFTER A SHORT OR LONG REST · WEAPONS: SIMPLE WEAPONS. SAVING THROWS: MARTIAI WEAPONS STRENGTH • CONSTITUTION **INDOMITABLE** MULTICIASS PREREQUISITES: STRENGTHor MINIMUM [ALL CLASSES APPLY] DEXTERITY 13 ASI/FEAT: AT (LASS LEVEL 4.6.8.12.14.16.19 PER ACTION · REGAIN ALL USES AFTER A LONG REST [ASI = ABILITY SCORE IMPROVEMENT] FIGHTING STYLE [CHOOSE ONE]F SECOND WIND [WITH A BONUS ACTION REGAIN. EXTRA ATTACK [3 / ATTACK ACTION] HIT POINTS EQUAL TO 1D10 + FIGHTER LEVEL1 **ACTION SURGE** [1] [TAKE ONE ADDITIONAL ASI [ABILITY SCORE IMPROVEMENT / FEAT] ACTION ON YOUR TURN1 MARTIAL ARCHETYPE [1] INDOMITABLE [2] ASI [ARII ITY SCORE IMPROVEMENT / FEAT ASI [ARII ITY SCORE IMPROVEMENT / FEAT]. EXTRA ATTACK [2 / ATTACK ACTION] MARTIAL ARCHETYPE FEATURE [4] ASI [ABILITY SCORE IMPROVEMENT / FEAT] ASI [ABILITY SCORE IMPROVEMENT / FEAT] ACTION SURGE [2] [YOU MAY NOT USE BOTH MARTIAL ARCHETYPE FEATURE [2] ACTION SURGES IN ONE SINGLE TURN INDOMITABLE [3] ASI [ABILITY SCORE IMPROVEMENT / FEAT] • MARTIAL ARCHETYPE FEATURE [5] INDOMITABLE [1] ASI [ABILITY SCORE IMPROVEMENT / FEAT [REROLL A SAVING THROW THAT YOU FAIL] MARTIAL ARCHETYPE FEATURE [3] EXTRA ATTACK [4 / ATTACK ACTION]





MONK **[CHARACTER CLASS]**





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

PROFICIENCIES | MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

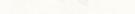
WEAPONS: SHORTSWORDS* SIMPLE WEAPONS*

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

INSTRUMENTS or TOOLS: CHOOSE 1T SKILLS: CHOOSE 25 SAVING THROWS:

STRENGTH • DEXTERITY





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

ASI / FEAT: AT (I ASS I EVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT]

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

 UNARMORED MOVEMENT [+ 10 ft] KI [1 KI | FLURRY OF BLOWS • 1 KI | PATIENT DEFENSE

•1 KI | STEP OF THE WIND] • KI-POINT TOTAL [2] MONASTIC TRADITION [1] - KI-POINT TOTAL [3]

 DEFLECT MISSILES [REDUCE RANGED DAMAGE BY 1D10 + DEX MOD.+ LEVEL • 1 KI | THROW MISSILE]

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

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

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

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

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

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

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

DAMAGE DIFFICULTY CLASS

KI-SAVE

 MONASTIC TRADITION FEATURE [3] MARTIAL ARTS [D8]

> · KI-POINT TOTAL [11] • KI-POINT TOTAL [12]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

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

 UNARMORED MOVEMENT [+ 25 ft] DIAMOND SOUL [PROFICIENT IN ALL SAVES 1 KI | REROLL FAILED SAVES] • KI-POINT TOTAL [14]

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

KI-POINT TOTAL [16]

ASI [ARILITY SCORE IMPROVEMENT / FEAT]

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

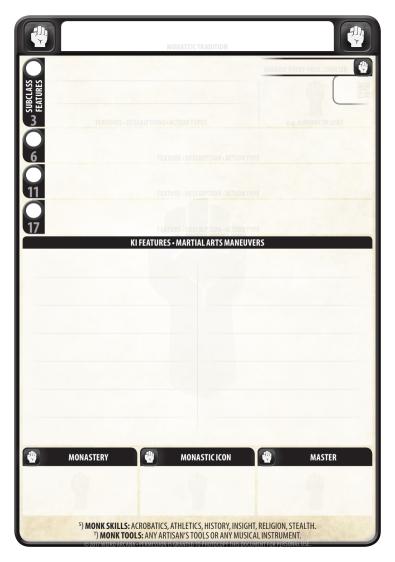
 EMPTY BODY [4 KI | BECOME INVISIBLE •8 KI | ASTRAL PROJECTION] • KI-POINT TOTAL [18] UNARMORED MOVEMENT [+ 30 ft]

 KI-POINT TOTAL [19] ASI [ABILITY SCORE IMPROVEMENT / FEAT]

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

ft

MONASTIC TRADITION FEATURE [4]





PALADIN [CHARACTER CLASS]





A HOLY WARRIOR LIPHOLDING RIGHTFOLISNESS AND ILISTICE WHILE HONORBOUND TO A SACRED OATH.



PROFICIENCIES | MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

ARMOR:

LIGHT, MEDIUM, SHIELDS WEAPONS: SIMPLE WEAPONS. MARTIAI WEAPONS

ARMOR: HEAVY SKILLS: CHOOSE 25 SAVING THROWS: WISDOM • CHARISMA

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



PALADIN LEVEL*5

MULTICLASS PREREQUISITES: STRENGTH +

 DIVINE SENSE [DETECT CELESTIALS, FIENDS OR UNDEAD WITHIN 60 ft] . LAY ON HANDS [POINT

POOL HEALS WOUNDS or CURES POISON/DISEASE]

DIVINE SMITE [2D8 BONUS RADIANT DAMAGE]D

 FIGHTING STYLEF
 SPELLCASTING [CHA] PREPARED [1/2 LEVEL+CHA] - SPELL FOCUS [HOLY]

MINIMUM [ALL CLASSES APPLY] CHARISMA 13 ASI / FEAT: AT (| ASS | EVF | 4 • 8 • 12 • 16 • 19



SPELL-SAVE

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

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

4th LEVEL SPELLS

[ASI = ABILITY SCORE IMPROVEMENT]

SACRED OATH [1]

DIVINE HEALTH [IMMUNE TO DISEASE]

ASI [ARII ITY SCORE IMPROVEMENT / FEAT]

 EXTRA ATTACK [2 / ATTACK ACTION] 2nd LEVEL SPELLS

AURA OF PROTECTION [GRANT A BONUS TO

SAVING THROWS OF ALLIES EOUAL TO YOUR CHARIMA MODIFIER IN A 10 ft RADIUS]

SACRED OATH FEATURE [2]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

3rd LEVEL SPELLS

AURA OF COURAGE FALLIES WITHIN 10 FT OF YOU CAN'T BE FRIGHTENED WHILE YOU ARE CONSCIOUS?

 CLEANSING TOUCH [END ONE SPELL EFFECT ON YOU OR A WILLING CREATURE YOU TOUCH USES PER LONG REST EOUAL YOUR CHA MODIFIER

SACRED OATH FEATURE [3]

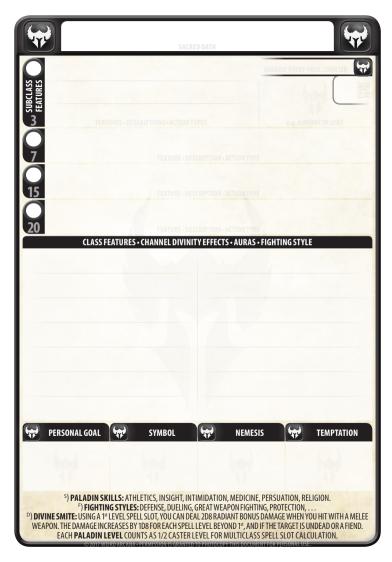
ASI [ABILITY SCORE IMPROVEMENT / FEAT

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 FEATURE [4]





NATURAL EXPLORER [3]

RANGER [CHARACTER CLASS



ROLLS AGAINST YOUR FAVORED ENEMIES

[CHARACTER CLASS] A WAYFARING WARRIOR WHO USES NATURE MAGIC TO FAVORED ENEMIES **FAVORED TERRAINS** COMBAT DIRETHREATS ON THE EDGES OF CIVILIZATION PROFICIENCIES | MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS ARMOR: SKILLS: LIGHT, MEDIUM, SHIELDS CHOOSE 25 MORE WEAPONS: SIMPLE WEAPONS. SAVING THROWS: MARTIAI WEAPONS STRENGTH • DEXTERITY SKILLS: CHOOSE 15 MULTICLASS PREREQUISITES: DEXTERITY + MINIMUM [ALL CLASSES APPLY] WISDOM 13 ASI / FEAT: AT (I ASS I EVEL 4 • 8 • 12 • 16 • 19 [ASI = ABILITY SCORE IMPROVEMENT] FAVORED ENEMY [1] [LANGUAGE, ADVANTAGE RANGER ARCHETYPE FEATURE [TO TRACKING AND LORE OF ONE CREATURE TYPE! SPELLS KNOWN [7] NATURAL EXPLORER [1][TERRAIN PROFICIENCY] FIGHTING STYLE [CHOOSE ONE]F SPELLCASTING [WIS] ASI [ABILITY SCORE IMPROVEMENT / FEAT · SPELLS KNOWN [2] RANGER ARCHETYPE [1] · 4th | EVEL SPELLS PRIMEVAL AWARENESS [SENSE CREATURES SPELLS KNOWN [8] WITHIN 1 (or 6) MILES] • SPELLS KNOWN [3] VANISH [HIDE AS A BONUS ACTION AND CAN'T **RETRACKED BY NON-MAGICAL MEANS** ASI [ARII ITY SCORE IMPROVEMENT / FEAT] FAVORED ENEMY [3] EXTRA ATTACK [2 / ATTACK ACTION] RANGER ARCHETYPE FEATURE [4] 2nd LEVEL SPELLS SPELLS KNOWN [9] SPELLS KNOWN [4] FAVORED ENEMY [2] ASI [ABILITY SCORE IMPROVEMENT / FEAT NATURAL EXPLORER [2] RANGER ARCHETYPE FEATURE [2] 5th LEVEL SPELLS SPELLS KNOWN [5] SPELLS KNOWN [10] LAND'S STRIDE [DIFFICULT TERRAIN: NO EXTRA • FERAL SENSES [AWARE OF INVISIBLE CREATURES MOVEMENT COST • ADVANTAGE: SAVES vs. PLANTS] WITHIN 30 ft AND NOT SEEING ENEMIES DOES NOT ASI [ABILITY SCORE IMPROVEMENT / FEAT] IMPOSE DISADVANTAGE TO ATTACK ROLLS 3rd | EVEL SPELLS SPELLS KNOWN [11] SPELLS KNOWN [6] ASI [ABILITY SCORE IMPROVEMENT / FEAT] HIDE IN PLAIN SIGHT [CAMOUFLAGE GRANTS FOE SLAYER [ONCE EACH TURN YOU CAN ADD YOUR WIS MODIFIER TO ATTACK AND DAMAGE +10 TO STATIONARY STEALTH CHECKS

		RANG	ER ARCHETYPE		\bar{\chi}	
SS				GENERIC	POINT-POOL COUNTER	X
EATURES FEATURES					e.g. AMOUNT OF USES	TOT
7						
11						
15			DESCRIPTION - ACT		6 CTV F	
	CLASS FEATURES •	FAVORED ENE	MY & TERRAIN B	OONS • FIGHTING	G STYLE	
WOR	LD VIEW	X	HOMELAND	X	SWORN ENEMY	
SUSPECT OF STREET	ANIMAL HANDLING, F) FIGHTING STYLE: NGER LEVEL COUN	S: ARCHERY, DEF	ENSE, DUELING, TW	VO-WEAPON FIGHT		IVAL.



ROGUE [CHARACTER CLASS]



HIT DICE



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

DAMAGE

D6 IF ATTACK HAS ADVANTAGE, OR IF TARGET IS SURROUNDED.

PROFICIENCIES ARMOR: LIGHT TOOLS: THIEVES' TOOLS

SKILLS: CHOOSE 15

LANGUAGE: THIFVES' CANT

MULTICLASS - PENALTY: ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS: SIMPLE AND ROGUE WEAPONSW SKILLS: CHOOSE 35 MORE SAVING THROWS: DEXTERITY • INTELLIGENCE

DODGY FEAT

CUNNING ACTION [DASH • DISENGAGE • HIDE] UNCANNY DODGE

[REACTION HALVES DAMAGE]

FVASION [NO DAMAGE DEX SAVES]

ELUSIVE [NO ADVANTAGE VS. YOU]

MULTICIASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]

[ASI = ABILITY SCORE IMPROVEMENT]

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

ASI / FEAT: AT CLASS LEVEL 4 • 8 • 10 • 12 • 16 • 19

• RELIABLE TALENT [TREAT A ROLL OF 9 OR

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

LOWER AS A 10 WITH PROFICIENT SKILL CHECKS SNEAK ATTACK [+6D6 DAMAGE]

CUNNING ACTION [DASH, DISENGAGE, OR HIDE AS BONUS ACTIONS

ROGUISH ARCHETYPE [1]

SNEAK ATTACK [+2D6 DAMAGE]

 ROGUISH ARCHETYPE FEATURE [3] SNEAK ATTACK [+7D6 DAMAGE]

ASI [ARII ITY SCORE IMPROVEMENT / FEAT]

 BLINDSENSE [AWARE OF HIDDEN AND INVISIBLE CREATURES WITHIN 10 ft. IF YOU ARE NOT DEAFENED!

SLIPPERY MIND [GAIN PROFICIENCY

 UNCANNY DODGE [REACTION HALVES DAMAGE FROM AN ATTACKER YOU CAN SEE1 SNEAK ATTACK [+3D6 DAMAGE]

IN WISDOM SAVING THROWS] SNEAK ATTACK [+8D6 DAMAGE]

EXPERTISE [DOUBLE PROFICIENCY FOR 4 SKILLS]

ASI [ABILITY SCORE IMPROVEMENT / FEAT

 EVASION [DEXTERITY CHECKS FROM AREA EFFECTS DO HALF OR NO DAMAGE AT ALL1 SNEAK ATTACK [+4D6 DAMAGE]

 ROGUISH ARCHETYPE FEATURE [4] SNEAK ATTACK [+9D6 DAMAGE]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

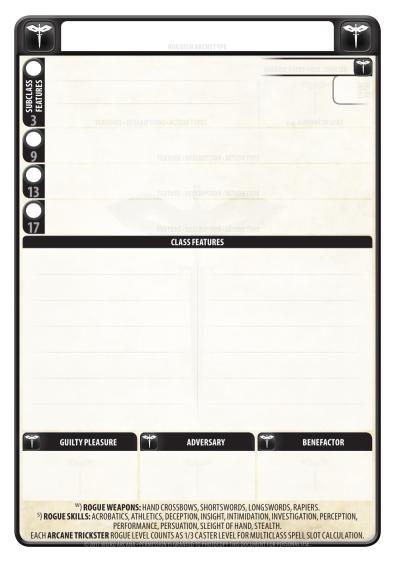
• FLUSIVE [NO ATTACK ROLL HAS ADVANTAGE AGAINST YOU. AS LONG AS YOU AREN'T INCAPACITATED

 ROGUISH ARCHETYPE FEATURE [2] SNEAK ATTACK [+5D6 DAMAGE]

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

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 201





SORCERER **[CHARACTER CLASS]**





AN ENIGNATIC SPELL CASTER WHO STRUGGLES WITH INHERENT MAGIC FORCES FROM A GIFT OR RI OODI INF



PROFICIENCIES | MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS

WEAPONS:

SORCERER WEAPONSW SKILLS: CHOOSE 25 SAVING THROWS: CONSTITUTION • CHARISMA





MULTICLASS PREREQUISITES: MINIMUM [ALL CLASSES APPLY]

CHARISMA 13

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



SORCEROUS ORIGIN [1] - CANTRIPS [4]

 SPELLCASTING [CHA] - SPELLS KNOWN [2] • RITUAL CASTING • SPELL FOCUS [ARCANE]

FLEXIBLE CASTING [CONVERT SORCERY POINTS

INTO SPELL SLOTS AND VICE VERSAL SPELLS KNOWN [3] - SORCERY POINTS [2]

METAMAGIC [CHOOSE 2 METAMAGIC OPTIONS]^M

 2nd LEVEL SPELLS • SPELLS KNOWN [4] SORCERY POINTS [3]

 CANTRIPS [5] SPELLS KNOWN [5] - SORCERY POINTS [4]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

 3rd LEVEL SPELLS SPELLS KNOWN [6]

SORCERY POINTS [5]

SORCEROUS ORIGIN FEATURE [2]

 SPELLS KNOWN [7] SORCERY POINTS [6]

4th | FVF| SPF| | S

SPELLS KNOWN [8]

SORCERY POINTS [7]

 SPELLS KNOWN [9] SORCERY POINTS [8]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

5th LEVEL SPELLS

SPELLS KNOWN [10]

SORCERY POINTS [9]

CANTRIPS [6] - METAMAGIC [3]

 SPELLS KNOWN [11] SORCERY POINTS [10]

 SPELLS KNOWN [12] · SORCERY POINTS [11]

SORCERY POINTS [12]

ASI [ABILITY SCORE IMPROVEMENT / FEAT]

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

 SORCEROUS ORIGIN FEATURE [3] SORCERY POINTS [14]

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

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

 9th LEVEL SPELLS • SPELLS KNOWN [15] METAMAGIC [4]

SORCEROUS ORIGIN FEATURE [4]

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

 SORCEROUS RESTORATION [REGAIN 4 EXPENDED SORCERY POINTS AFTER A SHORT REST

SORCERY POINTS [20]

• 6th LEVEL SPELLS











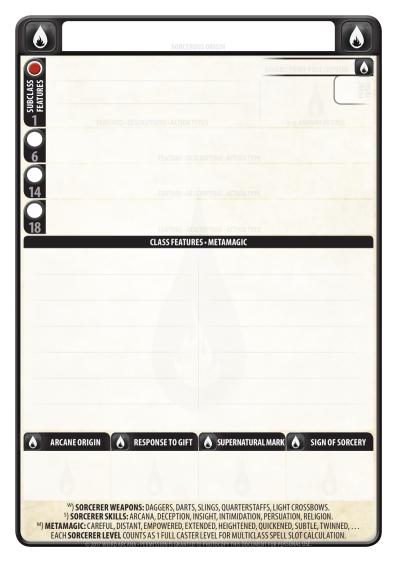














WARLOCK ICHARACTER (LASS)

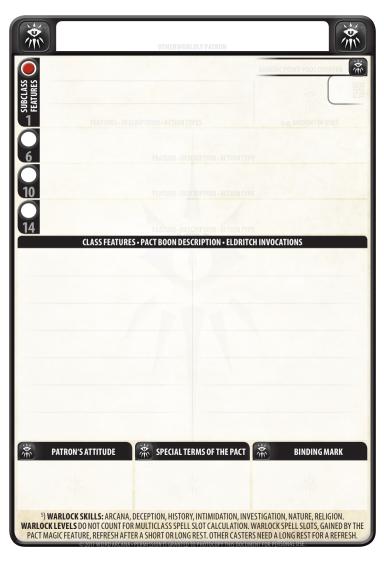


YOUR PATRON, ONCE BETWEEN LONG RESTS]

D8



[CHARACTER CLASS] HIT DICE A WIFLDER OF MAGIC THAT IS - FOR RETTER OR WORSE -DERIVED FROM A BARGAIN WITH AN EXTRAPI ANAR ENTITY STOTS PACT BOON PROFICIENCIES | MULTICLASS - PENALTY: 1 MINUTE ALL SPELL SLOTS ARMOR: LIGHT SKILLS: CHOOSE 25 REGAIN WEAPONS. SAVING THROWS: SIMPLE WEAPONS WISDOM • CHARISMA MULTICLASS PREREQUISITES: CHARISMA 13 REGAIN ALL USES AFTER A LONG REST MINIMUM [ALL CLASSES APPLY] ASI / FEAT: AT CLASS LEVEL 4 · 8 · 12 · 16 · 19 DIFFICULTY CLASS SPFII-SAVE [ASI = ABILITY SCORE IMPROVEMENT] OTHERWORLDLY PATRON [1] - CANTRIPS [2] MYSTIC ARCANUM [6th] [CAST A 6th LEVEL PACT MAGIC [CHA] - SPELL SLOTS | LEVEL [1|1st] WARLOCK SPELL ONCE BETWEEN LONG RESTS] • SPELL SLOTS [3] • SPELLS KNOWN [11] • SPELLS KNOWN [2] • SPELL FOCUS [ARCANE] ELDRITCH INVOCATIONS [2] • INVOCATIONS KNOWN [6] SPELL SLOTS [2] [SPELL SLOTS REFRESH AFTER A ASI [ABILITY SCORE IMPROVEMENT / FEAT] SHORT OR LONG REST] . SPELLS KNOWN [3] PACT BOON (AN ELDRITCH GIFT BESTOWED BY MYSTIC ARCANUM [7th] YOUR ENIGMATIC PATRON] . SLOT LEVEL [2nd] SPELLS KNOWN [12] 2nd LEVEL SPELLS - SPELLS KNOWN [4] CANTRIPS [3] SPELLS KNOWN [5] OTHERWORLDLY PATRON FEATURE [4 ASI [ABILITY SCORE IMPROVEMENT / FEAT] SPELLS KNOWN [6] MYSTIC ARCANUM [8th] INVOCATIONS KNOWN [3] SPELLS KNOWN [13] • 3rd LEVEL SPELLS • SLOT LEVEL [3rd] INVOCATIONS KNOWN [7] OTHERWORLDLY PATRON FEATURE [2] ASI [ABILITY SCORE IMPROVEMENT / FEAT SPELLS KNOWN [7] 4th LEVEL SPELLS - SLOT LEVEL [4th] MYSTIC ARCANUM [9th] SPELL SLOTS [4] SPELLS KNOWN [8] INVOCATIONS KNOWN [4] SPELLS KNOWN [14] SPELLS KNOWN [9] INVOCATIONS KNOWN [8] ASI [ABILITY SCORE IMPROVEMENT / FEAT] SPELLS KNOWN [10] SPELLS KNOWN [15] INVOCATIONS KNOWN [5] ASI [ABILITY SCORE IMPROVEMENT / FEAT] • 5th LEVEL SPELLS • SLOT LEVEL [5th] ELDRITCH MASTER [SPEND 1 MINUTE TO GAIN OTHERWORLDLY PATRON FEATURE [3] A REFRESH OF ALL WARLOCK SPELL SLOTS FROM CANTRIPS [4]





WIZARD [CHARACTER CLASS]



SLOTS, ONCE BETWEEN SHORT OR LONG RESTS

D6



A SCHOLARLY MAGIC-USER. BOOK-LEARNED, ANALYTIC, AND **ARCANE** CAPARI F OF MANIPUL ATING THE STRUCTURES OF REALITY PROFICIENCIES | MULTICLASS - PENALTY:
ONLY FOR LEVEL ZERO CHARACTERS WEAPONS: WIZARD WEAPONSW SKILLS: CHOOSE 25 SAVING THROWS: INTELLIGENCE · WISDOM MULTICLASS PREREQUISITES: INTELLIGENCE 13 MINIMUM [ALL CLASSES APPLY] ASI / FEAT: AT CLASS LEVEL 4 · 8 · 12 · 16 · 19 [ASI = ABILITY SCORE IMPROVEMENT] ARCANE RECOVERY [SHORT REST] - CANTRIPS [3] SPELLCASTING [INT] - PREPARED [LEVEL+INT] · 6th LEVEL SPELLS • RITUAL CASTING • SPELL FOCUS [ARCANE] ARCANE TRADITION [1] ASI [ABILITY SCORE IMPROVEMENT / FEAT] 2nd LEVEL SPELLS 7th LEVEL SPELLS CANTRIPS [4] ARCANE TRADITION FEATURE [4 ASI [ABILITY SCORE IMPROVEMENT / FEAT] · 3rd LEVEL SPELLS · 8th LEVEL SPELLS ARCANE TRADITION FEATURE [2] ASI [ABILITY SCORE IMPROVEMENT / FEAT 4th LEVEL SPELLS 9th LEVEL SPELLS • SPELL MASTERY [CHOOSE ONE 1st | EVEL AND ONE ASI [ABILITY SCORE IMPROVEMENT / FEAT] 2nd LEVEL SPELL FROM YOUR GRIMOIRE TO CAST AT LOWEST LEVEL WITHOUT SPENDING SPELL SLOTS 5th LEVEL SPELLS ASI [ABILITY SCORE IMPROVEMENT / FEAT] • SIGNATURE SPELL [CHOOSE TWO 3rd LEVEL **ARCANE TRADITION FEATURE [3]** SPELLS TO CAST WITHOUT SPENDING SPELL · CANTRIPS [5]

