

MODIFIED CORE CLASSES

HOUSE RULES: EXPANDED PROFICIENCIES

Tools are folded into skills, with 16 new skills. To account for this, every class is given one additional skill proficiency and additional skills (or languages) equal to the PC's Intelligence modifier (a negative modifier is treated as 0). At 4th, 8th, 12th, 16th, and 19th levels a PC gains an additional skill or language of their choice. New skills include:

- **Alchemy** (INT) alchemist's supplies, potion-brewing and lore, immortality lore
- **Airways** (WIS/DEX/INT) airships, navigator's tools, aerial lore, weather, rope use
- **Commerce** (INT) appraising, coinage, art objects, gems, origin of items, trade, haggling
- **Craft** (INT/WIS) artisan's tools (choose one)
- **Dungeoneering** (WIS/DEX/INT) caving, fungi, slimes, underground orienteering, dungeon lore
- **Endurance** (CON) diving, holding breath, feasting, running, forced march
- **Folklore** (WIS) "2 truths and a lie", superstitions, know a little about a lot
- **Gaming** (INT/CHA) cards, dice, chess, gambling
- **High Society** (INT) bureaucracy, heraldry, law, politics, nobility lore
- **Mechanics** (INT) thieves' tools, tinker's tools, engineering, construction, locks, unfamiliar tech
- **Roadways** (WIS/DEX/INT) wagons/carriages, caravan lore, trade routes, rope use
- **Riverways** (WIS/DEX/INT) boating, river lore, fishing, rope use
- **Sage Lore** (INT) choose one: art, architecture, astronomy, botany, chemistry, geography, geology, mathematics, meteorology, music, oceanology, philosophy, sociology, zoology
- **Seamanship** (WIS/DEX/INT) ocean vessels, navigator's tools, maritime lore, fishing, rope use
- **Skulduggery** (INT/CHA) forgery kit, smuggling, black markets, bribery, criminal lore
- **Streetwise** (CHA) gather info, city lore, evade

ARTIFICER

Skills: Begin with Mechanics and a Craft of your choice. Choose 3+your Intelligence modifier from Airways, Alchemy, Arcana, Commerce, Craft, History, Investigation, Medicine, Nature, Perception, Roadways, Sleight of Hand

BARBARIAN

Skills: Choose 3+your Intelligence modifier from Animal Handling, Athletics, Endurance, Folklore, Intimidation, Nature, Perception, Riverways, Seamanship, and Survival

The exhaustion caused by a Berserker's Frenzy can, during the next short rest, be converted to simply an expended Hit Die.

2ND: FIGHTING STYLE

optionally replaces **Reckless Attack**

At 2nd level, you may replace **Reckless Attack** with a fighting style chosen from this list:

- **Adaptive Fighting***
- **Blind Fighting**
- **Dueling**
- **First Blood***
- **Great Weapon Fighting**
- **Thrown Weapon Fighting**
- **Two-Weapon Fighting**
- **Unarmed Fighting**
- **Wild Fighting***

ADAPTIVE FIGHTING*

When fighting in an environment where you lack the appropriate speed or appropriate weapon type, your attacks do not suffer disadvantage due to the environment or weapon (e.g. climbing on a cliff; flying in zero-gravity; facing an enemy with an astral speed on the Astral Plane; a greatsword in a cramped space; swimming while not wielding a dagger, short sword, spear, javelin, dart, crossbow, or trident).

FIRST BLOOD*

The first time in a round that you damage a creature that is at maximum hit points with a melee attack, you deal 1d6 additional damage.

WILD FIGHTING*

When you roll the maximum value on a damage die for a melee weapon attack, roll that die again and add it to your damage.

2ND: OPPORTUNITY ATTACK

At 2nd level, you gain the ability to make opportunity attacks.

art credit: Richard Whitters



OLD SCHOOL BARBARIAN

This barbarian variant removes the Rage feature (and all dependent features), presenting replacement features with a Swords & Sorcery feel. The anathemas are adapted from the *Pathfinder Roleplaying Game 2e* and offer cultural context, while the appetites are from *Dungeon World* and flesh out the PC's motivations.

The only official primal path that works with this version is the Totem Warrior, as the others build off of Rage. A homebrew subclass – Wildheart – is also compatible.

1ST: ANATHEMA

(along with Appetite) optionally replaces Rage

Barbarian tribes are known for having deeply held beliefs that restrict their actions and are a source of inner strength. You may choose one of the following Anathemas at 1st level. If you violate this Anathema, you lose its benefits until taking a long rest.

ANIMAL INSTINCT

Beasts are sacred to you. You are forbidden from flagrantly disrespecting or unnecessarily harming a beast. Gain a climb or swim speed (choose one) equal to your walking speed, and double your jump distance.

CIVILIZATION SUPERSTITION

Your people refuse to be bound to agrarian or city life, ever traveling the land. You are forbidden from reading, from spending more than a month in one location, from owning property, or otherwise supporting the institutions of civilization. Add your Appetite die to your Perception saving throws.

DRAGONBOND

Your culture reveres dragons or you gained power by drinking or bathing in dragon's blood after a dragon destroyed your village. You are forbidden from letting a personal insult against you slide. You either revere a certain type of dragons or are abhor a certain type of dragons. If you revere dragons, you are also forbidden from defying that type. If you abhor dragons, you are forbidden from failing to defeat that type. Add your Appetite die to your initiative roll.

MAGIC SUPERSTITION

Magic is not to be trusted. You are forbidden from casting spells and from willingly accepting magic spells cast on you. You can still drink potions and attune to magic items, so long as they do not have the power to cast spells. Add your Appetite die to your saving throws against spells and your Intelligence checks to see through illusions.

STRENGTH OF GIANTS

Your culture demands that those of great might prove themselves as worthy protectors, modeled after the giants of old. You are forbidden from facing a personal challenge of strength, no matter how impossible the odds seem. If you are Small, you can wield Heavy weapons without disadvantage. If you are Medium, you can wield Large weapons without disadvantage on your attack rolls for an unwieldy weapon; however, you can never gain advantage on attacks with Large weapons.

SPIRIT TABOO

Ancestors are to be revered and the dead must be respected, lest they become unquiet. You are forbidden from disrespecting corpses, spirits, or burial sites. Your weapon attacks are considered magical, and can be used to strike incorporeal creatures.

1ST: APPETITE

(along with Anathema) optionally replaces Rage

Others may content themselves with a taste of wine, or dominion over a servant or two, but you want more. Define your appetite, using the list below as examples.

When acting in pursuit of your appetite, add a d4 to your damage rolls and ability checks. Examples:

- Destroying structures and objects of civilization.
- Gaining dominion over creatures and lands.
- Indulging in pleasures of the flesh.
- Toppling those in power.
- Unearthing fabulous treasures.
- Winning fame and glory.

11TH: DEEPER APPETITES

optionally replaces Relentless Rage & Persistent Rage
At 11th level, increase the die from your existing appetites to d6.

WILDHEART (SUBCLASS)

You feel the pulse of the natural world hammering in your blood, and the great hunger for life. You are a stubborn and implacable foe, resisting supernatural forces even as you draw upon animal instinct.

3RD: EXTRA ANATHEMA/APPETITE

At 3rd level, choose a second Anathema and Appetite. Damage dice from your Appetites do not stack.

3RD: VOICE OF THE WILD

At 3rd level, you can use an action to flawlessly:

- Determine which direction is north.
- Predict the weather for 24 hours.
- Mimic an animal call.

6TH: STUBBORN WILL

At 6th level, you are immune to being charmed or possessed.

10TH: FIGHTING STYLE

At 10th level, choose a Fighting Style from those available to the barbarian class.

14TH: WOUNDED FURY

Starting at 14th level, while you are reduced to half or less of your maximum hit points, your melee weapon attacks deal an extra die of damage.

BARD

Skills: Begin with Performance, and choose any 4+your Intelligence modifier.

Tasha's Options Allowed: Magical Inspiration

The Variant Bard in Galder's Gazetteer is allowed.

Friends in All Places, Polyglot, and Bardic Knowledge – optional replacements for Jack of All Trades – are inspired by AD&D. Whereas Bard's Repertoire, Countersong, and Subtle Charm – optional replacements for Song of Rest – are inspired by *The Bard's Tale* video game & 3rd edition.

1ST: FRIENDS IN ALL PLACES

optionally replaces Jack of All Trades

You have a knack for making an impression. Beginning at 1st level, you have a contact whom you can define in advance or during play. Each contact primarily provides information (useful for what they know), influence (who they know), or skill (what they do). Your contacts have their own lives and each is typically based in one location. You gain an additional contact at Bard levels 3, 7, 11, 15, and 19.

1ST: POLYGLOT

optionally replaces Jack of All Trades

You have a natural facility for languages. Beginning at 1st level, you learn one language of your choice. You learn an additional language at Bard levels 3, 7, 11, 15, and 19.

2ND: BARDIC KNOWLEDGE

optionally replaces Jack of All Trades

By 2nd level, you've learned a bit about legendary people, places, and treasures. You can make an Intelligence check to recall a legend about *anything* or to identify a magic item. However, if you fail the check, you confidently recall misinformation as if it were truth.

DC Obscurity of the Person, Place, or Treasure

10 Common, known by a substantial minority

14 Uncommon but available, known by only a few

18 Obscure, known by a few, hard to come by

22 Extremely obscure or forgotten

2ND: BARD'S REPERTOIRE

optionally replaces Song of Rest

Starting at 2nd level, you accumulate a repertoire of songs and stories equal to your Bard level. Your repertoire is not defined until you use them. When you perform one of these songs or stories, name it using a proper noun, choose or roll an effect, and record it on your character sheet.

Performing a song or story from your repertoire takes somewhere between 1 minute and 10 minutes. Provided you are uninterrupted, the effect takes place as interpreted by the GM (no saving throw).

BARD'S REPERTOIRE EFFECTS

d10	Effect
1	Deliver a veiled message to one race of creature or members of a certain faction.
2	Force a morale check among a certain group of creatures of CR 1/2 or less.
3	Provoke an individual or race/nationality of creatures into becoming hostile towards you.
4	Start a nasty rumor about an individual that lessens their social clout for a time.
5	Help a penitent individual regain acceptance in a community which they wronged.
6	Evoke a particular emotion in listeners.
7	Convince one type of creature that they possess a strength which they do not.
8	Encourage creatures with repressed feelings of a certain type to speak their truth.
9	Get a specific race or social class of creatures on the dance floor and drinking.
10	Add a bit of lore about the proper noun you chose, working with your GM.

2ND: COUNTERSONG

optionally replaces Song of Rest

At 2nd level, you can attempt to prevent or disrupt magical attacks that use words or songs, such as *vicious mockery*, Cutting Words, a harpy's song, a banshee's wail, etc. As a reaction to an enemy using a magical song-or-word-based attack, you begin singing a note 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 magical attacks that use words or song. A creature must be able to hear you to gain this benefit. The note ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

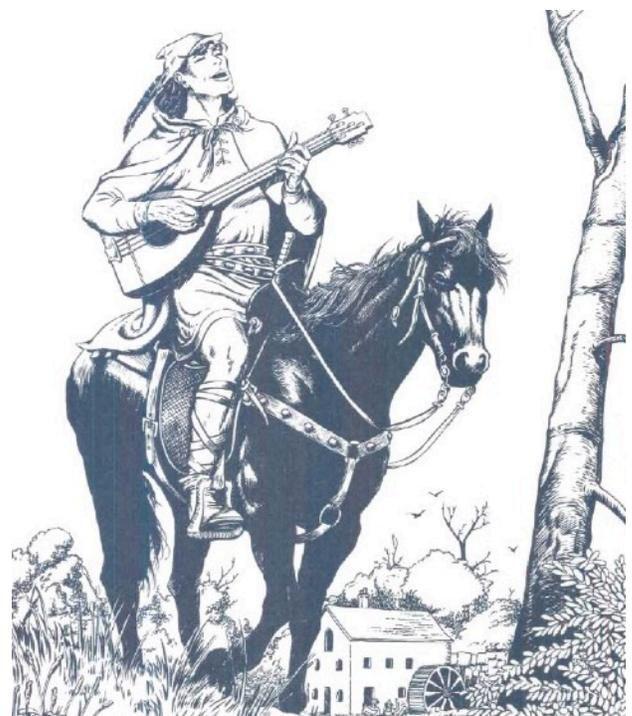
2ND: SUBTLE CHARM

optionally replaces Song of Rest

At 2nd level, when you cast a non-damaging bard enchantment spell, you can cast it without any components (unless materials have a gp cost).

2ND: MAGICAL INSPIRATION (TCOE)

At 2nd level, if a creature has a Bardic Inspiration die from you and casts a spell that restores hit points or deals damage, the creature can roll that die and choose a target affected by the spell. Add the number rolled as a bonus to the hit points regained or the damage dealt. The Bardic Inspiration die is then lost.



art credit: Larry Elmore

CLERIC

Skills: Choose 3+your Intelligence modifier from Commerce, Folklore, High Society, History, Insight, Medicine, Persuasion, Religion, and Sage Lore

Tasha's Options Allowed: Harness Divine Power, Blessed Strikes

The Twilight domain cleric's Channel Divinity: Twilight Sanctuary requires they maintain Concentration as though Concentrating on a spell. This prevents them from combining Twilight Sanctuary with the Cleric's best spells, including Bless and Spirit Guardians.

1ST: IMBUE HOLY WATER

You can create holy water from a vial of water by performing a 10 minute ritual. You must use 25 gp of powdered silver, which the ritual consumes, which is mixed into the vial of water. At the end of the ritual you must expend a 1st-level spell slot.

2ND: HARNESS DIVINE POWER (TCOE)

At 2nd level, you can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

8TH: BLESSED STRIKES (TCOE)

replaces Divine Strike or Potent Strike (subclass)

When you reach 8th level, you are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage, you can't use this feature again until the start of your next turn.

DRUID

Skills: Begin with Nature, and choose 3+your Intelligence modifier from Arcana, Animal Handling, Dungeoneering, Folklore, Insight, Medicine, Perception, Religion, Riverways, Sage Lore, Seamanship, and Survival

Tasha's Options Allowed: Wild Companion

2ND: WILDSHAPE (MY REVISION)

As an action, you can magically change into a beast shape that you have learned for this feature. You start knowing two shapes, and gain an additional shape with each druid level you gain.

While wildshaped, the beast's statistics replace your own with the exception that you retain your own hit points and Intelligence, Wisdom, and Charisma scores. Your ability to handle objects is determined by the form's limbs, rather than your own. You retain your personality, memories, ability to speak, and to use Wild Shape. However, you lose access to all your other features, such as the ability to cast spells (you can continue to concentrate on one).

You stay in beast form for a number of hours equal to half your Druid level or until you use Wild Shape again, suffer the Incapacitated condition, or die. You can also end Wild Shape early as a Bonus Action.

When you transform, you choose whether your equipment falls to the ground in your space or merges into your new form. Equipment that merges with the form has no effect until you leave the form.

work in progress

2ND: WILD COMPANION (TCOE)

optionally replaces Wildshape

At 2nd level, you gain the ability to summon a spirit that assumes an animal form. You can use this feature twice to cast *find familiar* without material components; your familiar is fey (instead of beast) and it disappears after a number of hours equal to half your druid level. You regain expended uses when you finish a short or long rest.

FIGHTER (VARIANT)

I've redesigned the fighter with the following goals:

1. **Non-combat Options:** "Heroic Deeds" present class features focused on roleplay and exploration that embody your evolving story as you level.
2. **Speed Up Combat:** "Deathbringer" offers an incentive for the player to consolidate multiple attacks into one, helping to speed up combat and encouraging dramatic finishing blows. "Weapon Expertise" offers a similar option to consolidate attacks for a special effect.
3. **Diversity of Play Styles:** Players have different preferences for complexity level and play style with fighters. For example, a player desiring a simpler experience can ignore "Weapon Expertise" without losing any effectiveness, while a player desiring more complexity can find combos between "Weapon Expertise" and a Battle Master's maneuvers. "Iron Guard" allows for a variety of builds based on actions and reactions, not just Second Wind. "Warrior's Multiattack" offers ways to emulate AD&D fighters and 4th edition defenders, alongside Action Surge.
4. **Differentiate the Fighter:** With other martial classes receiving Fighting Style and Extra Attack, it's hard to see the fighter's uniqueness. "Weapon Expertise" makes weapon choice interesting and impactful for fighters. "Mastered Fighting Style" helps to distinguish a fighter's Fighting Style from that of other martial classes.
5. **Fixes:** There are gaps in the fighter's progression at 2nd, 3rd, and 5th level compared to other martial classes, which my redesign addresses. Also, "Fortitude" replaces Indomitable (which is both inferior to monk's Diamond Soul and feels hit-or-miss), mirroring the rogue's Evasion feature.
6. **Better Capstone:** The 20th level "Extra Attack" is moved to 17th level, emulating cantrip damage. In its place, 20th level "Legendary" gives the fighter off-turn actions like a legendary monster.



CLASS FEATURES

This variant is compatible with published subclasses for the fighter.

The Champion subclass is heavily redesigned.

HIT POINTS

Hit Dice: 1d10 per Fighter level

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

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

PROFICIENCIES

Armor: Light armor, shields

Weapons: Simple weapons, martial weapons

Saving Throws: Strength, Constitution

Skills: Choose 3+your Intelligence modifier from Acrobatics, Airways, Animal Handling, Athletics, Craft, Commerce, Dungeoneering, Endurance, History, Insight, Intimidation, Perception, Persuasion, Riverways, Roadways, Seamanship, Streetwise, and Survival

FIGHTER (VARIANT) LEVEL ADVANCEMENT

Level	Proficiency Bonus	Class Features	Heroic Deeds
1st	2	Fighting Style, Iron Guard	–
2nd	2	Heroic Deeds, <u>Opportunity Attack</u> , Warrior's Multiattack	1
3rd	2	Martial Archetype, Weapon Expertise	1
4th	2	Ability Score Improvement	1
5th	3	Extra Attack, Deathbringer	2
6th	3	Ability Score Improvement	2
7th	3	Martial Archetype feature	3
8th	3	Ability Score Improvement	3
9th	4	Fortitude	4
10th	4	Martial Archetype feature	4
11th	4	Extra Attack (2)	4
12th	4	Ability Score Improvement	5
13th	5	Fortitude (2 uses), Mastered Fighting Style	5
14th	5	Ability Score Improvement	5
15th	5	Martial Archetype feature	6
16th	5	Ability Score Improvement	6
17th	6	Extra Attack (3), Fortitude (3 uses)	6
18th	6	Martial Archetype feature	7
19th	6	Ability Score Improvement	7
20th	6	Legendary	7

FIGHTING STYLE

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.

ADAPTIVE FIGHTING*

When fighting in an environment where you lack the appropriate speed or appropriate weapon type, your attacks do not suffer disadvantage due to the environment or weapon (e.g. climbing on a cliff; flying in zero-gravity; facing an enemy with an astral speed on the Astral Plane; a greatsword in a cramped space; swimming while not wielding a dagger, short sword, spear, javelin, dart, crossbow, or trident).

ARCHERY

You gain a +2 bonus to attack rolls you make with ranged weapons.

BLIND FIGHTING

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

DUELING

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 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

INTERCEPTION

When a creature you can see hits a target, other than you, within 5 feet of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus (to a minimum of 0 damage). You must be wielding a shield or a simple or martial weapon to use this reaction.

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. You must be wielding a shield.

QUICKDRAW*

You gain a +2 bonus to your initiative rolls, and if you are not surprised when rolling initiative you may draw a weapon at the start of combat.

SUPERIOR TECHNIQUE

You learn one maneuver of your choice from among those available to the Battle Master archetype. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice).

You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

THROWN WEAPON FIGHTING

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a

thrown weapon, you gain a +2 bonus to the damage roll.

TWO-WEAPON FIGHTING

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

UNARMED FIGHTING

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you aren't wielding weapons or a shield when you make the attack roll, the d6 becomes a d8.

At the start of each of your turns, you can deal 1d4 bludgeoning damage to one creature grappled by you.

VERSATILE FIGHTING*

While wielding a *versatile* weapon in two hands, you can use your bonus action to give it reach on your next attack this turn.

While wielding a *versatile* weapon in one hand, you can use your bonus action to gain +2 AC against the next melee attack against you, until the start of your next turn.

IRON GUARD

You've trained in a particular method of maintaining your guard during combat. When your guard is "broken", you must finish a short or long rest before you can use it again. Choose one of the following:

BULWARK

While you are wearing medium or heavy armor, or wielding a shield, when you take the Ready **action** or use an **action** to equip a shield, you become immune to damage equal to or less than the sum of Constitution modifier and your proficiency bonus (e.g. a fighter with 14 Constitution at 5th level would be immune to attacks or effects dealing 5 damage or less). This lasts for one minute, after which your guard is broken.

PARRY

When you would be hit by a melee attack made by an attacker you can see, you can parry the blow using your **reaction** so long as you are wielding a weapon or shield. Reduce the attack's damage by an amount equal to 1d10 + your proficiency bonus. However, if you take any damage from an attack you parried, your guard is broken.

SECOND WIND (REVISED)

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 expend a Hit Die and regain hit points equal to 1d10 + your Constitution modifier + your Fighter level. Using your second wind breaks your guard.

2ND LEVEL: OPPORTUNITY ATTACK

At 2nd level, you gain the ability to make opportunity attacks.

WARRIOR'S MULTIATTACK

At 2nd level, choose one of the following: Action Surge, Against the Horde, or Stalwart Defender.

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take on 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.

Starting at 17th level, you can use Action Surge twice before a rest, but only once on the same turn.

AGAINST THE HORDE

When you use the Attack action, you may forgo your normal attacks to make one attack against each creature with Challenge Rating 1/2 or less within reach. The number of attacks you can make in this manner equals your Fighter level, but you make one attack roll and compare it to the AC of all the creatures. You may move in between these attacks as normal. However, if you select an opponent with a CR greater than this, your attack comes to an abrupt halt.

At 8th level, this increases to Challenge Rating 1 or less. At 11th level, this increases to Challenge Rating 2 or less. At 14th level, this increases to Challenge Rating 3 or less. At 17th level, this increases to Challenge Rating 4 or less.

STALWART DEFENDER

You have trained to threaten enemies attempting to evade you. Your opportunity attacks no longer require a reaction, though you can only make one opportunity attack against a given creature in a round. The maximum number of opportunity attacks you can make in one round is equal to your proficiency bonus. Additionally, while you are not incapacitated, you can

make an opportunity attack against a creature that moves more than 5 feet while within your reach.

Starting at 17th level you have advantage on your opportunity attack rolls.

HEROIC DEEDS

Starting at 2nd level, you gain a heroic deed, reflecting your adventures. You gain additional heroic deeds at levels 3, 5, 7, 9, 12, 15, and 18. Each heroic deed may only be selected once, unless otherwise noted.

Armiger	Improvised Tool
Boon Companion	Martial Mentor
Burden Bearer	Master Smith
Campaigning	Merrymaker
Cohort	Mount Care
Commanding Presence	Peacemaker
Common Touch	Rejected by Death
Destiny	Remarkable Athlete
Friend of the [Race]	Signature Item
Hero of the Games	Trophy
Heroic Endurance	Wound Binding
Hidden Backstory	

ARMIGER

You are well-versed in stories of magical armaments. When making an Intelligence check to recall lore about magical weapons or armor, and when attempting to attune to such items you gain advantage.

BOON COMPANION

You've grown especially close to one of your traveling companions. This grants both of you several benefits:

- You always have a sense of your companion's state, both emotionally and in terms of health.
- You can use the Help action while within 30 feet to grant your boon companion a saving throw against an effect that allows ongoing saves to resist it.
- When you roll initiative, you and your companion may swap initiatives if you both wish.
- When either of you casts a spell or uses a class feature that would benefit only themselves, it also benefits the other if they are within 30 feet.

Special: This deed may be selected multiple times.

BURDEN BEARER

You can shoulder the burdens that weigh heavy on your friends. Double the maximum weight you can pull/push/lift.

CAMPAIGNING

You've learned to appraise military units, encampments, and fortifications. This requires anywhere from 1 minute to 1 hour of observation or interaction, as determined by your DM. Choose to learn a number of the following equal to your proficiency bonus:

- Name of the unit and its history.
- Name of the commanding officer and his or her reputation.
- Number of soldiers and siege equipment.
- Morale of the unit or camp.
- Overall weather and terrain readiness.
- Presence of elite fighting forces.
- Status of any supply lines/caravans.

COHORT

You've gained the services of a loyal cohort. Your cohort uses the Sidekick rules. When helping you don or doff armor, the time is halved. They can also use their own action to equip you with a shield.

COMMANDING PRESENCE

You've led forces into mass combat. Creatures under your command gain advantage on morale checks, and if they're called to make a saving throw against fear they can use your save instead of their own.

COMMON TOUCH

Everyday folk find it easy to relate to you, and their default reaction to you is Friendly unless they have a compelling reason to feel otherwise.

DESTINY

You are destined to leave a lasting mark on the world, and though divinations confirm this, the exact nature of your future is always unclear. Among those who know of your destiny, your Charisma checks to convince them you are the hero they've been hoping for have advantage. Choose one of the following destinies, or create your own with your DM:

- Chosen One – You are destined to be imbued with power by a deity or otherworldly entity.
- Kingslayer – You are destined to slay a tyrant.
- Once and Future Sovereign – You are destined to claim a throne that is conquered, vacant, or forgotten.
- Tragic Hero – You are destined to suffer a terrible setback due to your flaw, but rise to victory after.
- The Seeker – You are destined to discover a mythical creature, land, or magic weapon.

FRIEND OF THE [RACE]

Choose a race of creatures – such as elves, dwarves, hobgoblins, giant eagles, or stone giants – who you befriended or performed a great service for. Gain advantage on your Charisma checks when interacting with members of that race. If the GM is uncertain how a NPC of that race would respond to you, their default attitude is Friendly. Additionally, you learn their language.

Special: This deed may be selected multiple times.

HERO OF THE GAMES

When engaging in a prizefight or an athletic game like jousting or charioteering, you have advantage on your ability checks.

HEROIC ENDURANCE

Prerequisite: Proficiency in Endurance

You were pushed to the limits of mortal endurance and you persevered. You suffer no penalty from sleeping in light or medium armor. Additionally, once per day after a short rest you may reduce your exhaustion level by one.

HIDDEN BACKSTORY

Choose a second Background. This might reflect a storied life, deep cover, dying and being resurrected, recovering from amnesia, burying these skills due to some tragedy or personal vow etc. Share your story with your companions.

IMPROVISED TOOL

You can use weapons as improvised tools, within reason. Apply your proficiency bonus to any ability checks made with a weapon, such as hewing a door with an axe, performing a scimitar dance, or spear-hunting fish.

MARTIAL MENTOR

During a short or long rest, you can introduce the basics of handling a specific martial weapon, a specific suit of armor, or shields to one companion. That companion gains proficiency in the corresponding weapon, armor, or shield until their next short or long rest.

MASTER SMITH

Gain proficiency in Craft (smith's tools). During downtime, halve the amount of time it takes you to craft arms and armor, whether they are magical or nonmagical. Additionally, when inspecting arms and armor you recognize the culture it came from, and potentially the name of the smith.

MERRYMAKER

The joy you spread at feasthalls and taverns is sung about by bards. Gain advantage on any checks involving feasting and drinking. When carousing during downtime add your Fighter level.

MOUNT CARE

Prerequisite: Proficiency in Animal Handling

During a short rest, you can care for up to 8 mounts, allowing the mounts to spend Hit Dice to heal during a short rest. They regain extra hit points equal to your proficiency modifier for every hit die spent.

When used during a long rest you can procure mounts for yourself and up to 7 companions.

#PEACEMAKER#

when you begin interacting with a creature that you are not currently in combat with, so long as you and that creature share a language, you can initiate a parlay with it. This may involve coming to terms, interrogation, trading, or any number of other interactions. You may only engage in a parlay with one creature or group of similar creatures at a time.

If the creature is indifferent or friendly, but is aware of your fighting prowess, you may add your proficiency bonus to the first Charisma check you make with that creature.

If the creature is hostile, should it breach the terms of the parlay and initiate violent action, you may make one attack against the creature as a reaction before it acts, so long as you are not surprised.

REJECTED BY DEATH

Prerequisite: Must have been raised from the dead

You have advantage on your death saving throws, and when you would die you may challenge Death to a game of wits with your soul in the balance.

REMARKABLE ATHLETE

Prerequisite: Proficiency in Athletics

You gain a climbing and swimming speed equal to your walking speed, and your jumping distance is doubled.

SIGNATURE ITEM

You are known for a specific item, such as a sword, a signet, a helmet, or shield. This item becomes imbued with magic through your heroism over the course of your adventures. While you have 1-4 Fighter levels, the item is magical and gains a minor magical property (DMG 143). While you have 5-10 Fighter levels, it also grants a +1 bonus to AC, +1 attack and damage, or another minor magical property. While you have 11-16 Fighter levels, this bonus increases to +2 or gain

a +1 bonus to another of these categories. While you have 17-20 Fighter levels, this bonus increases to +3 or gain a +1 bonus to another of these categories.

TROPHY

You've learned how to keep trophies taken from a monstrous foes. When not engaged in combat, you can make a Charisma (Intimidation) check against creatures of a similar type to frighten them. Any creature against whom your check succeeds becomes frightened. This lasts for one minute (or as long as your DM determines).

You may only carry one trophy at a time, though you may keep as many as you like back in your stronghold or base of operations.

WEAPONS COLLECTOR

You've collected an array of weapons from defeated foes, and train to wield them. When you undertake training during downtime, you may learn how to use a new weapon.

WOUND BINDING

During a short rest, you can expend one use of a healer's kit to expertly bind your wounds or the wounds of a willing creature. You or that creature gains advantage on any Hit Dice spent to heal at the end of the short rest.

WEAPON EXPERTISE

Starting at 3rd level, when you wield a weapon, you can use it to perform expert techniques.

CLEAVE

When you wield a **battleaxe**, **glaive**, **great sword**, **greataxe**, **halberd**, or **longsword**, you can use your Action to make a Cleave attack. You make a melee attack with the weapon against two creatures both within your reach, using one attack roll and comparing it to both the creature's ACs. However, after making a Cleave attack you cannot use a reaction until the start of your next turn.

When you reach 5th level as a fighter, you may attack three creatures within your reach when using Cleave. When you reach 11th level as a fighter, you may attack four creatures within your reach when using Cleave. When you reach 17th level as a fighter, you may attack five creatures within your reach when using Cleave.

DEEP SLASH

When you wield a **dagger**, **handaxe**, **rapier**, **scimitar**, **shortsword**, or **sickle**, you can use an Action to make a

Deep Slash attack. A creature hit takes damage as normal, but starts bleeding, taking 1d4 damage of the same type at the start of its next turn. If the creature receives magical healing or a creature uses an action to make a DC 10 Wisdom (Medicine) check to staunch the blood, it is no longer bleeding. However, if you miss on a Slash attack, the target gains advantage on its next attack against you before the end of its next turn.

When you reach 5th level as a fighter, the creature continues bleeding until it succeeds a Constitution saving throw at the end of its turn. The DC of this save is 8 + your proficiency bonus + your Dexterity or Strength modifier. At 11th level as a fighter, increase the bleeding damage to 1d6. At 17th level as a fighter, conventional Medicine will no longer staunch the flow of blood.

PIN DOWN

When you wield a **hand crossbow**, **heavy crossbow**, **light crossbow**, **longbow**, or **short bow**, you can use an Action to make a Pin Down attack. A creature you hit takes damage as normal and has its speed reduced by 10 feet until the end of its next turn.

When you reach 5th level as a fighter, you reduce the creature's speed by 20 feet. At 11th level as a fighter, you reduce the creature's speed by 30 feet. At 17th level as a fighter, you reduce the creature's speed by 40 feet. If this reduces its speed below 0, then it takes the remainder as piercing damage.

RUSH

When you wield a **javelin**, **lance**, **pike**, **spear**, or **trident**, you can use an Action to make a Rush attack. Move at least 20 feet straight toward a creature and make a melee attack with your weapon against two creatures that you pass within reach of. If you do not have 20 feet of movement left, or cannot move 20 feet (e.g. due to difficult terrain), you cannot use make a Rush attack.

When you reach 5th level as a fighter, you may attack three creatures along your path when using Rush. When you reach 11th level as a fighter, you may attack four creatures along your path when using Rush. When you reach 17th level as a fighter, you may attack five creatures along your path when using Rush.

SMASH

When you wield a **club**, **great club**, **light hammer**, **mace**, **maul**, **morningstar**, **warhammer**, or **war pick**, you can use an Action to make a Smash attack. Multiply your Strength modifier by your proficiency

bonus when adding to the damage of your attack. However, reduce your place in initiative by -5. If this would reduce your initiative below 0, you cannot make a Smash attack.

TOPPLE

When you wield a **flail**, **quarterstaff** or **whip**, you can use an Action to make a Topple attack. If you hit the target, as a bonus action you can make a Shove attempt to knock it prone.

When you reach 5th level as a fighter, the target takes 1d6 bludgeoning damage when knocked prone. When you reach 11th level as a fighter, increase the damage the target takes when knocked prone to 2d6 and rising from prone after being toppled requires all of the target's movement (not half). When you reach 17th level as a fighter, increase the damage the target takes when knocked prone to 3d6 and if the creature rises from prone before the end of its next turn, it provokes opportunity attacks.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and against at 8th, 12th, 14th, 16th, and 19th levels, 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 over 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice (instead of once) when you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and to four when you reach 17th level in this class.

DEATHBRINGER

Starting at 5th level, you can make a devastating finishing blow. Before rolling to attack, you can choose to sacrifice all of your additional attacks granted by Extra Attack to deliver a deathbringer blow, gaining +1 to hit and an additional die of damage corresponding to your weapon (e.g. +1d10 for a longsword wielded with two hands, or +2d6 for a great sword). This bonus is cumulative, so an 11th level Fighter sacrificing two attacks would gain +2 to hit and two additional damage dice on their single attack (e.g. +2d10 for a longsword wielded with two hands, or +4d6 for a great sword).

Additionally, if your attack would reduce the enemy to a number of hit points equal to your Fighter level or less, you instead reduce them to 0 hit points.

FORTITUDE

Starting at 9th level, when you fail a saving throw against a spell or effect dealing damage, you may choose to take half damage. You can't use this feature again until you finish a long rest.

You may use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MASTERED FIGHTING STYLE

At 13th level, choose one fighting style which you know and modify it according to the improved version below.

ADAPTIVE FIGHTING MASTERY

You can make a check to navigate an unusual environment as a bonus action (e.g. balancing on a log during a duel, maintaining control of a wild pegasus while Dodging lightning, swimming against the current while fighting sahuagin).

ARCHERY MASTERY

Increase your attack bonus with ranged weapons to +3. Additionally, if you Ready an action to make an attack with a ranged weapon, you gain advantage on your attack roll.

BLIND FIGHTING MASTERY

Your blindsight increases to a range of 30 feet. Additionally, you do not need to be able to see a hostile creature in order to make an opportunity attack against them or Dodge their attacks; you only need be aware of their presence.

DEFENSE MASTERY

Your AC bonus while you are wearing armor increases to +2. Additionally, you can restore your guard (see Iron Guard) as an Action once per short or long rest.

DUELING MASTERY

Your bonus to damage when Dueling increases to +4.

GREAT WEAPON MASTERY

When you reroll a damage die while using Great Weapon Fighting, treat any result of 2 or lower as a 3.

Additionally, if you roll the maximum damage possible for the weapon you're wielding, you can push

the enemy 5 feet away from you and knock it prone, if it's no more than one size larger than you.

INTERCEPTION MASTERY

When you use Interception, you reduce the damage the target takes by $2d10 +$ your proficiency bonus.

PROTECTION MASTERY

When you use this fighting style, apply disadvantage on *all* attacks rolls the creature makes against your ally until the end of your ally's next turn.

TECHNIQUE MASTERY

Increase your superiority die to a d8, gain an additional superiority die, and learn an additional maneuver of your choice from among those available to the Battle Master archetype.

THROWN WEAPON MASTERY

You gain a +1 bonus to attacks made with thrown weapons, and being within 5 feet of a creature of a hostile creature doesn't impose disadvantage on your ranged attack rolls with thrown weapons.

TWO-WEAPON MASTERY

When you make an opportunity attack, you can attack with both your main hand and offhand weapons. When you forgo attacking with your offhand weapon on your turn, until the start of your next turn you may use your reaction to increase your AC by 2 against one melee attack made against you by a creature that you can see.

UNARMED MASTERY

Your unarmed strike damage increases to $1d8 +$ your Strength modifier, or $d10$ if you strike with two free hands. Additionally, the damage you can deal to a grappled creature increases to $2d4$.

VERSATILE MASTERY

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LEGENDARY

At 20th level, you gain 2 legendary actions, choosing from the options below. Once you choose your 2 legendary actions, they do not change. Only one legendary action can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Charge. You move half your speed in a straight line towards a creature that you can see.

Command Ally. You target one ally you can see within 30 feet of you. If the ally can see and hear you (and understands your language), it can make one weapon attack as a reaction.

Maneuver. You make a Disarm, Grapple, or Shove attempt.

Shake It Off. You roll a saving throw against an ongoing effect that usually only allows a saving throw at the start or end of a turn.

Weapon Attack. You make one weapon attack.

Woodcutter

Wood wise and handy with an axe, you are skilled in identifying types of wood and felling trees. Gain Survival proficiency. Wooden creatures (plants, constructs, casters benefiting from *barkskin*) suffer vulnerability to damage from your axe attacks. Likewise, when using an axe to chop down a wooden door or barricade, you deal double damage. When you wield a Handaxe it gains the Vex property. When you wield a Greataxe, it gains the Cleave property.



CHAMPION (REVISED)

With a bit of luck, a lot of pluck, and a heart of gold, you're the adventurer who never quits. Armed with nothing but a trusty weapon and strong will, you refuse to let your friends falter even in the darkest hour.

3RD: IMPROVED CRITICAL

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

At 15th level, this improves to allowing a critical hit on a roll of 18-20.

3RD: WORDS OF ENCOURAGEMENT

Starting at 3rd level, you can take one minute to encourage a wounded ally with half or fewer of their maximum hit points. They may expend a number of Hit Dice equal to your proficiency bonus, rolling as normal and gaining that number of temporary hit points for one hour. You must take a short or long rest before using this feature again.

7TH: ADDITIONAL HEROIC DEED

At 7th level, gain one additional heroic deed.

10TH: FLEXIBLE FIGHTING STYLE

At 10th level, choose an additional Fighting Style. After a long rest, you may replace this Fighting Style you know with another Fighting Style available to you.

15TH: DETERMINATION

Starting at 15th level, you can attempt to use physical prowess to break through magical effects that are otherwise physically impassable. As an action, you can make a Strength (Athletics) check against the spell save DC of the caster to attempt to force your way through magical barriers or effects. On a success, you can move up through the effect, spending four feet of movement for each foot moved through the effect.

18TH: 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.

MONK

Skills: Choose 3+your Intelligence modifier from Acrobatics, Athletics, Craft, Endurance, History, Insight, Religion, Sage Lore, and Stealth

Tasha's Options Allowed: Dedicated Weapon, Ki-Fueled Attack, Quicken Healing

The Variant Monk (lose several abilities to choose from wider array) in Galder's Gazetteer is allowed.

Four Elements monks are changed so that any spells from their elemental disciplines cost Ki Points equal to their level (i.e. 1 Ki Point less than what's in PHB).

Monk vows are adapted from the *Pathfinder Roleplaying Game*.

VOWS (OPTIONAL)

You may choose to take on certain vows, which grant you additional Ki Points and special powers. Starting at 1st level, you may only benefit from one vow. At 5th level, you may benefit from two vows. At 11th level, you may benefit from three vows, and at 17th level, four vows.

If you break a vow knowingly and willingly, you immediately lose its benefits and suffer a level of exhaustion. You might regain the vow by performing a quest of penance.

VOW OF CELIBACY

You abstain from sexual and intimate physical activity. You cannot share a room with another person, or must sleep on the opposite side of a camp from other people. You may not touch others or allow others touch to you (including touch spells from allies). Striking enemies in battle is not prohibited. Gain the following benefits:

- Gain 1 Ki Point
- At 7th level, you can use Stillness of Mind on a charmed or frightened creature within 5 feet who can hear and understand you.

VOW OF CLEANLINESS

You must wash daily, and change into fresh clothes daily or shortly after your robes become dirty. Your appearance must be kept immaculate, including either neatly braiding or shaving off your hair (and facial hair, if any). You are forbidden from willingly touching the filthy, diseased, dead, or undead (though using manufactured weapons to attack these creatures

is permissible if the weapons are cleaned later). Gain the following benefits:

- Gain 1 Ki Point
- At 10th level, Purity of Body makes you immune to being turned into an undead and Life Drain reducing you to 0 hit points doesn't automatically kill you.

VOW OF FASTING

You eat nothing but rice – or a similar bland, staple food – and drink nothing but water. Once per month or on religious holidays, you may eat a small portion of other simple, bland food to maintain proper nutrition. You cannot consume potions, alcohol, tobacco, drugs, alchemical items requiring eating or drinking, or any other thing that could be considered a food or beverage. Gain the following benefits:

- Gain 1 Ki Point
- At 10th level, Purity of Body makes you immune to dehydration and starvation, and grants you one additional level of exhaustion.

VOW OF PEACE

You strive to attain peace and may only use violence as a last resort. You can never strike the first blow in combat. You must always give your opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join a civilized society as a productive member. Gain the following benefits:

- Gain 1 Ki Point
- At 6th level, you can spend 2 ki points to cast *calm emotions* and you may target beasts in addition to, or instead of, humanoids. Your Wisdom is your spellcasting ability.

VOW OF POVERTY

You must never own more than six possessions – a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Generally, these items should be of plain and simple make. You can never keep more money or wealth on your person than you need to feed, bathe, and shelter yourself for 1 week in modest accommodations. You cannot borrow or carry wealth or items worth more than 50 gp that belong to others. You are allowed to accept and use potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures. Gain the following benefits:

- Gain 1 Ki Point
- At 7th level, you blend in perfectly among beggars and cannot be tracked within a city unless you wish to, except by magical means.

VOW OF TRIALS

You are sworn to embracing life's challenges as a form of learning and self-betterment. You must answer the call of your monastic order when you wish to advance to a new monk level, where you are presented with a trial – possibly a riddle/dilemma, possibly a combat, possibly something else. If you fail the trial, you can still level up, but you do not benefit from any new monk features associated with that new level until you pass your next trial. If you succeed the trial, you receive a new title and recognition. However, you still benefit from features you already have that improve with level. Gain the following benefits:

- Gain 1 Ki Point.
- At 6th level, once on each of turns after you hit with an unarmed strike, your Ki-Empowered Strikes allow you to increase the damage. For each Ki Point you have remaining, deal 1 extra point of damage.

MONK TITLES – VOW OF TRIALS

Level	Title
1	Novice (Apprentice)
2	Initiate
3	Brother
4	Disciple
5	Immaculate
6	Master
7	Superior Master
8	Master of Dragons
9	Master of North Wind
10	Master of West Wind
11	Master of South Wind
12	Master of East Wind
13	Master of Winter
14	Master of Autumn
15	Master of Summer
16	Master of Spring
17	Grandmaster of Flowers

VOW OF TRUTH

You are forbidden from deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm to another, you remain silent. During a holy time of the year, you may undertake a vow of silence to better hear the truth of the universe; during this time you can only communicate by gestures or writing. Gain the following benefits:

- Gain 1 Ki Point.
- At 7th level, you become immune to effects that would sense your emotions or read your thoughts.

2ND: DEDICATED WEAPON (TCOE)

At 2nd level, you train yourself to use a variety of weapons as monk weapons, not just simple melee weapons and shortwords. Whenever you finish a short or long rest, you can touch one weapon, focus your ki on it, and then count that weapon as a monk weapon until you use this feature again. The chosen weapon must meet these criteria:

- The weapon must be a simple or martial weapon.
- You must be proficient with it.
- It must lack the heavy and special properties.

3RD: KI-FUELED ATTACK (TCOE)

At 3rd level, if you spend 1+ ki points as part of your action on your turn, you can make one attack with an unarmed strike or a monk weapon as a bonus action before the end of the turn.

4TH: QUICKENED HEALING (TCOE)

At 4th level, as an action, you can spend 2 ki points and roll a Martial Arts die. You regain a number of hit points equal to the number rolled plus your proficiency bonus.

PALADIN

Skills: Choose 3+your Intelligence modifier from *Animal Handling*, *Athletics*, Endurance, High Society, *Insight*, *Intimidation*, *Medicine*, *Persuasion*, and *Religion*

Tasha's Options Allowed: Harness Divine Power

1ST: LAY ON HANDS

In addition to using Lay on Hands to remove a poison or disease, you may remove paralyzation, petrification, or potentially other conditions. However, that poison or disease or condition immediately transfers to you. In the case of disease, this bypasses the paladin's Divine Health since they are choosing to make a "divine sacrifice."

2ND: IMBUE HOLY WATER

You can create holy water from a vial of water by performing a 10 minute ritual. You must use 25 gp of powdered silver, which the ritual consumes, which is mixed into the vial of water. At the end of the ritual you must expend a 1st-level spell slot.

3RD: HARNESS DIVINE POWER (TCOE)

At 3rd level, you can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on the level you've reached in this class: 3rd level, once; 7th level, twice; and 15th level, thrice. You regain all expended uses when you finish a long rest.



art credit: Richard Whitters

CRUSADER VARIANT

Inspired by the 3e crusader class from *Tome of Battle*, this rough draft, and Kayzen's Paladin, this is a spell-less paladin variant with "invocation"-like powers.

2ND: HOLY SMITE

replaces Divine Smite & Improved Divine Smite

Starting at 2nd level, your melee weapon attacks deal an additional +1d4 radiant damage. At 5th level this increases to +1d6, at 10th level +1d8, at 15th level +1d10, and at 20th level +1d12.

2ND: DIVINE RITES

replaces Spellcasting

At 2nd level, you learn one divine rite. Gain an additional rite when you reach levels 5, 7, 9, 12, 15, and 18 in this class.

Additionally, when you gain a level in this class, you can choose one of the rites you know and replace it with another rite that you could learn at that level. A level prerequisite in a rite refers to Paladin level.

Some of your rites require your target to make a saving throw to resist the rite's effects. The saving throw DC is calculated as follows: Rite Save DC = 8 + your proficiency bonus + your Charisma Modifier.

Baptised by Fire	Holy Might
Battle Beyond Death (9th)	Hunter
Be the Light (7th)	Hell or High Water
Blessed Bowman	Kingdom Come (9th)
Blessing in Disguise	Leap of Faith
Cataclysmic Smite (15th)	Lifegiver
Cleanliness Next to Godliness	Mettle (7th)
Chosen Cavalier (5th)	Sheltered by Faith (7th)
Divine Connection (15th)	Steely Resolve
Divine Steed (5th)	Succubus Bait
Eye for an Eye (15th)	Uphold the Oath
Guided by God (12th)	Voice of the Divine

BAPTISED BY FIRE

Gain resistance to fire damage.

BATTLE BEYOND DEATH

Prerequisite: 9th level

As an action, you can touch and whisper to a creature that died in the last round. They are returned to life with 1 hit point. However, you can never revive the same creature this way again.

BE THE LIGHT

Prerequisite: 7th level

As a bonus action, you can infuse your aura with bright light that lasts until you're incapacitated, you dismiss it as a bonus action, or one minute passes.

The aura sheds bright light in your aura and dim light for an additional 10 feet. Any hostile creature that starts its turn in your aura takes radiant damage equal to your Charisma modifier (minimum of 1 damage). Once you use this rite, you can't use it again until you finish a short or long rest.

BLESSED BOWMAN

Your Holy Smite damage applies to your ranged weapon attacks as well, so long as your ammunition or ranged weapon are anointed in holy water daily.

BLESSING IN DISGUISE

You gain proficiency in the disguise kit, and you add double your proficiency bonus to checks you make with it. You are immune to any effect that would sense your emotions or read your thoughts so long as the creature creating the effect is convinced by your disguise.

CATAclysmic SMITE

Prerequisite: 15th level

Once per long rest, after you hit with a melee attack, you can turn it into a cataclysmic smite. Roll two additional Holy Smite dice (for a total of three). Whenever you roll a maximum value on any of these smite dice, you may roll an addition die and add it to the damage dealt.

CLEANLINESS NEXT TO GODLINESS

Using 5 points of your Lay on Hands, you can purify nonmagical food and drink within 5-foot-radius sphere centered on a point of your choice within touch range, rendering the food free of poison and disease.

CHOSEN CAVALIER

Prerequisite: 5th level

While you are mounted and aren't incapacitated, creatures have disadvantage on attacking your mount, you have advantage on checks to stay mounted, and if you fall off your mount you land on your feet.

DIVINE CONNECTION

Prerequisite: 15th level

You can use your Channel Divinity once per long rest without expending it. Additionally, gain access to one additional Channel Divinity option from a different Sacred Oath of your choice.

DIVINE STEED

Prerequisite: 5th level

You summon a spirit that assumes the form of an unusually intelligent, strong, and loyal steed, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the steed takes on a form that you choose, such as a warhorse, a pony, a camel, an elk, or a mastiff. At 9th level, the forms you can choose from are a griffon, a pegasus, a peryton, a dire wolf, a rhinoceros, or a sabertoothed tiger. The steed has the statistics of the chosen form, though it is a celestial, fey, fiend, or undead (your choice) instead of its normal type. Additionally, if your steed has an Intelligence of 5 or less, its Intelligence becomes 6, and it gains the ability to understand one language of your choice that you speak.

Your steed serves you as a mount, both in combat and out, and you have an instinctive bond with it that allows you to fight as a seamless unit.

When the steed drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear.

While your steed is within 1 mile of you, you can communicate with it telepathically. You can't have more than one steed bonded by this rite at a time. As an action, you can release the steed from its bond at any time, causing it to disappear.

Once you create a summon a steed, you can't do so again until you finish a long rest.

EYE FOR AN EYE

Prerequisite: 15th 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.

GUIDED BY GOD

Prerequisite: 12th level

During 10 minutes of prayer, you can sacrifice your Holy Smite power until you take a long rest as you beseech your deity for guidance. Roll a d20 and roll your Holy Smite die. On a total of 20+, the DM gives you a vague hint on how to proceed in your current endeavor, in the form of your deity communicating with you. If your deity guides you to your goal in this way, you can't use this feature again for 7 days.

Otherwise, you can use it again after you finish a Long Rest.

HUNTER

Choose a type of enemy: Aberration, Fiend, or Undead. Your Holy Smite deals an additional die or radiant damage against creatures of the chosen type. Additionally, you have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

You can take this rite more than once and select an additional type of enemy.

HELL OR HIGH WATER

You have advantage on death saving throws.

HOLY MIGHT

When you make a Strength (Athletics) or Dexterity (Acrobatics) check, add your Charisma modifier to the result.

KINGDOM COME

Prerequisite: 9th level

As an action, you can strike the ground, creating a burst of holy energy that ripples outward from you. Each creature you choose within 30 feet must succeed on a Constitution saving throw or take 5d6 thunder damage and 5d6 radiant damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

You can use this rite a number of times equal to your Charisma modifier (minimum 1). When you finish a long rest, you regain all expended uses.

LEAP OF FAITH

Your jump distance is multiplied by your Charisma Modifier and fall damage is reduced by half.

LIFEGIVER

Your Lay on Hands pool of health increases to your paladin level + your Charisma modifier x 5, but you cannot use Lay on Hands on yourself.

METTLE

Prerequisite: 7th level

You can endure certain effects, such as a beholder's enervating ray or a *Circle of Death* spell. When you are subjected to an effect that allows you to make a Constitution 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.

SHELTERED BY FAITH

Prerequisite: 7th level

You and creatures within your Aura have resistance to damage from ranged weapon attacks and siege weapons. This manifests in such a way that there can be no doubt about your divine aura.

STEELY RESOLVE

As a Reaction to taking damage which is equal to or less than the remaining health in your Lay on Hands pool, mark off that amount from your Lay on Hands pool. You do not take the damage now. Instead you take it at the end of your next turn.

SUCCUBUS BAIT

Succubi find you too tempting of a target to pass up, and a named succubus, often in hidden forms, periodically tries to tempt you from your oath. However, you are immune to being charmed by succubi.

When you deal damage to a charmed creature which would grant that creature a repeated saving throw against charm, it gains advantage on its save.

TOUCHED BY UNDEATH

Gain resistance to necrotic damage and if a Life Drain effect would automatically kill you at 0 hit points, you are instead dying. You are marked by your close encounter with the undead, and the undead especially seek to make you one of them.

UPHOLD THE OATH

After a long rest, if you have stayed true to your oath, roll your Holy Smite die and gain that number of temporary hit points. However, if you have strayed from your oath, roll your Holy Smite die and that amount of hit points are not healed by the rest.

VOICE OF THE DIVINE

When you choose to speak with the voice of the divine, all creatures who can hear and understand you recognize the truth in your honest words beyond all doubt, and they learn your Ideal and/or Bond.

RANGER

Skills: Choose 4+your Intelligence modifier from Animal Handling, Airways, Athletics, Craft, Dungeoneering, Endurance, Folklore, Insight, Investigation, Nature, Perception, Riverways, Seamanship, Stealth, and Survival

Tasha's Options Allowed: Deft Explorer, Favored Foe, Spellcasting Focus, Primal Awareness, Nature's Veil, Beast Master Companions

Gloomstalker rangers have Umbral Sight revised: "When you are moving stealthily in darkness, you are invisible to creatures using darkvision to see." Thus, your invisibility ends once you attack or take similar actions that cause you to no longer be stealthy.

The Favored Enemy and Natural Explorer options come from *Baldur's Gate 3*.

1ST: FAVORED ENEMY

You may instead choose one of the following:

- **Bounty Hunter:** Gain the Investigation proficiency and the ability to speak Thieves' Cant, and at 2nd level you know *ensnaring strike* (it doesn't count against your spells known).
- **Keeper of the Veil:** Gain the Arcana proficiency and at 2nd level you know *protection from evil/good* spell (it doesn't count against your spells known and it becomes a ranger spell for you).
- **Mage Breaker:** Gain the Arcana proficiency and you learn the cantrip *true strike*.
- **Ranger Knight:** Gain the History proficiency and Heavy Armor proficiency.
- **Sanctified Stalker:** Gain the Religion proficiency and you learn the cantrip *sacred flame*.

1ST: FAVORED FOE (TCOE)

replaces Favored Enemy

This 1st-level feature replaces the Favored Enemy feature and works with the Foe Slayer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell).

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you increase that damage by 1d4.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to 1d6 at 6th level and to 1d8 at 14th level.

1ST: NATURAL EXPLORER

You may instead choose one of the following:

- **Beast Tamer:** You know the spell *find familiar* (it doesn't count against your spells known) and you may cast it as a ritual.
- **Urban Tracker:** Gain proficiency with disguise kits and thieves' tools.
- **Wasteland Wanderer (Cold):** Gain resistance to cold damage, and advantage on saving throws against extreme cold.
- **Wasteland Wanderer (Fire):** Gain resistance to fire damage, and advantage on saving throws against extreme heat.
- **Wasteland Wanderer (Poison):** Gain resistance to poison damage, and at 2nd level you know the spell *delay poison** (it doesn't count against your spells known).

1ST: DEFT EXPLORER (TCOE)

replaces Natural Explorer

This 1st-level feature replaces the Natural Explorer feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit when you reach 6th level and 10th level in this class.

CANNY (1ST LEVEL)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make using the chosen skill.

You can also speak, read, and write 2 additional languages of your choice.

ROVING (6TH LEVEL)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

TIRELESS (10TH LEVEL)

As an action, you can give yourself a number of temporary hit points equal to 1d8 + your Wisdom modifier (minimum of 1 temporary hit point). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

2ND: FIGHTING STYLE

Choose a fighting style from this list:

- Adaptive Fighting*
- Archery
- Blind Fighting
- Defense
- Druidic Warrior
- Dueling
- Quickdraw*
- Thrown Weapon Fighting
- Two-Weapon Fighting
- Versatile Fighting*

ADAPTIVE FIGHTING*

When fighting in an environment where you lack the appropriate speed or appropriate weapon type, your attacks do not suffer disadvantage due to the environment or weapon (e.g. climbing on a cliff; flying in zero-gravity; facing an enemy with an astral speed on the Astral Plane; a greatsword in a cramped space; swimming while not wielding a dagger, short sword, spear, javelin, dart, crossbow, or trident).

QUICKDRAW*

You gain a +2 bonus to your initiative rolls, and if you are not surprised when rolling initiative you may draw a weapon at the start of combat.

VERSATILE FIGHTING*

While wielding a *versatile* weapon in two hands, you can use your bonus action to give it reach on your next attack this turn. While wielding a *versatile* weapon in one hand, you can use your bonus action to gain +2 AC against the next melee attack against you, until the start of your next turn.

2ND: SPELLCASTING FOCUS (TCOE)

At 2nd level, you can use a druidic focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or

rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

3RD: PRIMAL AWARENESS (TCOE)

replaces Primeval Awareness

This 3rd-level feature replaces Primeval Awareness.

You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

PRIMAL AWARENESS SPELLS

Ranger Level	Spell
3rd	<i>Speak with Animals</i>
5th	<i>Beast Sense</i>
9th	<i>Speak with Plants</i>
13th	<i>Locate Creature</i>
15th	<i>Commune with Nature</i>

10TH: NATURE'S VEIL (TCOE)

replaces Hide in Plain Sight

This 10th-level feature replaces the Hide in Plain Sight feature. You gain no benefit from the replaced feature and don't qualify for anything in the game that requires it.

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

ROGUE

Skills: Choose 6+your Intelligence modifier from Acrobatics, Athletics, Commerce, Deception, Dungeoneering, Insight, Intimidation, Investigation, Mechanics, Perception, Performance, Persuasion, Skullduggery, Sleight of Hand, Stealth, and Streetwise
Tasha's Options Allowed: Steady Aim

The Variant Rogue (grittier with dirty tricks and friends in low places) in Galder's Gazetteer is allowed.

These features are my conversion of things the rogue could do in older editions of D&D – they apply whether using the PHB rogue or Galder's variant.

2ND: DECIPHER SCRIPT

At 2nd level you can attempt to decipher the gist of an unfamiliar script with an Intelligence check (DC 10 for standard languages, DC 15 for exotic languages, DC 20 for secret languages). On a successful check, you identify which language it is and you determine the general intent behind the script, such as: Incriminating letter, Navigation aid, Technical manual, Treasure map, Warning, and so forth.

3RD: STEADY AIM (TCOE)

At 3rd level, as a bonus action, give yourself advantage on your next attack roll on the current turn. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.



art credit: Richard Whitters

5TH: SAPPING ATTACK

Starting at 5th level, if you surprise a creature and have advantage to attack it, you may opt to forgo your attack roll and strike the back of its head with the blunt of your weapon. The creature's CR cannot exceed your number of Sneak Attack dice (e.g. a 5th level rogue with 3d6 Sneak Attack could sap a CR 3 creature).

The creature must make a Constitution saving throw against a DC = 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature must roll for SYSTEM SHOCK.

Huge creatures, creatures with legendary actions, creatures without a defined head, and creatures immune to being stunned are immune to sapping.

SYSTEM SHOCK-1

d10	Effect
1	Target drops to 0 hit points and begins making death saving throws.
2	Target drops to 0 hit points, but is stable. It regains consciousness (1 hp) in 1d4 hours.
3	Target falls unconscious for 1d10 minutes.
4	Target falls unconscious for 1 minute, but may be revived by another creature taking an action.
5	Target falls unconscious until the end of their next turn.
6	Target is stunned and cannot speak until the end of their next turn.
7	Target is incapacitated and cannot speak until the end of their next turn.
8	Target can't take reactions or attack and has disadvantage on ability checks until the end of their next turn.
9	Target can't take reactions and has disadvantage on attacks and ability checks until the end of their next turn.
10	Target can't take reactions until the end of their next turn.

SORCERER (VARIANT)

Skills: Choose 3+your Intelligence modifier from Alchemy, Arcana, Deception, Endurance, Folklore, Insight, Intimidation, Persuasion, Religion, and Sage Lore

My sorcerer variant modifies the original with the goal of making the class more evocative of “barely controlled magic”, “cast themselves into an early grave”, “exhausted from too much magic”, “trying to master magic beyond their control”, and “practicing fiddly spells.” The miscast table is inspired by *Shadowdark RPG* by Kelsey Dionne.

1ST: SPELLCASTING: ROLL-TO-CAST

Whenever you cast a spell using spell slots, roll d20 + your proficiency bonus. The baseline DC to cast the spell is 10 + its level. If you fail, compare the face value on the d20 to the MISCASSTABLE. Unless specifically stated on the miscast result (or Overchanneling), your spell still takes effect.

When you gain Font of Magic at 2nd level, you can expend Sorcery Points after rolling to gain a bonus equal to the number of points spent.

1ST: INNATE MAGIC

You are an innately magical being, which has the following effects:

- You do not rely on material components for your spells, acting as your own spell focus. However, if a spell has a component with gold piece value, you still need to use a component in that case.
- You radiate magic when a creature casts *detect magic* upon you; it appears to be a kind of magic reflected by your Sorcerous Bloodline.
- Add *detect magic* to your Spells Known, without counting against that limit.

1ST: OVERCHANNEL

You may attempt to cast sorcerer spells beyond your normal ability. You must expend a total number of spell slots equal to the level of the spell you're attempting, using your highest spell slots first. If you fail your roll to cast, the Overchanneled spell fails to take effect.

For each level above the maximum spell level you can cast, you suffer a -1 penalty on your roll to cast



art credit: Richard Whitters

and you suffer a level of exhaustion after casting the spell. If casting the spell would take you below your maximum levels of exhaustion, you cannot attempt the spell – it is beyond your power. You may expend Sorcery Points equal to the difference between the spell's level and the highest spell level you can normally cast to negate this exhaustion.

For example, an 8th level sorcerer with 18 Charisma tries to cast *reverse gravity*, a 7th level spell, when they can only cast 4th level spells. They suffer a -3 penalty on their DC 17 roll to cast, giving them a net roll of d20 + 4, or a 40% chance of success. Regardless of the outcome they suffer 3 levels of exhaustion, unless they expend 3 Sorcery Points.

5TH: SPELL EMULATION

Starting at 5th level, when you see a spell cast, as a reaction you may note the manner of its casting, and for the next 10 minutes treat the spell as if it is on your Sorcerer Spell List. You may only emulate one spell at a time. When you roll to cast this spell, if it was not originally a sorcerer spell, you suffer a -5 penalty on your roll.

SORCERER MISCAST TABLE

Result	Result
4 Wrong words! You accidentally cast another spell you know at random instead.	12 Delayed effect! The spell activates after 1d12 hours. If you were the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away. <u>However, you regain the action you used to cast the spell, and can immediately cast another spell without needing to roll to cast it.</u>
5 Magical surge! Take 1d6 force damage per level of the spell. If you were Overchanneling, this also creates an explosion dealing 1d6 force damage per level of the spell to creatures within 20 feet of you.	13 Component calamity! Your fingers twitch the gestures and your lips mutter the incantations of the spell for 1 minute. For any leveled spell you cast in that time, you must make a Wisdom save (against your spell save DC) or you cast this spell instead. <u>Once this occurs, you no longer need to make Wisdom saves.</u>
6 Refraction! You target yourself with the spell. <u>However, you regain the action you used to cast the spell, and can immediately cast a spell without needing to roll to cast it.</u> Alternately, if you were the original target, you are instead befuddled for 1 minute – you cannot concentrate or upcast spells during this time.	14 <u>Metamagic backlash! You may apply one form of Metamagic (even one you don't know) to the spell for free.</u> However, you suffer a major effect related to the spell, lasting for 1 hour. For example, <i>comprehend languages</i> might cause you to speak backwards or <i>modify memory</i> might inflict amnesia on you.
7 Your hand slipped! You target a random ally with the spell (if enemy was initial target), or a random enemy (if ally was initial target), or a random area (if an area was targeted). <u>However, you regain the action you used to cast the spell, and can immediately cast another spell without needing to roll to cast it.</u>	15 Unstable conduit! You radiate magic for 1 minute, and any spell you cast in that time is randomly upcast 1d4 levels (without increasing the DC to cast). However, you have disadvantage on your rolls to cast in that time.
8 Mind wound! You can't cast this spell again for a week, and any attempt to Overchannel during this time deals psychic damage equal to the spell's level to you.	
9 Reversal! The spell's effect is reversed from its normal one. For example, <i>dispel magic</i> might amplify the effect it was cast against. <u>However, you regain the action you used to cast the spell, and can immediately cast another spell without needing to roll to cast it.</u>	
10 Spell worm! You lose the ability to cast a random spell on each of your turns until you pass a Constitution save (against your spell save DC). You regain the ability to cast those spells after a long rest.	
11 Poof! You suffer a minor effect related to the spell, lasting as long as the spell's duration or 1d10 minutes for spells that are instantaneous. For example a <i>fireball</i> might extinguish all light in the area or cause you to glow.	



art credit: Richard Whitters

WARLOCK

Skills: Choose 3+your Intelligence modifier from Alchemy, Arcana, Deception, Folklore, History, Intimidation, Investigation, Nature, Skullduggery, and Religion

Inspired by the devil's bargain from *Blades in the Dark*, the Faustian Bargain feature is intended to give the warlock a way to have enough magic when faced with a desperate scenario. It also is a tool for the DM.

1ST: FAUSTIAN BARGAIN

When you cast a spell using a spell slot or Mystic Arcanum which fails to take any effect – e.g. all your attack rolls miss or all the targets succeed their saves (and there is no effect on a failed save) – you may seek to make a “Faustian Bargain” with your Otherworldly Patron to restore the expended spell slot or Mystic Arcanum in exchange for asking a price of you. Potential prices are listed in the table opposite. You must take a long rest before you can invoke a “Faustian Bargain” again.

At the DM's option, this feature may be extended to include other favors you ask of your patron.



art credit: Tony Diterlizzi

FAUSTIAN BARGAINS

d10 Bargain

- 1 Claim to your soul when you die – no form of resurrection magic will work on you.
- 2 If you don't trick someone into your patron's realm or into making a pact with your patron, you are abducted to your patron's realm the next time you level up.
- 3 Whenever you teleport or planeshift, your patron may send a minion along with you to “advise” and keep an eye on you.
- 4 Your patron gains limited control over your Pact gift. For example, your patron might make your pact blade appear at an inopportune moment, determine what you see when looking through your familiar's eyes, change the cantrips in your Book of Shadows, or make your talisman appear as the emblem of a faction.
- 5 Creature types associated with your patron can cast *geas* on you as an action, and you automatically fail your saving throw.
- 6 Some part of yourself separates to cause mischief – e.g. your shadow in the dark, your astral body when you sleep, or your conscience when you engage in morally dubious activities.
- 7 Cursed (9th level) that your magic can never harm your patron or warlocks of your patron.
- 8 Every day you wake with an enigmatic message you must deliver to a specific creature(s). When you finish a rest without having delivered a message, you suffer a number of d6 of psychic damage equal to your proficiency bonus.
- 9 ##work-in-progress
- 10 ##work-in-progress

WIZARD

Skills: Choose 3+your Intelligence modifier from Alchemy, Airways, Arcana, Craft, High Society, History, Insight, Investigation, Medicine, Religion, Sage Lore

Three optional features change the wizard at its core:

- Implement Mastery replaces Arcane Recovery, adapting ideas from the 4th edition wizard; it's good if you have a specific build in mind.
- Old School Specialization is an option for specialist subclasses from 2nd edition; it's good if you really want to lean into being an "illusionist" or "evoker."
- Arcane Magic optionally replaces Spellcasting with a rules-light make up your own spell system; it's good if you are very creative, don't want to look up spells, and are comfortable with GM rulings. It is adapted from *Freebooters on the Frontier* by Jason Lutes.

The "Mage" subclass is a blend of the Level Up 5e Mage, the 4e Arcanist Wizard, and my own ideas.

1ST: IMPLEMENT MASTERY

optionally replaces Arcane Recovery

You can use an arcane focus – a crystal, orb, rod, staff, or wand – to exert greater control over your magic. Choose one.

If your implement is ever broken or lost, you can bond with a new one after a long rest.

CRYSTAL OF CONCENTRATION

While concentrating on a spell while wielding a crystal as your arcane focus, you can expend a spell slot when you make a concentration check, gaining a +1 bonus per level of the spell slot expended to your check.

If your crystal is removed from your person, or you believe it has been removed, you immediately lose concentration on any spell you're currently concentrating on.

ORB OF IMPOSITION

When a creature fails its saving throw against a spell you cast while wielding an orb as your arcane focus, and that spell involves repeated saves, you can expend a spell slot to impose a penalty on their subsequent saving throws against the spell. The penalty equals the level of the spell slot.

If your orb is destroyed, you suffer a level of exhaustion.

ROD OF METAMAGIC

Choose one of the following metamagic options to imbue your rod with: Careful Spell (use INT instead), Distant Spell, Empowered Spell (use INT instead), Extended Spell, Subtle Spell, or Transmuted Spell. When you cast a spell while wielding the rod as your arcane focus, you can expend an additional 1st or 2nd level spell slot to apply the metamagic to your spell.

If your rod or a spell you cast while using your rod as an arcane focus is dispelled, lose a 1st or 2nd level spell slot, which you regain after a short rest.

STAFF OF DEFENSE

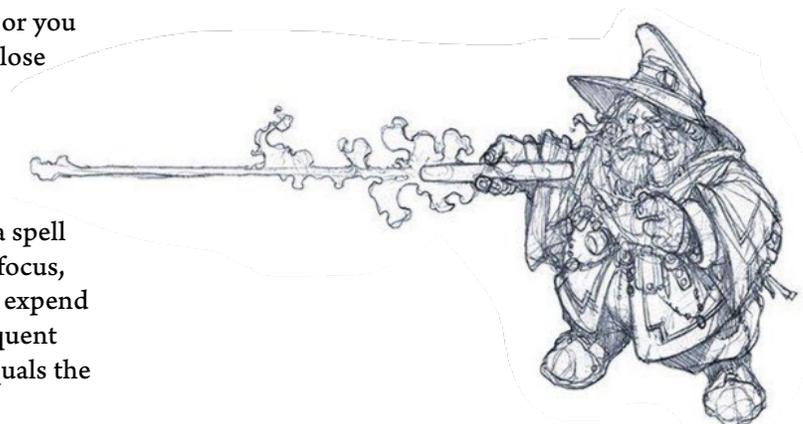
While wielding a staff as your arcane focus, you can use an action to expend a spell slot and empower your staff for 1 hour. While empowered, your staff gives you a +1 AC bonus per level of the spell slot expended and functions as a magical weapon. However, each time you are attacked, hit or miss, reduce this bonus by 1.

If your staff is destroyed while empowered, you are knocked prone and suffer 1d6 force damage per remaining defense bonus.

WAND OF ACCURACY

When you cast an attack spell while wielding a wand as your arcane focus, you can expend an additional spell slot to give yourself a bonus to your spell attack roll. Each level of the spell slot that you expend grants you a +1 bonus to the attack.

If your spell is countered or you face a creature with Spell Reflection, your spell is reflected back at you with the same bonus to the attack roll that you had.



art credit: Richard Whitters

1ST: ARCANES MAGIC

optionally replaces Spellcasting

Otiluke's Resilient Sphere was once but a glimmer in the great mage's eye, and *Snillo's Snowball Swarm* was devised in a rush while defending ramparts. This variant presents a rules-light loosey-goosey wizard who, rather than focusing on spell traditions of the past, pushes the frontiers of spell research to make their own name on magic. This version relies heavily on GM interpretation and player creativity.

At 1st level, you start with 2 spells memorized and inscribed in your spellbook. Roll them on the SPELL NAME table. When you study your spellbook, forget all memorized spells and prepare a number of spells equal to your level + Intelligence modifier. Roll them on the SPELL NAME table, and make note.

Power represents your ability to manipulate arcane magic. Your Power is equal to half your wizard level (rounded down) plus your proficiency bonus (e.g. an 8th level variant wizard has 7 Power. When you cast a

spell as an Action, you have full Power, and decide how to distribute that Power across the spell's four variables (see Variables of Magic). But spell effects are not limited to numbers! Inevitably, some creative interpretation and GM adjudication will be required.

When you cast a spell, say what effect you want to create within the scope of the spell's name and spend power to define it, and roll d20 + Intelligence modifier + proficiency bonus. If the GM determines a spell attack is required, this roll also functions as your spell attack. For each point of unspent Power, you gain +1 on this roll. If your result is 15 or greater, the spell works as intended, but on a 14 or less you forget the spell and suffer an Arcane Accident.

Spell Save DC = 8 + proficiency bonus + INT modifier.

When estimating the level of a spell you cast (for purposes of counterspelling or *dispel magic*): Power spent - 2 = approximate level.

VARIABLES OF MAGIC

Power	Effect	Range	Target/Area	Duration
0	parlor trick (0)	touch	self/single target	instant
1	minor (+1 bonus / 1d6 damage)	close (20 ft)	a few targets/small area	one round
2	moderate (+2 bonus / 2d6 damage)	medium (120 ft)	group (≤12)/medium area	Concentration up to 10 minutes
3	major (+3 bonus / 4d6 damage)	far (300 ft)	mob/large area	save ends
5	spectacular (+4 bonus / 6d6 damage)	within sight	throng/huge area	conditional
9	legendary (+5 bonus / 8d6 damage)	out of sight/familiarity	horde/town/vast area	until dispelled

ARCANE ACCIDENT

Result (you always forget the spell)	
13	Disturbance! The spell works as intended, but its casting draws unwanted attention.
12	Drain! The spell works as intended, but forget another spell in addition to this one. If you have no more spells to forget, instead take a number d6 damage equal to the spell's power level.
11	Perplexity! The spell works as intended, but you are befuddled for 1 minute – you cannot concentrate or counterspell during this time.

Result (you always forget the spell)	
10	Misfire! The spell affects a different target.
9	Disruption! The spell has an erratic effect determined by the GM and magic temporarily warps reality for the worse.
8	Disaster! The spell has an erratic effect determined by the GM and magic permanently alters someone or something.
7 or less	Incursion! The spell fails, and a troublesome or dangerous arcane force is released into the world. Left unchecked, it will worsen.

SPELL NAME TEMPLATE

d6	Template
1	[Noun] [Form] / [Form] of [Noun]
2	[Adjective] [Form]
3	[Adjective] [Noun]
4	[Noun] (made into adjective) (to) [Noun]
5	[Form] of [Adjective] [Noun]
6	Reroll, and include [Wizard's Name]'s at front

SPELL NAMES

d100	Form	Noun	Adjective
1	Armor	Acid	All-Knowing
2	Arrow	Aether	All-Seeing
3	Aura	Air	Arcane
4	Bane	Anger	Befuddling
5	Beast	Ash	Binding
6	Blade	Avarice	Black
7	Blast	Balance	Blazing
8	Blob	Blight	Blinding
9	Blood	Blood	Bloody
10	Bolt	Bone	Bright
11	Bond	Brimstone	Cacophonous
12	Boon	Clay	Cerulean
13	Brain	Cloud	Concealing
14	Burst	Copper	Confusing
15	Call	Cosmos	Consuming
16	Charm	Dark	Crimson
17	Circle	Death	Damnable
18	Claw	Deceit	Dark
19	Cloak	Despair	Deflecting
20	Cone	Destiny	Delicate
21	Crown	Dimension	Demonic

d100	Form	Noun	Adjective
22	Cube	Doom	Devastating
23	Cup	Dragon	Devilish
24	Curse	Dust	Diminishing
25	Dagger	Earth	Draining
26	Dart	Ember	Eldritch
27	Demon	Energy	Empowering
28	Disturbance	Envy	Enlightening
29	Door	Fear	Ensorceling
30	Dweomer	Fire	Entangling
31	Eye	Fog	Enveloping
32	Eyes	Force	Erratic
33	Face	Fury	Evil
34	Fang	Glory	Excruciating
35	Feast	Gluttony	Expanding
36	Finger	Gold	Extra-Planar
37	Fissure	Greed	Fearsome
38	Fist	Hate / Hatred	Flaming
39	Gate	Health	Floating
40	Gaze	Heat	Freezing
41	Glamer	History	Glittering
42	Globe	Hope	Golden
43	Golem	Ice	Gyrating
44	Guard	Iron	Helpful
45	Guide	Justice	Hindering
46	Guise	Knowledge	Icy
47	Halo	Lead	Illusory
48	Hammer	Lies	Incredible
49	Hand	Life	Inescapable
50	Heart	Light	Ingenious
51	Helm	Lightning	Instant
52	Horn	Lore	Invigorating

d100	Form	Noun	Adjective
53	Lock	Love	Invisible
54	Mantle	Lust	Invulnerable
55	Mark	Metal	Liberating
56	Memory	Might	Maddening
57	Mind	Mist	Magnificent
58	Mouth	Moon	Many-Colored
59	Noose	Mud	Mighty
60	Oath	Oil	Most Excellent
61	Oracle	Pain	Ominipotent
62	Pattern	Perception	Oozing
63	Pet	Plane	Penultimate
64	Pillar	Plant	Pestilential
65	Pocket	Poison	Piercing
66	Portal	Quicksilver	Poisonous
67	Pyramid	Revulsion	Prismatic
68	Ray	Rot	Raging
69	Rune	Salt	Rejuvenating
70	Scream	Shadow	Restorative
71	Seal	Shift	Screaming
72	Sentinel	Sight	Sensitive
73	Servant	Silver	Shimmering
74	Shaft	Smoke	Shining
75	Shield	Soil	Silent
76	Sigil	Soul	Sleeping
77	Sign	Souls	Slow
78	Song	Sound	Smoking
79	Spear	Spirit	Strange
80	Spell	Stars	Stupefying
81	Sphere	Steam	Terrible
82	Spray	Steel	Thirsty
83	Staff	Stone	Thundering

d100	Form	Noun	Adjective
84	Storm	Storm	Trans-dimensional
85	Strike	Summons	Transmuting
86	Sword	Sun	Ultimate
87	Tendrils	Terror	Uncontrollable
88	Tongue	Time	Unseen
89	Tooth	Treasure	Unstoppable
90	Trap	Truth	Untiring
91	Veil	Vanity	Vengeful
92	Voice	Venom	Vexing
93	Wall	Vermin	Violent
94	Ward	Void	Violet
95	Wave	Water	Viridian
96	Weapon	Will	Voracious
97	Weave	Wind	Weakening
98	Whisper	Wisdom	White
99	Wings	Wood	Wizard's
100	Word	Youth	Wondrous

D&D WIZARD NAMES

d20	Wizard Name	d20	Wizard Name
1	Abi-Dalzim	11	Melf
2	Aganazzar	12	Mordenkainen
3	Bigby	13	Nystul
4	Drawmij	14	Otiluke
5	Elminster	15	Otto
6	Evard	16	Rary
7	Galder	17	Simbul
8	Khelben Blackstaff	18	Snillloc
9	Leomund	19	Tasha
10	Maximillian	20	Tenser

2ND: OLD SCHOOL SPECIALIZATION

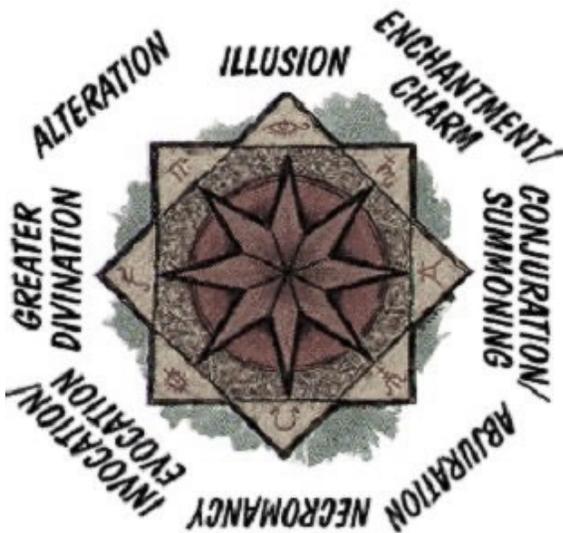
optional for specialist wizards

A 2nd level wizard specializing in one of the 8 schools – Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, or Transmutation – may opt to have two prohibited spell schools which they cannot learn any cantrips or spells from ever. Choose two schools from three opposing spokes on the eight-spoke diagram:

- Abjuration – Divination, Illusion, Transmutation
- Conjunction – Evocation, Divination, Transmutation
- Divination – Enchantment, Conjunction, Abjuration
- Enchantment – Necromancy, Evocation, Divination
- Evocation – Illusion, Enchantment, Conjunction
- Illusion – Abjuration, Necromancy, Evocation
- Necromancy – Transmutation, Illusion, Enchantment
- Transmutation – Conjunction, Abjuration, Necromancy

In exchange, the specialist wizard can prepare one spell from their specialized school at each spell level up to 5th level for free.

For example, an 11th level illusionist might be restricted from casting Evocation or Necromancy spells, but could prepare an additional 1st level illusion spell, 2nd level illusion spell, 3rd level illusion spell, 4th level illusion spell, and 5th level illusion spell without counting toward their normal limit on preparing spells.



MAGE (SUBCLASS)

Depending on culture, wizards who eschew specializing in a single school of magic may be viewed as exceptionally gifted students, dilettantes lacking in focus, idealists in pursuit of undefinable magical truths, or hacks and hedge mages.

FLEXIBLE THINKING

At 2nd level, you can use an action to replace one spell you have prepared with any other spell in your spellbook. You regain the ability to do so when you finish a short or long rest.

SPELLBOOK LEARNING

At 2nd level, add 3 additional wizard spells of your choice to your spellbook (instead of 2). Each time you gain an even level in this class (4th, 6th, and so on), add 3 wizard spells of your choice to your spellbook.

IMPLEMENT MASTERY

At 6th level, choose one form of implement mastery. If you're already using the IMPLEMENT MASTERY option, you can select a second one.

FLUENT CONTROL

At 10th level, you can use your Flexible Thinking feature as a bonus action (instead of an action).

In addition, add your Intelligence modifier to Constitution saving throws made to maintain concentration on spells.

SCHOLARLY INSIGHT

At 14th level, you can use your Action to make connections between various pieces of lore you've gathered and make amazing deductions. When you do, choose one of the following benefits which lasts until you're incapacitated or you take a long rest. You can't use this feature again until after a long rest.

Arcana Recognition. When you see a creature cast a spell of a level equal to or lower than your Intelligence modifier, you automatically know what spell it is.

Greater Comprehension. You can read and understand any language which shares a common alphabet with a language you already know.

Puzzle Solving. Gain advantage on Intelligence checks to solve puzzles, play games of skill, or crack codes.

Topical Knowledge. You can apply half your proficiency bonus (rounded down) on Intelligence checks to recall lore pertaining to skills you're not proficient in.