

Monk

August 22, 2022



Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	–	–	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft.	Ki, Unarmored Movement
3rd	+2	1d4	3	+10 ft.	Monastic Tradition, Deflect Missiles
4th	+2	1d4	4	+10 ft.	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft.	Extra Attack, Stunning Strike
6th	+3	1d6	6	+15 ft.	Ki-Empowered Strikes, Monastic Tradition feature
7th	+3	1d6	7	+15 ft.	Evasion, Stillness of Mind

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
8th	+3	1d6	8	+15 ft.	Ability Score Improvement
9th	+4	1d6	9	+15 ft.	Unarmored Movement improvement
10th	+4	1d6	10	+20 ft.	Purity of Body
11th	+4	1d8	11	+20 ft.	Monastic Tradition feature
12th	+4	1d8	12	+20 ft.	Ability Score Improvement
13th	+5	1d8	13	+20 ft.	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft.	Diamond Soul
15th	+5	1d8	15	+25 ft.	Timeless Body
16th	+5	1d8	16	+25 ft.	Ability Score Improvement
17th	+6	1d10	17	+25 ft.	Monastic Tradition feature
18th	+6	1d10	18	+30 ft.	Empty Body
19th	+6	1d10	19	+30 ft.	Ability Score Improvement
20th	+6	1d10	20	+30 ft.	Perfect Self

Class Features

As a monk, you gain the following class features.

Hit Points

Hit Dice: 1d8 per monk level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

Proficiencies

Armor: None

Weapons: Simple weapons, shortswords

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

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

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

Unarmored Defense

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

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game statistics provided for the weapon.

Ki

Starting at 2nd level, your training allows you to harness the

mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.

You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.

When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.

Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

$$\text{Ki save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$$

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the Monk table. At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by $1d10 +$ your Dexterity modifier + your monk level.

If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack

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

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack, you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

Ki-Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a [Fireball](#) spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Tongue of the Sun and Moon

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws. Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Empty Body

Beginning at 18th level, you can use your action to spend 4 ki points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 ki points to cast the [Astral Projection](#) spell, without needing material components. When you do so, you can't take any other creatures with you.

Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

Monastic Traditions

Paladin

August 22, 2022



Level	Proficiency Bonus	1st	2nd	3rd	4th	5th	Features
1st	+2	–	–	–	–	–	Divine Sense, Lay on Hands
2nd	+2	2	–	–	–	–	Fighting Style, Spellcasting, Divine Smite
3rd	+2	3	–	–	–	–	Divine Health, Sacred Oath

Level	Proficiency Bonus	1st	2nd	3rd	4th	5th	Features
4th	+2	3	–	–	–	–	Ability Score Improvement
5th	+3	4	2	–	–	–	Extra Attack
6th	+3	4	2	–	–	–	Aura of Protection
7th	+3	4	3	–	–	–	Sacred Oath feature
8th	+3	4	3	–	–	–	Ability Score Improvement
9th	+4	4	3	2	–	–	–
10th	+4	4	3	2	–	–	Aura of Courage
11th	+4	4	3	3	–	–	Improved Divine Smite
12th	+4	4	3	3	–	–	Ability Score Improvement
13th	+5	4	3	3	1	–	–
14th	+5	4	3	3	1	–	Cleansing Touch
15th	+5	4	3	3	2	–	Sacred Oath feature
16th	+5	4	3	3	2	–	Ability Score Improvement
17th	+6	4	3	3	3	1	–
18th	+6	4	3	3	3	1	Aura improvements
19th	+6	4	3	3	3	2	Ability Score Improvement
20th	+6	4	3	3	3	2	Sacred Oath feature

Class Features

As a paladin, you gain the following class features.

Hit Points

Hit Dice: 1d10 per paladin level

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

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

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from Athletics, Insight, Intimidation, Medicine, Persuasion and Religion

Equipment

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

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of

you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

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

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level \times 5.

As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.

This feature has no effect on undead and constructs.

Fighting Style

At 2nd level, you adopt a 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.

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

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

The Paladin table shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of paladin spells that are available for

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

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [Cure Wounds](#), you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

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

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose an oath.

Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.

If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.

When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

At 18th level, the range of this aura increases to 30 feet.

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be frightened while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite

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

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress his or her oath. A paladin who has broken a vow typically seeks absolution from a cleric who shares his or her faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the

paladin starts fresh. If a paladin willfully violates his or her oath and shows no sign of repentance, the consequences can be more serious. At the GM's discretion, an impenitent paladin might be forced to abandon this class and adopt another.

Sacred Oaths

- [Oath of Devotion](#)
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Fighter

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Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement

Level	Proficiency Bonus	Features
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype Feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Class Features

As a fighter, you gain the following class features.

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: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

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

- (a) chain mail or (b) leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

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.

Archery

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

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

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier.

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to $1d10 +$ your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action. Once you use this feature, you must finish a short or

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

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Battle Master, or Eldritch Knight, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever 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 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Martial Archetypes

- [Champion](#)

Druid

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	2	2	–	–	–	–	–	–	–	–	Druidic, Spellcasting
2nd	+2	2	3	–	–	–	–	–	–	–	–	Wild Shape, Druid Circle
3rd	+2	2	4	2	–	–	–	–	–	–	–	–
4th	+2	3	4	3	–	–	–	–	–	–	–	Wild Shape Improvement, Ability Score Improvement
5th	+3	3	4	3	2	–	–	–	–	–	–	–
6th	+3	3	4	3	3	–	–	–	–	–	–	Druid Circle feature
7th	+3	3	4	3	3	1	–	–	–	–	–	–

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
8th	+3	3	4	3	3	2	–	–	–	–	–	Wild Shape Improvement, Ability Score Improvement
9th	+4	3	4	3	3	3	1	–	–	–	–	–
10th	+4	4	4	3	3	3	2	–	–	–	–	Druid Circle feature
11th	+4	4	4	3	3	3	2	1	–	–	–	–
12th	+4	4	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	4	4	3	3	3	2	1	1	–	–	–
14th	+5	4	4	3	3	3	2	1	1	–	–	Druid Circle feature
15th	+5	4	4	3	3	3	2	1	1	1	–	–
16th	+5	4	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	4	4	3	3	3	2	1	1	1	1	–
18th	+6	4	4	3	3	3	3	1	1	1	1	Timeless Body, Beast Spells
19th	+6	4	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	4	4	3	3	3	3	2	2	1	1	Archdruid

Class Features

As a druid, you gain the following class features.

Hit Points

Hit Dice: 1d8 per druid level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)

Weapons: Clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tools: Herbalism kit

Saving Throws: Intelligence, Wisdom

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

Equipment

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

- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

Druidic

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Spellcasting

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

Preparing and Casting Spells

The Druid table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell [Cure Wounds](#), you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus as a spellcasting focus for your druid spells.

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	–	Giant Eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take

any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as [Call Lightning](#), that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Moon, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times.

Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Sacred Plants and Wood

A druid holds certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.

Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaves, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

Druids from regions that lack the plants described here have chosen other plants to take on similar uses. For instance, a druid of a desert region might value the yucca tree and cactus plants.

Druids and the Gods

Some druids venerate the forces of nature themselves, but most druids are devoted to one of the many nature deities worshiped in the multiverse. The worship of these deities is often considered a more ancient tradition than the faiths of clerics and urbanized peoples.

Druid Circles

- [Circle of the Land](#)

Druid Spells

- [Animal Friendship](#)
- [Animal Messenger](#)
- [Animal Shapes](#)
- [Antilife Shell](#)
- [Antipathy/Sympathy](#)
- [Awaken](#)
- [Barkskin](#)
- [Blight](#)
- [Call Lightning](#)
- [Charm Person](#)
- [Commune with Nature](#)
- [Confusion \(Spell\)](#)
- [Conjure Animals](#)
- [Conjure Elemental](#)
- [Conjure Fey](#)
- [Conjure Minor Elementals](#)
- [Conjure Woodland Beings](#)
- [Contagion](#)
- [Control Water](#)
- [Control Weather](#)
- [Create or Destroy Water](#)
- [Cure Wounds](#)
- [Darkvision](#)
- [Daylight](#)
- [Detect Magic](#)
- [Detect Poison and Disease](#)
- [Dispel Magic](#)
- [Dominate Beast](#)
- [Druidcraft](#)
- [Earthquake](#)
- [Enhance Ability](#)

- [Entangle](#)
- [Faerie Fire](#)
- [Feeblemind](#)
- [Find the Path](#)
- [Find Traps](#)
- [Fire Storm](#)
- [Flame Blade](#)
- [Flaming Sphere](#)
- [Fog Cloud](#)
- [Foresight](#)
- [Freedom of Movement](#)
- [Geas](#)
- [Giant Insect](#)
- [Goodberry](#)
- [Greater Restoration](#)
- [Guidance](#)
- [Gust of Wind](#)
- [Hallucinatory Terrain](#)
- [Heal](#)
- [Healing Word](#)
- [Heat Metal](#)
- [Heroes' Feast](#)
- [Hold Person](#)
- [Ice Storm](#)
- [Insect Plague](#)
- [Iz'zart's Swarm Limb](#)
- [Jump](#)
- [Lesser Restoration](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Longstrider](#)
- [Mass Cure Wounds](#)
- [Meld into Stone](#)

- [Mending](#)
- [Mirage Arcane](#)
- [Moonbeam](#)
- [Move Earth](#)
- [Pass without Trace](#)
- [Planar Binding](#)
- [Plane Shift](#)
- [Plant Growth](#)
- [Poison Spray](#)
- [Polymorph](#)
- [Produce Flame](#)
- [Protection from Energy](#)
- [Protection from Poison](#)
- [Purify Food and Drink](#)
- [Regenerate](#)
- [Reincarnate](#)
- [Resistance](#)
- [Reverse Gravity](#)
- [Scrying](#)
- [Shapechange](#)
- [Shillelagh](#)
- [Sleet Storm](#)
- [Speak with Animals](#)
- [Speak with Plants](#)
- [Spike Growth](#)
- [Stone Shape](#)
- [Stoneskin](#)
- [Storm of Vengeance](#)
- [Sunbeam](#)
- [Sunburst](#)
- [Thunderwave](#)
- [Transport via Plants](#)
- [Tree Stride](#)
- [True Resurrection](#)

- [Wall of Fire](#)
- [Wall of Stone](#)
- [Wall of Thorns](#)
- [Water Breathing](#)
- [Water Walk](#)
- [Wind Walk](#)
- [Wind Wall](#)
- [Zaganna's Lightvision](#)

Cleric

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	3	2	–	–	–	–	–	–	–	–	Spellcasting, Divine Domain
2nd	+2	3	3	–	–	–	–	–	–	–	–	Channel Divinity (1/rest), Divine Domain feature
3rd	+2	3	4	2	–	–	–	–	–	–	–	–
4th	+2	4	4	3	–	–	–	–	–	–	–	Ability Score Improvement

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
5th	+3	4	4	3	2	–	–	–	–	–	–	Destroy Undead (CR 1/2)
6th	+3	4	4	3	3	–	–	–	–	–	–	Channel Divinity (2/rest), Divine Domain feature
7th	+3	4	4	3	3	1	–	–	–	–	–	–
8th	+3	4	4	3	3	2	–	–	–	–	–	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature
9th	+4	4	4	3	3	3	1	–	–	–	–	–
10th	+4	5	4	3	3	3	2	–	–	–	–	Divine Intervention
11th	+4	5	4	3	3	3	2	1	–	–	–	Destroy Undead (CR 2)
12th	+4	5	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	5	4	3	3	3	2	1	1	–	–	–
14th	+5	5	4	3	3	3	2	1	1	–	–	Destroy Undead (CR 3)
15th	+5	5	4	3	3	3	2	1	1	1	–	–
16th	+5	5	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	5	4	3	3	3	2	1	1	1	1	Destroy Undead (CR 4), Divine Domain feature

Level	Proficiency Bonus	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
18th	+6	5	4	3	3	3	3	1	1	1	1	Channel Divinity (3/rest)
19th	+6	5	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	5	4	3	3	3	3	2	2	1	1	Divine Intervention improvement

Class Features

As a cleric, you gain the following class features.

Hit Points

Hit Dice: 1d8 per cleric level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor. shields

Weapons: Simple weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

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

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

Spellcasting

As a conduit for divine power, you can cast cleric spells.

Cantrips

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

Preparing and Casting Spells

The Cleric table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-

level slot. Casting the spell doesn't remove it from your list of prepared spells.

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

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting

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

Divine Domain

Choose one domain related to your deity. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel

Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells— that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.

When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again. Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.

Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer

censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the Destroy Undead table.

Cleric Level	Destroys Undead of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower

Cleric Level	Destroys Undead of CR...
14th	3 or lower
17th	4 or lower

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great.

Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The GM chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.

If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.

At 20th level, your call for intervention succeeds automatically, no roll required.

Divine Domain

- [Life Domain](#)
- [Warmth Domain](#)

Cleric Spells

- [Momo's Rainbow](#)
- [Vitality Exchange](#)
- [Cure Wounds](#)

- [Word of Recall](#)
- [Zone of Truth](#)
- [Water Walk](#)
- [Warding Bond](#)
- [True Seeing](#)
- [True Resurrection](#)
- [Tongues](#)
- [Thaumaturgy](#)
- [Symbol](#)
- [Stone Shape](#)
- [Spiritual Weapon](#)
- [Spirit Guardians](#)
- [Spare the Dying](#)
- [Speak with Dead](#)
- [Shield of Faith](#)
- [Silence](#)
- [Sending](#)
- [Scrying](#)
- [Sanctuary](#)
- [Revivify](#)
- [Sacred Flame](#)
- [Resurrection](#)
- [Resistance](#)
- [Regenerate](#)
- [Remove Curse](#)
- [Protection from Poison](#)
- [Raise Dead](#)
- [Purify Food and Drink](#)
- [Protection from Evil and Good](#)
- [Protection from Energy](#)
- [Prayer of Healing](#)
- [Plane Shift](#)
- [Planar Binding](#)
- [Planar Ally](#)

- [Mending](#)
- [Mass Healing Word](#)
- [Meld into Stone](#)
- [Mass Heal](#)
- [Mass Cure Wounds](#)
- [Magic Circle](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Legend Lore](#)
- [Light](#)
- [Lesser Restoration](#)
- [Insect Plague](#)
- [Inflict Wounds](#)
- [Holy Aura](#)
- [Hold Person](#)
- [Heroes' Feast](#)
- [Heal](#)
- [Harm](#)
- [Healing Word](#)
- [Guiding Bolt](#)
- [Hallow](#)
- [Guidance](#)
- [Guardian of Faith](#)
- [Greater Restoration](#)
- [Glyph of Warding](#)
- [Geas](#)
- [Gate](#)
- [Gentle Repose](#)
- [Freedom of Movement](#)
- [Forbiddance](#)
- [Flame Strike](#)
- [Fire Storm](#)
- [Find Traps](#)
- [Find the Path](#)

- [Etherealness](#)
- [Enhance Ability](#)
- [Earthquake](#)
- [Divination](#)
- [Divine Word](#)
- [Dispel Magic](#)
- [Dispel Evil and Good](#)
- [Detect Poison and Disease](#)
- [Detect Magic](#)
- [Detect Evil and Good](#)
- [Daylight](#)
- [Death Ward](#)
- [Create Food and Water](#)
- [Create Undead](#)
- [Create or Destroy Water](#)
- [Control Water](#)
- [Continual Flame](#)
- [Control Weather](#)
- [Contagion](#)
- [Conjure Celestial](#)
- [Commune](#)
- [Command](#)
- [Calm Emotions](#)
- [Blindness/Deafness](#)
- [Bless](#)
- [Blade Barrier](#)
- [Bestow Curse](#)
- [Beacon of Hope](#)
- [Bane](#)
- [Banishment](#)
- [Astral Projection](#)
- [Augury](#)
- [Antimagic Field](#)
- [Animate Dead](#)

- [Aid](#)

Bard

August 22, 2022



Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	2	4	2	–	–	–	–	–	–	–	–	Spellcasting, Bardic Inspiration (d6)
2nd	+2	2	5	3	–	–	–	–	–	–	–	–	Jack of All Trades, Song of Rest (d6)
3rd	+2	2	6	4	2	–	–	–	–	–	–	–	Bard College, Expertise
4th	+2	3	7	4	3	–	–	–	–	–	–	–	Ability Score Improvement
5th	+3	3	8	4	3	2	–	–	–	–	–	–	Bardic Inspiration (d8), Font of Inspiration
6th	+3	3	9	4	3	3	–	–	–	–	–	–	Countercharm, Bard College feature
7th	+3	3	10	4	3	3	1	–	–	–	–	–	–
8th	+3	3	11	4	3	3	2	–	–	–	–	–	Ability Score Improvement

Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
9th	+4	3	12	4	3	3	3	1	–	–	–	–	Song of Rest (d8)
10th	+4	4	14	4	3	3	3	2	–	–	–	–	Bardic Inspiration (d10), Expertise, Magical Secrets
11th	+4	4	15	4	3	3	3	2	1	–	–	–	–
12th	+4	4	15	4	3	3	3	2	1	–	–	–	Ability Score Improvement
13th	+5	4	16	4	3	3	3	2	1	1	–	–	Song of Rest (d10)
14th	+5	4	18	4	3	3	3	2	1	1	–	–	Magical Secrets, Bard College feature
15th	+5	4	19	4	3	3	3	2	1	1	1	–	Bardic Inspiration (d12)
16th	+5	4	19	4	3	3	3	2	1	1	1	–	Ability Score Improvement
17th	+6	4	20	4	3	3	3	2	1	1	1	1	Song of Rest (d12)
18th	+6	4	22	4	3	3	3	3	1	1	1	1	Magical Secrets
19th	+6	4	22	4	3	3	3	3	2	1	1	1	Ability Score Improvement
20th	+6	4	22	4	3	3	3	3	2	2	1	1	Superior Inspiration

Class Features

As a bard, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bard level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Three musical instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any three

Equipment

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

- (a) a rapier, (b) a longsword, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list.

You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bard table.

Spell Slots

The Bard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

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

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed. A creature must be able to hear you to gain this benefit. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any class,

including this one. A spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip.

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

You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Colleges

- [College of Lore](#)

Bard Spells

- [Color Flesh](#)
- [Kosha's Delicate Touch](#)
- [Cure Wounds](#)
- [Zone of Truth](#)
- [Vicious Mockery](#)
- [True Strike](#)
- [Unseen Servant](#)
- [True Polymorph](#)
- [True Seeing](#)
- [Tongues](#)
- [Tiny Hut](#)
- [Thunderwave](#)
- [Teleportation Circle](#)

- [Teleport](#)
- [Symbol](#)
- [Suggestion](#)
- [Stinking Cloud](#)
- [Speak with Plants](#)
- [Speak with Dead](#)
- [Speak with Animals](#)
- [Silent Image](#)
- [Sleep](#)
- [Silence](#)
- [Sending](#)
- [Shatter](#)
- [Seeming](#)
- [Scrying](#)
- [See Invisibility](#)
- [Resurrection](#)
- [Regenerate](#)
- [Raise Dead](#)
- [Project Image](#)
- [Programmed Illusion](#)
- [Prestidigitation](#)
- [Power Word Stun](#)
- [Power Word Kill](#)
- [Polymorph](#)
- [Plant Growth](#)
- [Planar Binding](#)
- [Nondetection](#)
- [Modify Memory](#)
- [Mislead](#)
- [Mirage Arcane](#)
- [Mind Blank](#)
- [Mending](#)
- [Minor Illusion](#)
- [Message](#)

- [Mass Suggestion](#)
- [Magic Mouth](#)
- [Major Image](#)
- [Mass Cure Wounds](#)
- [Magnificent Mansion](#)
- [Mage Hand](#)
- [Longstrider](#)
- [Locate Animals or Plants](#)
- [Locate Creature](#)
- [Locate Object](#)
- [Legend Lore](#)
- [Light](#)
- [Lesser Restoration](#)
- [Knock](#)
- [Irresistible Dance](#)
- [Invisibility](#)
- [Illusory Script](#)
- [Identify](#)
- [Hypnotic Pattern](#)
- [Hold Person](#)
- [Hold Monster](#)
- [Heroism](#)
- [Hideous Laughter](#)
- [Heat Metal](#)
- [Healing Word](#)
- [Hallucinatory Terrain](#)
- [Guards and Wards](#)
- [Greater Restoration](#)
- [Greater Invisibility](#)
- [Glibness](#)
- [Glyph of Warding](#)
- [Geas](#)
- [Freedom of Movement](#)
- [Foresight](#)

- [Forcecage](#)
- [Find the Path](#)
- [Feather Fall](#)
- [Feeblemind](#)
- [Fear](#)
- [Eyebite](#)
- [Faerie Fire](#)
- [Etherealness](#)
- [Enthrall](#)
- [Enhance Ability](#)
- [Dream](#)
- [Dominate Person](#)
- [Dominate Monster](#)
- [Dispel Magic](#)
- [Disguise Self](#)
- [Dimension Door](#)
- [Detect Thoughts](#)
- [Detect Magic](#)
- [Dancing Lights](#)
- [Confusion \(Spell\)](#)
- [Compulsion](#)
- [Comprehend Languages](#)
- [Charm Person](#)
- [Calm Emotions](#)
- [Blindness/Deafness](#)
- [Bestow Curse](#)
- [Bane](#)
- [Awaken](#)
- [Arcane Sword](#)
- [Animate Objects](#)
- [Animal Messenger](#)
- [Animal Friendship](#)

Path of the Berserker

August 22, 2022

For some barbarians, rage is a means to an end, that end being violence. The Path of the Berserker is a path of untrammled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion (as described in appendix A).

Mindless Rage

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end

of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.

If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Barbarian

August 22, 2022



Level	Proficiency Bonus	Rages	Rage Damage	Features
1st	+2	2	+2	Rage, Unarmored Defense
2nd	+2	2	+2	Reckless Attack, Danger Sense
3rd	+2	3	+2	Primal Path
4th	+2	3	+2	Ability Score Improvement

Level	Proficiency Bonus	Rages	Rage Damage	Features
5th	+3	3	+2	Extra Attack, Fast Movement
6th	+3	4	+2	Path feature
7th	+3	4	+2	Feral Instinct
8th	+3	4	+2	Ability Score Improvement
9th	+4	4	+3	Brutal Critical (1 die)
10th	+4	4	+3	Path feature
11th	+4	4	+3	Relentless
12th	+4	5	+3	Ability Score Improvement
13th	+5	5	+3	Brutal Critical (2 dice)
14th	+5	5	+3	Path Feature
15th	+5	5	+3	Persistent Rage
16th	+5	5	+4	Ability Score Improvement
17th	+6	6	+4	Brutal Critical (3 dice)
18th	+6	6	+4	Indomitable Might
19th	+6	6	+4	Ability Score Improvement
20th	+6	Unlimited	+4	Primal Champion

Class Features

As a barbarian, you gain the following class features.

Hit Points

Hit Dice: 1d12 per barbarian level

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

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: Choose two from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival

Equipment

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

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- An explorer's pack and four javelins

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action.

While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you

gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the Barbarian table.

- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby

aren't as they should be, giving you an edge when you dodge away from danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

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

Fast Movement

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

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.

Additionally, if you are surprised at the beginning of combat

and aren't incapacitated, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack. This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall unconscious or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those

scores is now 24.

Primal Paths

- [Path of the Berserker](#)
-

Thief

August 22, 2022

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you

cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Rogue

August 22, 2022

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant

Level	Proficiency Bonus	Sneak Attack	Features
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype Feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Class Features

As a rogue, you gain the following class features.

Hit Points

Hit Dice: 1d8 per rogue level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords

Tools: Thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

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

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) Leather armor, two daggers, and thieves' tools

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an [Ice Storm](#) spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus – not necessarily an indication of your chosen profession, but a description of your preferred techniques.

- [Thief](#)