The Unspecialized

Level	Proficiency Bonus	Features	—Spell Slots per Spell Level—					
			Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Class Feature	3	2	-	-	-	-
2nd	+2	Class Feature	3	2	-	-	-	-
3rd	+2	Subclass Feature	3	3	-	-	-	-
4th	+2	Ability Score Improvement	4	3	-	-	-	-
5th	+3		4	4	2	-	-	-
6th	+3		4	4	2	-	-	-
7th	+3	Subclass Feature	4	4	3	-	-	-
8th	+3	Ability Score Improvement	4	4	3	-	-	-
9th	+4		4	4	3	2	-	-
10th	+4	Subclass Feature	5	4	3	2	-	-
11th	+4	Class Feature	5	4	3	3	-	-
12th	+4	Ability Score Improvement	5	4	3	3	-	-

13th	+5		5	4	3	3	1	-
14th	+5	Ability Score Improvement	5	4	3	3	1	-
15th	+5	Subclass Feature	5	4	3	3	2	-
16th	+5	Ability Score Improvement	5	4	3	3	2	-
17th	+6		5	4	3	3	3	1
18th	+6	Subclass Feature	5	4	3	3	3	1
19th	+6		5	4	3	3	3	2
20th	+6	Class Feature, Malleable	5	4	3	3	3	2

Class Features

As an Unspecialized, you gain the following features.

Hit Points

Hit Dice: 1d8 per fighter level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Choose any two
Saving Throws: Choose any two
Skills: Choose any four

Equipment

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

Unspecialized Skills

As an Unspecialized you have learned the secrets of others and made them your own.

At 1st level you gain two class features from any class, they can be from the same class or two separate classes, the features must be equal to or lesser than your level, and the feature cannot be higher than level 10.

If the feature increases per level it increases with you. If you multiclass you can't gain any of that class's features.

At 1st level if you choose the spellcasting feature you gain access to that classes spell list and use the spellcasting table of this class. If you choose another spellcasting feature from another class you gain its spell list.

When you reach 2nd level, and again at 11th, And 20th level, you gain two additional class feature of your choice.

Unspecialized Archetype

At 3rd level, you can choose one subclass feature of your choice from any class, they can be from the same class or separate classes, the features must be equal to or lesser than your level, and cannot be higher than level 10.

If the feature increases per level it increases with you. If you multiclass you can't gain any of that class's features.

You gain a new subclass feature 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.

Malleable

At 20th level, you can, once every three days at dawn, swap out a class feature or subclass feature with a new one.