

Tribes

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SkyWings

Ability score increase: Your Dexterity increases by 2 and your Strength increases by 1

Speed: Your walking speed is 45ft, your flight speed is 80ft, and your swim speed is 30ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

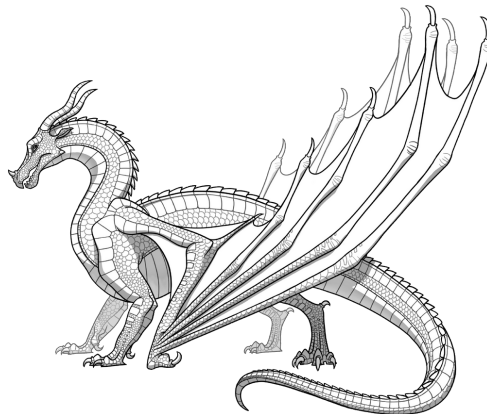
Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Firebreath: You can use your action to breathe a 15ft cone of fire. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your firebreath offensively up to 3 times per short rest.

Hissing flame: You can hold your firebreath and prepare it for your next turn to double the damage. However, if you are interrupted by being attacked, you must roll a Constitution DC 10 saving throw. On a failed save, you instantly shoot the flame.

Swift flyer: You gain advantage on Dexterity and Strength checks and saving throws while in flight.

Long flight: You can fly 3 times as long without needing a short or long rest.



NightWings

Ability score increase: Your Intelligence increases by 2 and your Dexterity increases by 1

Speed: Your walking speed is 40ft, your flight speed is 60ft, and your swim speed is 30ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Firebreath: You can use your action to breathe a 15ft cone of fire. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your firebreath offensively up to 3 times per short rest.

Nocturnal: You gain advantage on Wisdom saving throws during night.

Shrouded camouflage: You gain advantage on stealth checks while in shadow or the night sky.

Nightvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



RainWings

Ability score increase: Your Dexterity increases by 2 and your Charisma increases by 1

Speed: Your walking speed is 40ft, your flight speed is 50ft, and your swim speed is 30ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

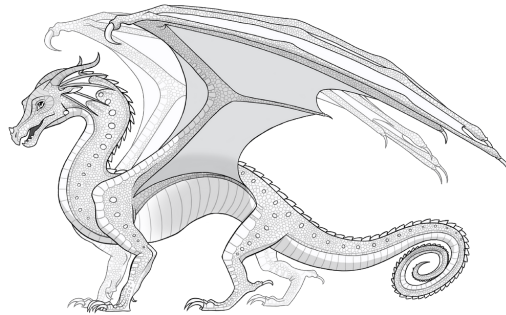
Venom: You can use your action to spit a 5ft by 20ft line of venom. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your venom offensively up to 3 times per short rest.

Changing scales: Your scales can change colour. You can choose which colour, but they also change depending on your mood. During emotionally impactful moments, roll a Charisma saving throw DC 10, How far off the roll is determines how well you hide your emotions. You

can also use camouflage to become invisible and blend into your surroundings. Whenever invisible in plain sight, roll a Stealth check.

Rainforest creature: You gain advantage on Dexterity saving throws while in places with crowded fauna.

Nightvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



SeaWings

Ability score increase: Your Intelligence increases by 2 and your Strength increases by 1

Speed: Your walking speed is 40ft, your flight speed is 55ft, and your swim speed is 80ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

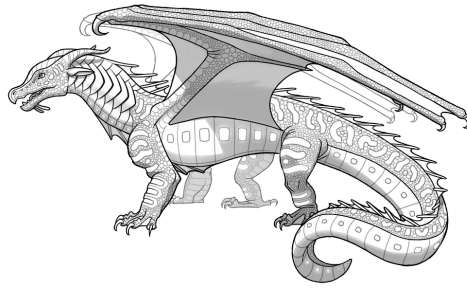
Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Tail sweep: You can use your action to sweep your tail in a 15ft cone behind you. Each creature takes 2d6 + your Strength modifier and must make a Constitution saving throw. On an unsuccessful save, the creature is knocked 10 ft away from you. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If you are submerged in water by the surface, you can create a wave in the 15ft cone which sweeps the creature underwater on a failed save.

Flashing scales: You have bioluminescent scales which you can light up and flash individually. You can light all of them up at once to emit up to a 5ft glow, or flash them all at once to quickly light up a 10ft area.

Aquatic creature: You can breathe underwater and gain advantage on Strength and Dexterity saving throws while fully submerged. Additionally, you understand and speak the underwater language Aquatic.

Nightvision: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



MudWings

Ability score increase: Your Strength increases by 2 and your Constitution increases by 1

Speed: Your walking speed is 40ft, your flight speed is 60ft, and your swim speed is 30ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Firebreath: You can use your action to breathe a 15ft cone of fire. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your firebreath offensively up to 3 times per short rest.

Swamp creature: After submerging yourself in mud or muck you regain hit points equal to 1d6 + your Constitution modifier. Any hit points restored over the max amount can be added to your temporary hit points until your next short or long rest.

Muddy camouflage: You gain advantage on Stealth checks while hidden in muddy or mucky areas.

Large lungs: You can hold your breath for up to an hour.



SandWings

Ability score increase: Your Wisdom increases by 2 and your Dexterity increases by 1

Speed: Your walking speed is 45ft, your flight speed is 70ft, and your swim speed is 30ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

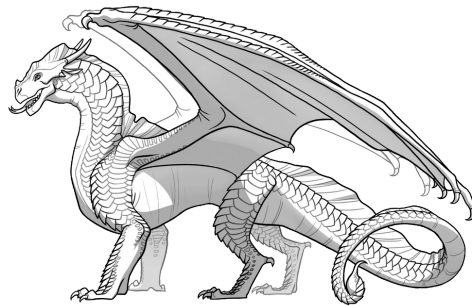
Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Firebreath: You can use your action to breathe a 15ft cone of fire. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your firebreath offensively up to 3 times per short rest.

Poisonous tail: You can use your action to sting a creature within 5 ft. The creature takes 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 1d8 poison damage on a failed save, or half as much damage on a successful one. The creature continues to take 1d4 damage each turn. Outside of combat, the creature must make a DC 7 Constitution saving throw every hour, taking 1d8 poison damage on a failed save, or half as much damage on a successful one.

Desert creature: You have advantage on Constitution checks while in a hot environment.

Warm scales: Your scales emit a warm temperature. While another creature stands near you, they are protected from the effects of a cold temperature.



IceWings

Ability score increase: Your Dexterity increases by 2 and your Wisdom increases by 1

Speed: Your walking speed is 40ft, your flight speed is 60ft, and your swim speed is 40ft.

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Frostbreath: You can use your action to breathe a 5ft by 20ft line of freezing breath. Each creature in the area of the exhalation must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. You can use your frostbreath offensively up to 3 times per short rest.

Serrated claws: When using the Claw action, double the damage.

Arctic creature: You gain advantage on Dexterity checks while in a cold environment.

Chilled scales: Your scales emit a chilly temperature. While another creature stands near you, they are protected from the effects of a hot temperature.



Hybrids

Choose your two desired tribes. *Our example will be a NightWing/IceWing hybrid.*

Ability score increase: Choose one of your two first tribe's stats to increase by 2 and one of your two tribe's second stats to increase by 1

(Ex. Your Intelligence increases by 2 and your Wisdom increases by 1)

Speed: Choose your walking, flight, and swimming speeds from those offered by each tribe.

(Ex. Your walking speed is 40ft, your flight speed is 60ft, and your swim speed is 40ft)

Claw: You can use your action to claw or punch a creature within 5ft. The creature takes 1d6 damage.

Bite: You can use your action to bite a creature within 5ft. The creature takes 1d4 damage.

Tribe ability: Any one ability offered by your two tribes.

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Classes

Classes

Barbarian

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

Armour: Light armour, medium armour, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Constitution

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

Rage *1st lvl*

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 armour:

- 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.

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.

Unarmoured Defense *1st lvl*

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

Danger Sense *2nd lvl*

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.

Reckless Attack *2nd lvl*

Starting at 2nd level, you can throw aside all concern for defence 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.

Frenzy *3rd lvl*

Starting 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.

Primal Knowledge *3rd & 10th lvl*

When you reach 3rd level and again at 10th level, you gain proficiency in one skill of your choice from the list of skills available to barbarians at 1st level.

Ability Score Improvement *4th, 18th, 12th, 16th, & 19th lvl*

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 *5th lvl*

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

Fast Movement *5th lvl*

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

Mindless Rage *6th lvl*

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.

Feral Instinct *7th lvl*

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.

Instinctive Pounce *7th lvl*

At 7th level, as part of the bonus action you take to enter your rage, you can move up to half your speed.

Brutal Critical *9th, 13th, & 17th lvl*

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.

Intimidating Presence *10th lvl*

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.

Relentless Rage *11th lvl*

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.

Retaliation *14th lvl*

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.

Persistent Rage *15th lvl*

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 *18th lvl*

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.

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Frenzy, Primal Knowledge	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Mindless Rage	4	+2
7th	+3	Feral Instinct, Instinctive Pounce	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 dice)	4	+3
10th	+4	Intimidating Presence, Primal Knowledge	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Retaliation	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	∞	+4

Fighter

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

Armour: All armour, 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

Fighting Style *1st lvl*

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.

Duelling: 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.

Thrown Weapon Fighting: When you are wielding a weapon with the thrown property, you can attack and throw with the one action.

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

Second Wind *1st lvl*

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 *2nd & 17th lvl*

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional 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.

Improved Critical *3rd lvl*

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

Ability Score Improvement *4th, 6th, 8th, 12th, 14th, 16th, & 19th lvl*

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 *5th, 11th, & 20th lvl*

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.

Remarkable Athlete *7th lvl*

Starting at 7th level, you can add half your proficiency bonus (rounded up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Indomitable *9th, 13th, 17th lvl*

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.

Additional Fighting Style *10th lvl*

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical *15th lvl*

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor *18th lvl*

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.

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (x1)

3rd	+2	Improved Critical
4th	+2	Ability Score Improvement
5th	+3	Extra Attack (x1)
6th	+3	Ability Score Improvement
7th	+3	Remarkable Athlete
8th	+3	Ability Score Improvement
9th	+4	Indomitable (x1)
10th	+4	Additional Fighting Style
11th	+4	Extra Attack (x2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (x2)
14th	+5	Ability Score Improvement
15th	+5	Superior Critical
16th	+5	Ability Score Improvement
17th	+6	Action Surge (x2), Indomitable (x3)
18th	+6	Survivor
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (x3)

Rogue

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

Armour: Light armour

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

Sneak Attack *1st lvl*

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 *1st lvl*

You can speak and understand 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 understand 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.

Expertise *1st & 6th lvl*

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.

Cunning Action *2nd lvl*

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.

Assassinate *3rd lvl*

Starting at 3rd level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Steady Aim *3rd lvl*

At 3rd level, as a bonus action, you 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.

Ability Score Improvement *4th, 8th, 10th, 12th, 16th, & 19th lvl*

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 *5th lvl*

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.

Evasion *7th lvl*

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as another dragon's firebreath. 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.

Infiltration Expertise *9th lvl*

Starting at 9th level, you can unfailingly create false identities for yourself. You must spend seven days and 25 gp to establish the history, profession, and affiliations for an identity. You can't establish an identity that belongs to someone else. For example, you might acquire appropriate clothing, letters of introduction, and official-looking certification to establish yourself as a member of a trading house from a remote city so you can insinuate yourself into the company of other wealthy merchants. Thereafter, if you adopt the new identity as a disguise, other creatures believe you to be that person until given an obvious reason not to.

Reliable Talent *11th lvl*

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.

Imposter *13th lvl*

At 13th level, you gain the ability to unerringly mimic another person's speech, writing, and behavior. You must spend at least three hours studying these three components of the person's behavior, listening to speech, examining handwriting, and observing mannerisms. Your ruse is indiscernible to the casual observer. If a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

Blindsense 14th lvl

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 *15th lvl*

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

Death Strike *17th lvl*

Starting at 17th level, you become a master of instant death. When you attack and hit a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

Elusive *18th lvl*

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 20th lvl

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.

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Bard

<https://forums.giantitp.com/showthread.php?454937-Spell-less-Bard>

Ranger

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