

Thraver Class

Hit Die: 1d6

Proficiencies:

- Improvised Weapons
- Nets
- Gaming Sets
- One of Vehicles (Land) or Vehicles (Sea)
- One of Strength, Intelligence, or Charisma Saving Throws
- One of Dexterity, Constitution, or Wisdom Saving Throws
- Any two Skills that are tied to different Ability Scores.

Multiclass Proficiencies:

- Improvised Weapons
- Nets
- One Gaming Set
- Any one Skill

Multiclass Prerequisite: Any Attribute Score 13

Equipment:

- Choice of;
 - A Diplomat's Pack
 - An Entertainer's Pack
 - A Priest's Pack
- A Tent, Two-Person
- Choice of;
 - Two Vials of Acid
 - Two Flasks of Holy Water
 - One Vial of Acid and One Flask of Holy Water
 - One Flask of Alchemist's Fire and one Flask of Oil
- Two Nets
- One Gaming Set
- Choice of;
 - Clothing, Cold Weather, Snowshoes, Grappling Hook, Rope, Silk (50 feet), and a Climber's Kit
 - A Rowboat
 - A Wagon, a Donkey (or Mule), Bit and Bridle, and three Sacks with 9 Feed (per day) divided evenly between them
 - A Hammer, Sledge, a Crowbar, a Ram, Portable, a Pick, Miner's, and a Block and Tackle

Start Gold (in place of of Equipment): 6d4×10

Features:

Level 1: Improviser: When using Improvised Weapons, you do not suffer Disadvantage from throwing them at long range, and they have the Light weapon property when held in one hand. When throwing Improvised Weapons, they have a range of 30/90 instead of 20/60. You do not have Disadvantage from throwing Nets long range.

Eager to Help: You can use the Help action as a bonus action, though you cannot make a weapon attack or spell attack the same turn you do so. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 15 feet of you, rather than within 5 feet of you, if the target can see or hear you.

Unarmored Defense: Select one Ability Score. While you are not wearing any armor, your Armor Class equals 10 + the chosen Ability Score's Ability Modifier.

March On: You have Advantage on and add 1d4 to rolls to avoid Exhaustion from a Forced March. When falling from a great height, you only receive 1d4 Bludgeoning Damage per 10 feet fell, to a max of 20d4, rather than 1d6 to a max of 20d6.

Forgivable: You have Advantage on Persuasion checks for persuading Hostile creatures (ref.: DMG Ch. 8 "Running the Game" subsection "Social Interaction" for what "Hostile" is, is not necessarily synonymous with "enemy" and does not require combat).

Level 3: Subclass

Level 4: ASI

Level 5: True Ever-Venturer: When traveling, you can do any two of navigate, draw a map, track, or forage at the same time. If you do only one of the above, your Passive Wisdom (Perception) still benefits the group. You also can expend a single hit die per roll to add 1d6 onto any roll taking any of these actions causes you to, after seeing the result of the roll but before being told if it is successful. Your required daily food and water is halved, and you only need thirty minutes to complete a Short Rest.

Adrenaline: Your Walking Speed is increased by 30, and as a Reaction when you receive damage you can move 30 feet, without provoking Opportunity Attacks, immediately. When you take the Dash action before moving at all during your turn, you may use your bonus action to increase the bonus Speed gained by Dashing by 15 feet. At the end of the turn that you use this effect, you must make a Constitution save, with a DC of 6 plus 2 for every time you've used this effect since your last long rest. On a fail, you take a level of exhaustion. Taking a short rest reduces the DC by 2 if the DC is higher than 6.

Level 6: A Deeper Look: If you spend at least 1 hour observing or interacting with another creature outside combat, you can learn certain information about it. The DM tells you two of the following characteristics of your choice:

- One of:
 - Intelligence score
 - Wisdom score
 - Charisma score

- One of:
 - Perk
 - Bond
 - Flaw

(Special Note: DMG Chapter 4 elaborates on these aspects of NPCs)

- One Skill or Tool Proficiency
- Spell Casting Ability, if any
- Immunities to, if any:
 - Charmed
 - Frightened
 - Poisoned

Level 7: Subclass Feature

Level 8: ASI

Level 10: Plan for the Day: At the end of a Long Rest, you can select one Skill you have Proficiency in, and gain Double Proficiency in that Skill until you use this feature to select another Skill.

Level 11: Subclass Feature

Level 12: ASI

Level 13: Attitude Detector: You can tell at a glance if someone is friendly, indifferent, or hostile toward you if they aren't attempting to hide it, and add 1d4 to Wisdom (Insight) checks to figure it out if they are trying to hide it. You also gain advantage on Wisdom (Insight) checks to uncover a creature's Ideal, Bond, or Flaw.

Level 14: Brave Face: When rolling hit dice during a Short Rest, any Hit Points gained over your Maximum up to an amount equal to your level becomes Temporary Hit Points that last until the end of your next Long Rest.

Level 15: Subclass Feature

Level 16: ASI

Level 19: ASI

Level 20: Subclass Feature

Subclasses:

Explorer: You have traveled plenty as is, and you'll likely travel far more. Enduring the hazards of the world is just part of that, and knowing where the heck you're going can be nice as well. Of course, being able to find new things and make good use of them is just as important!

- 3: Pack Mule: Your carry capacity and the weight that you can push, drag, or lift is doubled.

Hazard Handler: Your Wisdom (Perception) Checks are not hindered by Strong Wind or Heavy Precipitation, you can remain in Frigid Water for twice as long without ill effects, you can hold your breath for a number of minutes equal to double your Constitution modifier (minimum 1 minute), and you add 1d4 to Strength Checks to escape Quicksand or help others out of Quicksand. You have Resistance to damage from natural hazards.

Hazard Harvester: You can harvest certain hazards over a 10 minute period, or a 5 minute period with Survival Proficiency, or a 1 minute period with Expertise in Survival. With these hazards, you can create Hazard Traps that function like the original hazard temporarily, or can use them for other purposes. See the Hazard Harvester table for examples of hazards and their uses once harvested. You are not limited to harvesting and using hazards on this table, and can harvest any hazard the DM allows and use any harvested hazard how the DM will permit.

Razorvine (DMG, <i>Adventure Environments</i> , <i>Wilderness Survival</i>)	Hazard Trap that lasts until it deals damage 1d4 times; make the next 2d4 melee attacks with a weapon that deals Bludgeoning Damage deal 1d10 Slashing Damage too; make the next attack with a Net deal 1d10 Slashing Damage
Brown Mold (DMG, <i>Adventure Environments</i> , <i>Mapping a Dungeon</i>)	Hazard Trap that does not spread from fire and lasts until it deals damage 1d4 times; gain temporary Fire Resistance for 2d4 hours or until you take Cold Damage; gain temporary Fire Immunity for 2d4 rounds or until you take Cold Damage
Green Slime (DMG, <i>Adventure Environments</i> , <i>Mapping a Dungeon</i>)	Hazard Trap that does not autonomously fall from elevated positions such as ceilings and walls and lasts until touched once; destroy 2d4 pounds of nonmagical metal or wooden objects; turn into 1d4 Acid (Vial)s
Webs (DMG, <i>Adventure Environments</i> , <i>Mapping a Dungeon</i>)	Hazard Trap with DC reduced by 2 that lasts until 30 feet of movement are used in it; turn into a Net; turn into Rope, Silk (50 Feet)
Yellow Mold (DMG, <i>Adventure Environments</i> , <i>Mapping a Dungeon</i>)	Hazard Trap with DC reduced by 2 that lasts until it ejects 1d4 clouds of spores; turn into 1d4 vials of Yellow Mold Spores (Inhaled), which can be thrown, making a Ranged Attack as an Improvised Weapon, shattering on impact. On a hit it forces the target to make the same Saving Throw as the Hazard Trap, with the same effects; turn into one vial of Antitoxin

Violet Fungus (<i>Monster Manual</i>)	Hazard Trap that cannot move and lasts for 1d4 Rotting Touch attacks; destroy 2d10 pounds of deceased organic material; throw as an Improvised Weapon that breaks down too much to be useable on impact, and on hit deals 2d8 Necrotic Damage
Shrieker (<i>Monster Manual</i>)	Hazard Trap that lasts for 1d4 days; turn into 1d4 pellets you can eat to have your voice boom to three times as loud as normal for a minute; turn into 1d4 Shriek Snaps, which can be thrown up to 60 feet or hurled using a sling and make a shriek audible up to 30 feet away as it pops upon impact, and if it aimed at someone a Ranged Improvised Weapon Attack (if Thrown) or a Slingshot Ranged Attack (if hurled using a Sling) determines if it hits, and if it does hit the target becomes Deafened for 1 Minute after hearing the shriek

- 7: No Stone Unturned: You gain Climbing and Swimming speeds equal to your Walking speed, Crawling does not cost you extra movement to perform, and squeezing through a space large enough for a creature 1 size smaller than you are does not cost you extra movement. When you are behind $\frac{1}{2}$ Cover, you gain the benefits of $\frac{3}{4}$ Cover, and when you are behind $\frac{3}{4}$ Cover, you gain the benefits of Full Cover.
- 11: One with the Ground: You have Tremorsense out to 120 feet. If you are Prone, you gain Advantage on Stealth Checks and can expend and roll a single Hit Die per check to add the result to a Stealth Check, after seeing the result of the roll but before being told if it is successful.
- 15: Sixth Sense for Direction: You can cast Find the Path once per Short or Long Rest without Material Components.
- 20: Lands of Legends: The places you go have stories told of them and stories to tell. You have learned to listen. You can cast Commune with Nature as a Ritual, and once per Long Rest you can cast Legend Lore, but you must name a place.

Feats of Friendship: Rather than proper subclass benefits, you just get feats of your choosing.

- 3: 1 free Feat
- 7: 1 free Feat
- 11: 1 free Feat
- 15: 1 free Feat
- 20: 1 free Epic Boon (must meet any prerequisites noted in selection, I. E. Boon of High Magic demands a single 9th Level Spell Slot to obtain, Boon of Quick Casting requires at least 1 level 1 to 3 spell with a 1 Action Casting time to be known, ect.), or a free Feat, or a free ASI that can raise stats beyond 20 up to 30

Social Butterfly: You find yourself working well with others. Whether you find people just naturally like you or you actively manipulate those around you, help is rarely in short supply for you.

- 3: Kind Customer: All sorts of shopkeepers and service workers from cab drivers to messengers to blacksmiths to potion sellers and so on take quite kindly to your demeanor and tendency to respect them, and if it is just you trying to manipulate them and not genuine, they are less inclined to notice and might not even care if they find out. Anyone you pay for some product or service, if Neutral toward you, has about a 15% chance to become Friendly after the exchange is complete, given you don't do anything that would otherwise influence their attitude one way or the other, and that it has not been less than a week since the last time this effect had been used on them. Friendly shopkeepers and service workers offer you a 5% discount on nonmagical products and services worth 1 Gold or more. That's 5 Coppers off for each Gold, a Silver every 2 Gold, a Gold every pair of Platitudes!
- 7: Emotional Labour: You can expend and roll a single hit die and add the result to a Deception, Persuasion or Insight Check, once per check, after seeing the result of the roll but before being told if it is successful.
- 11: Tonal Master: You have Proficiency in Deception and Persuasion; if you have or gain Proficiency in either Skill from any other source, then you have Expertise in that Skill instead.

Insightful: Once per Short or Long Rest, when rolling a Wisdom (Insight) Check to uncover a creature's Ideal, Bond, or Flaw, you can treat a roll of less than 15 as a 15.

- 15: Conversation Control: You cannot be Charmed or Frightened unless you allow it. When you make a Charisma check directed toward any creature you are conversing with and have been conversing with for at least a minute, you can treat a roll of less than 12 as a 12.
- 20: Trusted Source Says: As a new Downtime Activity, you can spread rumors, propaganda, general information, so on, and have the general local populace spreading it like gospel.

Resources. Disseminating information takes at least one workweek of effort.

Resolution. Depending on what kind of information you intend to spread, you roll a Charisma (Persuasion) Check, a Charisma (Deception) Check, or a Charisma Check with a relevant Intelligence Skill, with a +1 bonus for each workweek you spend beyond the first, up to a maximum of a +6 bonus. Consult the Dissemination table to see how far word spreads and how people respond to it.

9 or less	Your Complications Chance per workweek spent is multiplied by 2. Fewer people know what your message was than know that it was a rather unpopular message.
10	The message you sought to spread hasn't gone all too far, but it has reached some people at very least, and some of that some are willing to believe, worry about, or otherwise retain the information dutifully.
15	You really got people talking. A somewhat sizable minority have taken your message to heart.
20	More of the locals do know what you said than don't, and the majority of that majority are taking it fairly seriously.
25	Everyone or almost everyone in the area is well aware of what you want for them to be, and it is taken as wholly legitimate and important by a vast majority of people.
30+	Your words are spreading further than first expected. Many have taken it upon themselves to actively spread word further than you alone could manage to, and go to great lengths to convince the skeptical and rouse those apathetic toward your message.

Complications. Getting word out on anything runs a risk of some folk raising reasonable, or unreasonable, doubt about both the message and the messenger. Each workweek of this activity adds a cumulative 5% chance of a Complication at the end of the Downtime Activity.

1	Your message is being distorted by some folk, taking on a meaning counter to what you intended.*
2	Your credibility is being questioned, with claims of deceit, incompetence, conflict of interest, or some combination of such.*
3	A small but loud group is actively working against your message, sowing doubt and confusion about it.*
4	A swathe of locals are aggressively apathetic to your message, shutting up and shutting down conversation about it regardless of context.
5	Your message has sparked spirited, lively, distracting, exhausting debate on tangential and minute details, and it is causing great delay in most people's making any use of it.
6	Your message is becoming a sort of open secret; nearly everyone who knows only whispers of it in euphemism behind closed doors, and elsewhere pretends in public like your message is nonexistent.

*Might involve a rival

Traceuse: The world is full of hurdles for jumping, walls for running, and other obstacles between the A's and B's. Learning to effectively traverse them is less new skill and more a refinement of old.

- 3: Efficient Traversal: You can use the Dash action as a Bonus Action. You have Resistance to fall damage as long as you are not Unconscious. You have advantage on all Acrobatics and Athletics checks, except checks for grappling a target. Your jumping distance is doubled.
- 7: Refined Movement: You gain a Climbing speed equal to your Walking speed and a Swimming speed equal to half your Walking Speed, and squeezing through a space large enough for a creature 1 size smaller than you does not cost you extra movement. Difficult Terrain does not cost you extra movement to traverse. Rising from Prone only costs you 5 feet of movement instead of half of your speed.
- 11: Momentum Carrying: While moving, you can move up, down, and across vertical surfaces and even upside down along ceilings while leaving your hands free, but if you stop moving while not on the ground, you fall as normal.

Weave Through the Crowd: You can traverse a hostile creature's space regardless of their size compared to yours, and you do not provoke opportunity attacks when leaving a hostile creature's reach.

- 15: Sea Step: Each turn, you can use up to 30 feet of movement to Walk on a liquid surface as if it is solid ground so long as you are not submerged, or 60 if you use the Dash action before you end your movement or submerge into the liquid. If you end your movement over the liquid or expend the maximum movement you can use for this feature while still on liquid, you fall in and become submerged as is normal. Being underwater imposes no penalties on your movement.

Loose and Limber: Spells and other magical effects cannot reduce your speed or cause you to be stunned, paralyzed or restrained. You can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has you grappled.

- 20: Par Course: You are able to make use of the world all around to make what would otherwise be normally traversable space anything but. You can use a bonus action to set a Hunting Trap, spill Ball Bearings, or spread Caltrops. You have Advantage on Dexterity Saving Throws against Hunting Traps, Ball Bearings, and Caltrops. You can spend 5 feet of movement while in a space with loose dirt or stones, some weeds or vines or similar plant life, many Tiny Objects, or other potentially obstructive material to make that space Difficult Terrain. If the space you are in is difficult terrain, you can spend 5 feet of movement to make a space within 5 feet with similar potentially obstructive material difficult terrain. This difficult terrain remains until cleared, typically taking 1 action to clear 1 5-foot space by hand.
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Weave Wanderer: You have found magic rather curious for quite some time... and, at long last, you are starting to properly wield it. Weakly, patiently, but it is still magic nonetheless.

- 3: Spellcasting: When you reach 3rd level, you gain the ability to cast various spell types. See the next page for your spell list.
 - Cantrips: You learn two cantrips of your choice and a third at 10th level from the ones on your spell list.
 - Spell Slots: The Weave Wanderer uses the Eldritch Knight Spellcasting table to determine spell slots. You regain all expended spell slots on Long Rest.
 - Spells Known of 1st-Level and Higher: You know 3 1st-level spells of your choice from your spell list. You use the Spells Known Column of the Eldritch Knight Spellcasting table to determine when you learn more spells of 1st-level or higher. Each of these spells must be of a level for which you have spell slots.
 - Whenever you gain a level in this class, you can replace one of the Weave Wanderer spells you know with another spell of your choice from the Weave Wanderer spell list.
 - Spellcasting Ability: When you gain this feature, select Intelligence, Wisdom, or Charisma as your spellcasting ability. If the DM includes the optional Sanity Ability Score, you can also discuss the possibility of using it with your DM. You use your spellcasting ability modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.
 - Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier
 - Spell attack modifier = your proficiency bonus + your spellcasting ability modifier
 - Ritual Casting: You can cast a spell that you know that has the Ritual tag as a Ritual.
 - Unfocused: You cannot use any item as a spellcasting focus, even if the item says it works as a spellcasting focus for your spells (ex. Ruby of the War Mage). You can still use Component Pouches as normal.

Fuller Understanding: As a part of your coming to better understand magic, you also are beginning to comprehend the world in which you and magic must coexist. You have Telepathy out to your Thrive level times ten feet and must be able to see who you are using it to communicate with.

- 7: Waypoint: You can spend one action to make the spot you are in a Waypoint. This unsets any previously set Waypoints. As long as you are within 150 feet of your set Waypoint, you can spend one action to teleport to it. You always know if you are within 150 feet of your Waypoint.

Accelerated Rituals: One quarter rounded down of your Thriver Level minutes is subtracted from the time you require to Ritual Cast a spell that you know that has the Ritual Tag.

Robust Observation: You gain Truesight out to your Thriver level times five feet

- 11: Reserves: You can spend one action and hit dice equal to twice the level of one of your expended spell slots to regain the selected spell slot.
- 15: Channel Immense Power: You can spend multiple spell slots at once to cast one spell you know at a level equal to or less than the combined level of the slots spent, to a maximum of 9th level.
- 20: Stepping Between Realities: There are many ways between the many places, and your eyes can open to them, with some effort. Twice per day, you can either cast Plane Shift, without material components, or cast Teleport.

Weave Wanderer Spell List:

- Cantrips
 - Blade Ward
 - Dancing Lights
 - Druidcraft
 - Friends
 - Guidance
 - Light
 - Mage Hand
 - Mending
 - Message
 - Minor Illusion
 - Spare the Dying
 - Prestidigitation
 - Resistance
 - Thaumaturgy
- 1st-Level Spells
 - Alarm
 - Armor of Agathys
 - Color Spray
 - Command
 - Comprehend Languages
 - Create or Destroy Water
 - Detect Magic
 - Detect Poison and Disease
 - Expeditious Retreat
 - Feather Fall
 - Find Familiar
 - Floating Disk
 - Fog Cloud
 - Goodberry
 - Hellish Rebuke
 - Identify
 - Illusory Script
 - Jump
 - Longstrider
 - Purify Food and Drink
 - Sanctuary
 - Speak with Animals
 - Sleep
 - Unseen Servant

- 2nd-Level Spells
 - Animal Messenger
 - Arcane Lock
 - Arcanist's Magic Aura
 - Augury
 - Barkskin
 - Beast Sense
 - Blur
 - Calm Emotions
 - Continual Flame
 - Darkness
 - Enhance Ability
 - Enthrall
 - Find Steed
 - Find Traps
 - Gentle Repose
 - Heat Metal
 - Knock
 - Levitate
 - Locate Animals or Plants
 - Locate Object
 - Magic Mouth
 - Mirror Image
 - Misty Step
 - Protection from Poison
 - Pass Without Trace
 - Prayer of Healing
 - Rope Trick
 - Silence
 - Suggestion
 - Zone of Truth

- 3rd-Level Spells
 - Blink
 - Catnap
 - Clairvoyance
 - Create Food and Water
 - Feign Death
 - Fly
 - Galder's Tower
 - Gaseous Form
 - Haste
 - Hypnotic Pattern
 - Intellect Fortress
 - Meld into Stone
 - Nondetection
 - Phantom Steed
 - Plant Growth
 - Sleet Storm
 - Slow
 - Speak with Plants
 - Tiny Hut
 - Tongues
 - Water Breathing
 - Water Walk
 - 4th-Level Spells
 - Arcane Eye
 - Death Ward
 - Dimension Door
 - Divination
 - Fabricate
 - Fire Shield
 - Freedom of Movement
 - Hallucinatory Terrain
 - Locate Creature
 - Polymorph
 - Private Sanctum
 - Resilient Sphere
 - Stone Shape
 - Stoneskin
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Additional Spells (By Source, then by Level):

Acquisitions Incorporated:

- 1st-Level Spells
 - Distort Value
- 2nd-Level Spells
 - Gift of Gab
 - Jim's Glowing Coin
 - Fast Friends
 - Incite Greed

Elemental Evil Player's Companion:

- Cantrips:
 - Control Flames
 - Gust
 - Mold Earth
 - Shape Water
- 1st-Level Spells:
 - Beast Bond
- 2nd-Level Spells:
 - Pyrotechnics
 - Skywrite
 - Warding Wind
- 3rd-Level Spells:
 - Wall of Sand
 - Wall of Water

Explorer's Guide to Wildemount:

- Cantrips:
 - Shape Water (EE)
- 2nd-Level Spells:
 - Immovable Object
 - Wristpocket

Guildmasters' Guide to Ravinica:

- Cantrips:
 - Encode Thoughts

Lost Laboratory of Kwalish:

- 2nd-Level Spells:
 - Flock of Familiars
- 3rd-Level Spells:
 - Galder's Tower
- 4th-Level Spells:

- Galder's Speedy Courier

Xanathar's Guide to Everything

- Cantrips:
 - Control Flames (EE)
 - Gust (EE)
 - Mold Earth (EE)
 - Shape Water (EE, EGtW)
- 1st-Level Spells:
 - Beast Bond (EE)
 - Ceremony
 - Snare
- 2nd-Level Spells
 - Skywrite (EE)
 - Warding Wind (EE)
- 3rd-Level Spells:
 - Tiny Servant
 - Wall of Sand (EE)
 - Wall of Water (EE)
- 4th-Level Spells:
 - Find Greater Steed
 - Shadow of Moil

From Other Homebrews:

<https://docs.google.com/document/d/17CJw-nxNIFht-3yNOtYUCwf3t8QOvoLVDKIDEvMx9Lw/edit?usp=drivesdk>

- Cantrips:
 - Calpip's Delightful Gift
- Level 1 Spells:
 - Calpip's Sheer Weight
 - Graciano's Great Taste
 - Graciano's Noticeable Weakness
- Level 2 Spells:
 - Calpip's Huge Flash
- Level 3 Spells:
 - Calpip's Misleading Trap

https://docs.google.com/document/d/1WjkQ04ph3-ew3ixxAZmzRp64FEU_IkFvOnYilQjKwq4/edit?usp=drivesdk

- 4th-Level Spells:
 - Fold Space