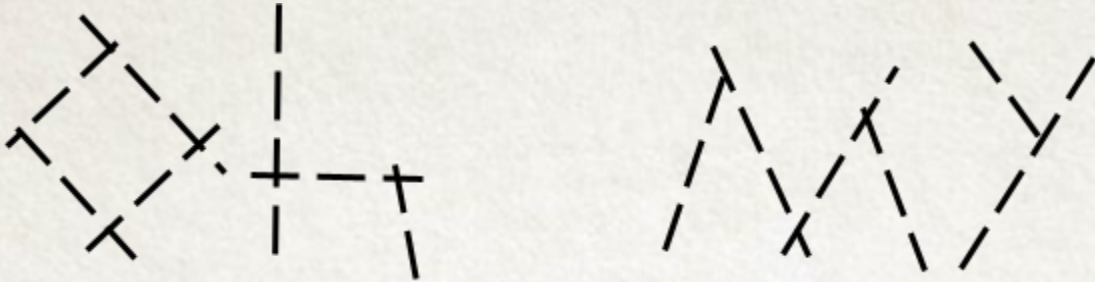
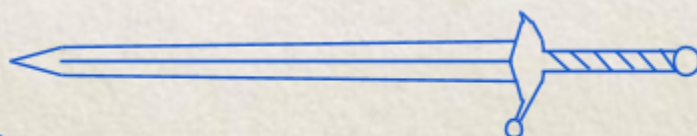
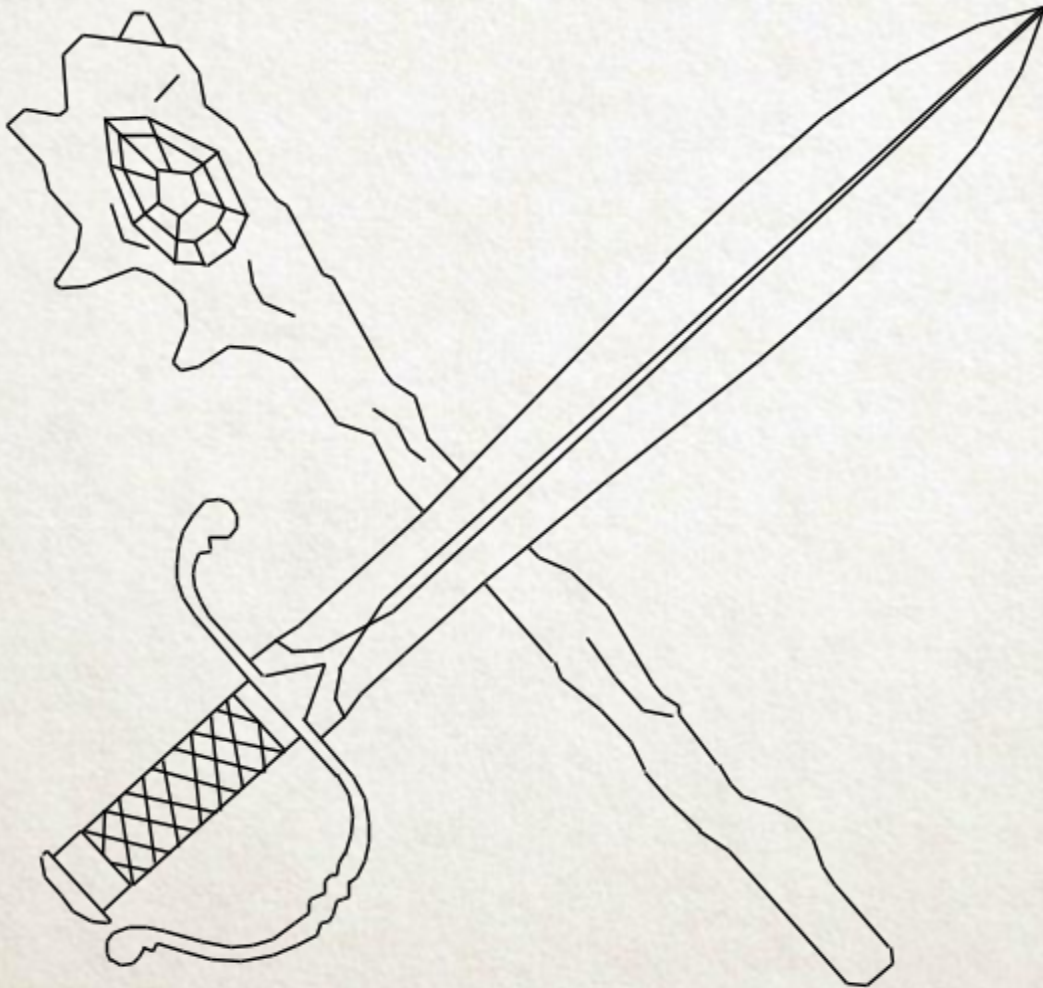


Oh my, that's a lot of (classes)!



A collection of classes gathered from various of my projects that are in various levels of completion.

Complete: Blackguard, mystic theurge, Hierophant, sohei, nomad



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Blackguard

Hit Dice: 1d8 per blackguard level

Proficiencies

Tools: poisoner's kit

Armor: heavy armor, medium armor, shields

Weapons: Simple weapons, martial weapons

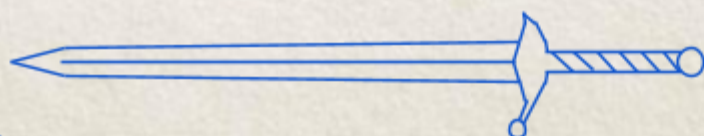
Saving Throws: Strength, charisma

Skills: Choose two from; religion, Athletics, Intimidation, stealth, sleight of hand, Perception, and Survival

Equipment

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

level	Proficiency bonus	features	cantrips	Spells known	Spell slots			
					1st	2nd	3rd	4th
1	+2	Divine sense, demonic aura, use poison	1	1	-	-	-	-
2	+2	Fighting style, smite good	1	2	1	-	-	-
3	+2	Dark blessing, fiendish servant	1	2	2	-	-	-
4	+2	Sneak attack 1d6	1	3	3	-	-	-
5	+3	asi	1	3	3	-	-	-
6	+3	Aura of despair	1	3	3	-	-	-
7	+3	Sneak attack 2d6	1	4	4	2	-	-
8	+3	asi	1	4	4	2	-	-
9	+4	Smite good 2	1	5	4	2	-	-
10	+4	Sneak attack 3d6	1	6	4	3	-	-
11	+4	Undead companion	1	6	4	3	-	-
12	+4	-	3	7	4	3	-	-
13	+5	Sneak attack 4d6	3	8	4	3	2	-
14	+5	asi	3	8	4	3	2	-
15	+5	Summon fiend	3	8	4	3	2	-
16	+5	Sneak attack 5d6	3	9	4	3	3	-
17	+6	asi	3	9	4	3	3	-
18	+6	Smite good 3	3	10	4	3	3	-
19	+6	Sneak attack 6d6	3	11	4	3	3	1
20	+6	Partial life	3	11	4	3	3	1



Spellcasting

Cantrips

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

Spell Slots

The blackguard table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer 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.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the blackguard table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots.

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

Spellcasting Ability

Charisma is your spellcasting ability for your spells. 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 sorcerer 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 sorcerer spells.

Divine Sense: level 1

The presence of strong evil registers on your senses like a fine wine, and powerful good feels like nails on chalkboard. 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.

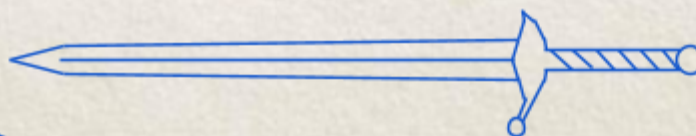
You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Demonic aura: level 1

You and allies within 10ft of you gain a bonus to their first damage roll each turn equal to your proficiency bonus

Use poison: level 1

You may poison a weapon as a bonus action



Fighting style: level 2

You gain one fighting style available to the fighter

Smite good: level 2+

your charisma mod/day you may add 1d8 necrotic damage to an attack you make against a non-evil creature. At level 9 this increases to 1+cha mod/day and 2d8 and at level 18 this increases to 3+cha mod/day and 3d8

Dark blessing: level 3

Add half your proficiency bonus to all saving throws you make that you aren't already proficient in

Fiendish servant: level 3

Choose from; mount, protector, helper

Your fiendish servant counts as a familiar and follows the rules of one accordingly

Mount: your familiar is a creature large enough to carry you on its back

Protector: your familiar gains a +1 to its ac and you may use a reaction to force any attack targeting you to instead target your familiar as long as its within 5ft of you

Helper: your familiar has a +1 to its damage and attack rolls, additionally, when you take the attack action your familiar makes one attack as well

Sneak attack: level 4+

Once per turn you may deal an extra 1d6 damage to one creature you hit with an attack using a weapon if you have advantage on the attack roll. You don't need advantage if an ally is within 5ft of the target and isn't incapacitated, you also can't have disadvantage and gain the benefit of this ability, this damage increases by 1d6 at levels; 7, 10, 13, 16, and 19

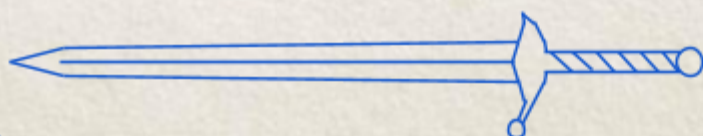
Ability score improvement: level 5+

When you reach 5th level, and again at 8th, 14th, and 17th 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.

Aura of despair: level 6

Enemies within 10ft of you gain a negative modifier to their saving throws equal to your proficiency bonus

Undead companion: level 11



You gain an undead companion as a boon of dark power. Your undead companion rises from the ground as a ghostly incarnation of your dark power in a medium form of your choosing. You may use a bonus action to issue verbal commands to your undead companion to cause it to move and use actions. If you fail to give commands to your undead companion it can only defend itself. You may issue general commands such as 'follow' and it will obey until the command is contradicted.

Medium, undead, chaotic neutral

Armor Class 11 + prof (natural armor)

Hit Points 78 (12d8 + 24) (recalculate at further levels)

Speed 30ft.

● STR 13 + prof ● DEX 8 + prof ● CON 11 + prof

● INT 6 (-2) ● WIS 11 (0) ● CHA 15 (+2)

Saving Throws Con +4, Wis +2

Skills proficient in; Perception, and Stealth

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands common but can't speak

Undead nature. The undead does not require air, food, drink, or sleep

Companion. If the undead dies it awakes the next night within 30ft of its owner

Undead Fortitude. If damage reduces the undead to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Indulgence. Once per turn, when the undead makes a melee attack with its bite and hits, the target takes an extra 10 (3d6) necrotic damage, and the undead gains temporary hit points equal to the extra damage dealt.

ACTIONS

Multiattack. The undead makes two attacks: one with its bite and one with its claws

Bite. Melee Weapon Attack: +1 +prof to hit, reach 5 ft., one target. Hit: 6 (1d6 + str mod) piercing damage.

Claws. Melee Weapon Attack: +1 +prof to hit, reach 5 ft., one target. Hit: 5 (1d4 + str mod) slashing damage.

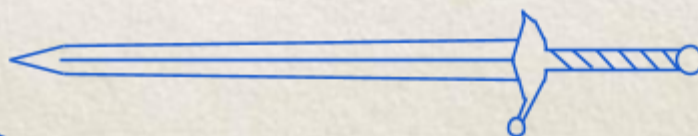
Summon fiend: level 15

You may cast summon fiend once per day without providing material components

Partial life: level 20

You no longer require air, food, drink, or sleep, and you are immune to poison damage, psychic damage, and the poisoned condition.

Additionally If damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you drop to 1 hit point instead.



Mystic theurge

Hit Dice: 1d6 per mystic theurge level

Proficiencies

Armor: shields

Weapons: Simple weapons

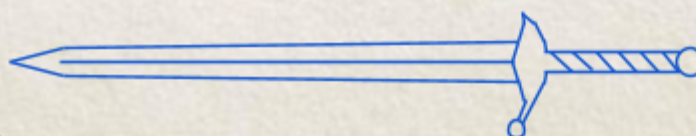
Saving Throws: intelligence, charisma

Skills: Choose three skills from; arcana, Animal Handling, religion, History, Insight, persuasion, Perception, and Survival

Equipment

- (a) a scholar's pack, or (b) a priest's pack
- a simple weapon and a shield
- an explorer's pack, an arcane focus and (a) a holy symbol, or (b) a druidic focus

level	Proficiency bonus	features	Sorcery points
1	+2	Meta magic	1
2	+2	Focus of study	2
3	+2	Power recovery	3
4	+2	Ability score improvement	4
5	+3	-	5
6	+3	Meta magic	6
7	+3	-	7
8	+3	Ability score improvement	8
9	+4	-	9
10	+4	Focus of study	10
11	+4	Mystic arcanum (6th level)	11
12	+4	Ability score improvement	12
13	+5	Mystic arcanum (7th level)	13
14	+5	Meta magic	14
15	+5	Mystic arcanum (8th level)	15
16	+5	Ability score improvement	16
17	+6	Mystic arcanum (9th level)	17
18	+6	Focus of study	18
19	+6	Circle of anti arcane/divine	19
20	+6	Focus of study	20



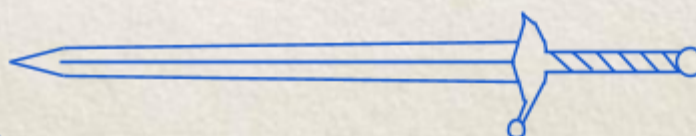
Spells table

level	Arcane spell slots	Divine spell slots	Spell slot level
1	1	1	1st
2	1	1	1st
3	1	1	1st
4	1	1	1st
5	1	1	2nd
6	2	2	2nd
7	2	2	2nd
8	2	2	2nd
9	2	2	3rd
10	2	2	3rd
11	3	3	3rd
12	3	3	3rd
13	3	3	4th
14	3	3	4th
15	3	3	4th
16	4	4	4th
17	4	4	5th
18	4	4	5th
19	4	4	5th
20	4	4	5th



Picture from 3.5 dungeon master's guide

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Spellbook

Preparing and Casting Spells

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

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Spell attack modifier = your proficiency bonus + your Intelligence
modifier
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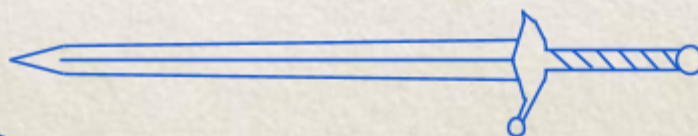
You can cast a spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

You can use an arcane focus or a holy symbol as a spellcasting focus for your spells.

Each time you gain a mystic theurge level, you can add two wizard or cleric spells of your choice, in any combination, to your spellbook for free. Each of these spells must be of a level for which you have spell slots, as shown on the mystic theurge table. On your adventures, you might find other spells that you can add to your spellbook.

It is important to track which spells you have that are divine and which are arcane for you cannot cast divine spells with your arcane spell slots and vice versa.

As a variant to the mystic theurge you may replace everything that is cleric with druid, for instance, a druidic focus instead of a holy symbol, and druid spells instead of cleric spells. Note that cleric and druid in this case are exclusive of one another, if you decide your theurge is a cleric all things cleric are unchanged, if druid than all things cleric are druid. Druid magic is still divine magic



Sorcery points:

Sorcery points for a mystic theurge are exclusively used to fuel meta magic abilities and have no other functions

Meta magic: level 1+

You gain two of the following Metamagic options of your choice available to the sorcerer. You gain another one at 6th and 14th level.

You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Focus of study: level 2+

Choose either arcane or divine

Arcane:

Choose one arcane tradition feature available to the wizard at level 2, if you choose one you already have, you instead gain the associated ability available at wizard level 6

Divine:

choose one channel divinity ability from a clerical domain, you gain one use of the channel divinity ability that you regain after completing a long rest.

Alt Druid divine:

you gain the ability wild shape, if you have chosen this already than you gain one circle feature available to the druid at level 2, excluding circle of the land

Power recovery: level 3

Upon the completion of a short rest you regain half of your spell slots in a combination of arcane and divine of your choosing

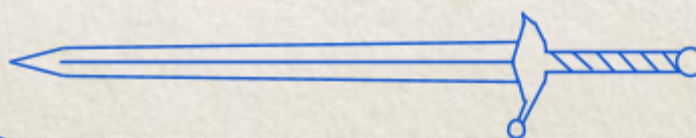
Mystic arcanum: level 11+

You gain a spell from the wizard or cleric spell list of the level displayed on the mystic theurge class table, you may cast this spell once without expending a spell slot, regaining the ability to do so upon the completion of a long rest

Circle of anti arcane/divine: level 19

As a bonus action you may create a circular effect radius of 30ft, the effect functions as an anti magic field except only blocks arcane magic or divine magic chosen upon creation of the effect. This effect lasts for 3 rounds or until you drop to 0hp or lower. You may only use this ability twice, regaining the use of this ability upon the completion of a long rest.

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Hierophant

Hit Dice: 1d8 per hierophant level

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons and martial weapons

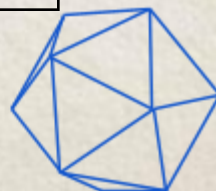
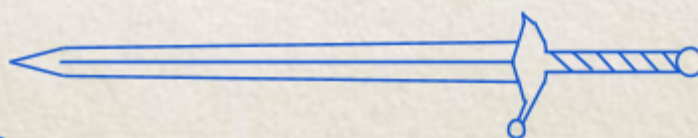
Saving Throws: Wisdom, Charisma

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

Equipment

- A simple weapon or martial weapon
- (a) scale mail, or (b) leather armor
- (a) a light crossbow and 20 bolts or (b) a shield
- (a) a priest's pack or (b) an explorer's pack
- A holy symbol

level	Proficiency bonus	features	Sorcery points	Spell slots				
				1st	2nd	3rd	4th	5th
1	+2	Hierophant ideal	-	-	-	-	-	-
2	+2	Lay on hands	-	2	-	-	-	-
3	+2	Meta magic	3	3	-	-	-	-
4	+2	asi	4	3	-	-	-	-
5	+3	-	5	4	2	-	-	-
6	+3	Ideal feature 2	6	4	2	-	-	-
7	+3	Empowered spell casting	7	4	3	-	-	-
8	+3	asi	8	4	3	-	-	-
9	+4	Meta magic	9	4	3	2	-	-
10	+4	-	10	4	3	2	-	-
11	+4	Ideal feature 3	11	4	3	3	-	-
12	+4	Divine reach	12	4	3	3	-	-
13	+5	asi	13	4	3	3	1	-
14	+5	-	14	4	3	3	1	-
15	+5	Ideal feature 4	15	4	3	3	2	-
16	+5	-	16	4	3	3	2	-
17	+6	asi	17	4	3	3	3	1
18	+6	Spell like ability	18	4	3	3	3	1
19	+6	Faith healing	19	4	3	3	3	2
20	+6	Ideal feature 5	20	4	3	3	3	2



Spellcasting

Spell list

You use the paladin spell list

Cantrips

At level one you receive two cantrips from the cleric spell list and don't gain more at further levels

Preparing and Casting Spells

The hierophant 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 hierophant level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

Casting a 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. 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 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 spells.

Lay on hands: level 2

You have healing points equal to five times your level. As an action you may touch a creature and spend any number of healing points and the targeted creature regains that many hit points. Alternatively you may spend 5 healing points to cure a disease or poisoning affecting the targeted creature, or 5 healing points per disease and poisoning to cure all diseases and poisonings affecting the targeted creature. You regain all healing points upon completion of a long rest. This ability does not affect undead or constructs

Meta magic: level 3+

At 3rd level, you gain two Metamagic options of your choice available to the sorcerer. You gain another two at 9th level.

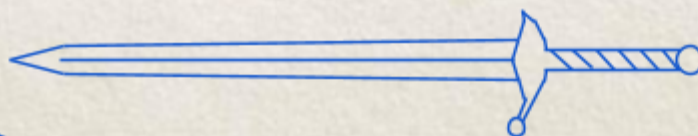
You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Empowered spell casting: level 7

When rolling damage for a spell you cast you add your charisma mod to the damage of the spell

Divine reach: level 12

When casting a spell you know that has a range of touch or 5ft you may instead cast it to a range of up to 60ft



Spell like ability: level 18

You may choose a spell from any spell list that is 3rd level or lower, it is a class spell for you, you may cast the chosen spell as a third level spell once a day without using a spell slot. Additionally you know the spell and it is always prepared for your use.

Faith healing: level 19

When you cast a healing spell you roll for healing twice and take the higher number

Hierophant ideals**Sword of the meek:**

Your divine purpose is to defend those incapable of defending themselves, and inspiring hope in the hopeless

Expanded spells: level 1

When you choose the sword of the meek your spell list is expanded to include the following spells

Spell level	spells
1st	Faerie fire, guiding bolt
2nd	Enhance ability, flame blade
3rd	Beacon of hope, bestow curse
4th	Freedom of movement, guardian of faith
5th	Greater restoration, hallow, mass cure wounds

Ideal one, bolster ally: level 1

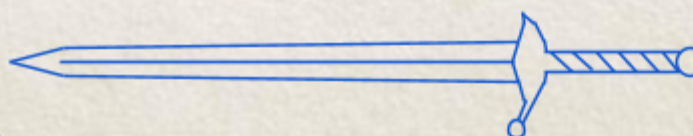
As an action you may expend one hit dice, roll it and add your charisma mod, give an ally within 30ft of you that many temporary hit points

Ideal two, inspire courage: level 6

Once in between long rests you may use an action to target one ally within 30ft of you that can see or hear you, the target gains a d6 inspiration dice as if affected by bardic inspiration, while the target has the inspiration dice they have advantage on saves against fear

Ideal three, blast infidel: level 11

You may use an action to expend a spell slot of 1st level or higher to make a ranged spell attack targeting a creature within 30ft of you that you can see. The spell attack deals 2d8 radiant damage plus 1d8 for each level above 1st level of the expended spell slot, if the attack was targeting a creature of an opposing alignment to yours than add +2 to the attack and damage rolls



Ideal four divine well being: level 15

Once a day you may use a bonus action to cause yourself and up to three allies within 30ft of you to become immune to poison and disease for one minute.

Ideal five, the reward for devotion: level 20

When you gain this ability you designate up to three creatures. You and the designated creatures hit point maximum increases by an amount equal to an average roll of their largest hit dice plus their constitution modifier. Additionally your and the designated creatures gain one hit dice to their hit dice pool equal to their largest hit dice. The effects of this ability last until you die but are resumed if you are resurrected, additionally the effect may end for one or more creatures if you re-designate the targets of this ability. Upon completion of a long rest you may choose to re-designate the targets of this ability

Speaker of the wild:

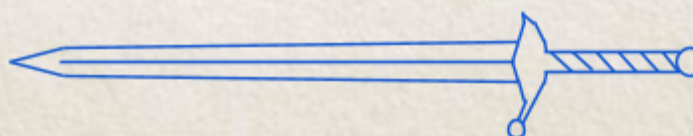
Expanded spells: level 1

When you choose speaker of the wild your spell list is expanded to include the following spells

Spell level	spells
1st	Animal friendship, ensnaring strike, speak with animals
2nd	Animal messenger, spike growth
3rd	Speak with plants, conjure animals
4th	Freedom of movement, polymorph
5th	Commune with nature, insect plague

Ideal one, wild companion: level 1

You gain a CR 0 beast companion that replicates a familiar. If you have the book *tasha's cauldron* available to you, the beast becomes a warrior, spellcaster, or expert in addition to being a familiar (however it gains the use of its own actions) at third level. The companion stays a constant $\frac{1}{3}$ your level. Alternatively it may be a lesser pet monster (pg#15) note the 2 mana is a 1st level spell slot. Additionally you and your beast always sense what each other sense in addition to your own senses



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- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Once in between rests you may use an action to mark a creature you can see, other creatures of your choosing within 100ft of it know its exact location. Additionally the first attack made against the target after this effect is created has advantage, the mark lasts for three minutes

As a bonus action you may transfer your wild companion to another creature, as if the creature had the ideal, this transfer may last up to 7 days or until you revoke the transfer as a bonus action

As an action you may take on traits of an animal, including some physical traits. You may change between the traits of which animal as a bonus action or transform back into fully human as an action

- Bite.** you gain a bite attack that deals 2d4 piercing damage

Keen nose. You have advantage on perception checks that rely on smell.

- Owl or night bird

Talons. You gain a talons attack that deals 1d6 slashing damage and are light and have finesse

Flight. You gain a flying speed equal to your walking speed

Night eye. You gain a darkvision of 120ft

Keen sight. You have advantage on perception checks that rely on sight.



- Toad or frog

Tongue. You gain a tongue attack that deals 1d8 bludgeoning damage to a reach of 10ft and has finesse. Additionally you may attempt a grapple from 10ft away from the target of your grapple

Amphibious. You can breathe air and water

Standing leap. With or without a running start your long jump is 20ft and your high jump is 10ft

Swimmer. You gain a swim speed equal to your walking speed

- Bear

Claws. You gain a claws attack that deals 1d8 slashing damage, note two claws so you can dual wield but their not light which would impose disadvantage for dual wielding

Keen nose. You have advantage on perception checks that rely on scent

Durable. Your maximum hit points increases by a number equal to your level

Fearless. You have advantage on saving throws against being frightened.

- Eagle or hawk

Talons. You gain a talons attack that deals 1d6 slashing damage and are light and have finesse

Flight. You gain a flying speed equal to your walking speed

Keen sight. You have advantage on perception checks that rely on sight

Telescopic vision. You can use a bonus action to telescope your sight to see up to a mile away in perfect clarity but while doing so you are unable to see your immediate surroundings. Additionally you gain proficiency in the perception skill

- Stag or other cervid or ram

Runner. Your walking speed increases by 10ft

Keen hearing. You have advantage on perception checks that rely on sight

Headbutt. You gain a headbutt attack that deals 2d4 bludgeoning damage

Grace. You ignore the effects of difficult terrain

- Bobcat or other feline

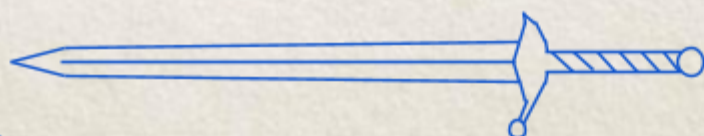
Keen hearing. You have advantage on perception checks that rely on

Camouflaged. You have advantage on stealth checks when in or behind brush and can hide even when lightly obscured by them

Pounce. If you run at least 20ft in a straight line before attacking, the target of your attack, as long as its not larger than large must make a strength saving throw DC 8+dex+prof or be knocked prone and become grappled by you

Claws. You gain a claws attack that deals 1d6 slashing damage and are light and have finesse

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Blade of domination

Expanded spells: level 1

When you choose the sword of the meek your spell list is expanded to include the following spells

Spell level	spells
1st	Hellish rebuke, guiding bolt
2nd	Ray of enfeeblement, hold person
3rd	Fear, bestow curse
4th	Freedom of movement, guardian of faith
5th	Dominate person, modify memory

Ideal one dark presence: level 1

As an action, you can cause each creature in a 10ft sphere centered on you to make a Wisdom saving throw against your spell save DC. Creatures that fail their saving throws are frightened by you until the end of your next turn. Once you use this ability, you can't use it again until you finish a short or long rest.

Ideal two, domination: level 6

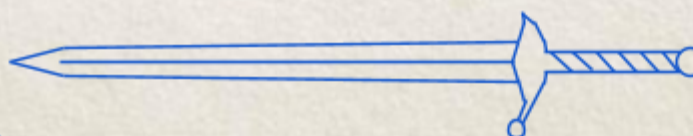
You can use an action to touch an incapacitated humanoid. That creature is then charmed by you until a remove curse spell is cast on it, the charmed condition is removed from it, or you use this ability on another creature. You can communicate telepathically with the charmed creature as long as the two of you are on the same plane of existence. The charmed creature may make a wisdom saving throw equal to your spell save DC every time it wakes at the end of a long rest, if they succeed then they are no longer charmed. You may issue telepathic commands to control the actions of the charmed creature but cannot issue commands directly harmful to the creature, additionally if you control the creature to do something strongly opposed to its alignment it may make a wisdom saving throw equal to your spell save DC, if it succeeds then it is no longer charmed

Ideal three, corrupt weapon: level 11

Once a day when you land a successful weapon attack you may cause it to deal an extra 1d8 necrotic damage and cast the bestow curse spell on the target without using a spell slot and whether or not they are a valid target of the spell

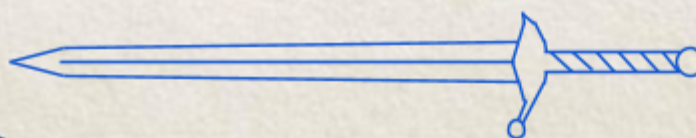
Ideal four, rebuke: level 15

Once in between rests you may cast hellish rebuke as a 3rd level spell without consuming a spell slot. When casting this way it deals necrotic damage rather than fire



Ideal five, unholy visage: level 20

Your features change to closely resemble that of a fiend and you gain resistance to necrotic damage. Additionally you may use your rebuke ideal twice per day and when using it it effects all creatures within 10ft of you

[illegible]

Miko

Hit Dice: 1d8 per miko level

Proficiencies

Armor: None

Weapons: none

Tools: herbalism kit

Saving Throws: Strength, Dexterity

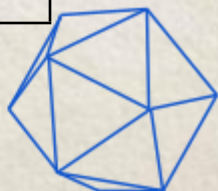
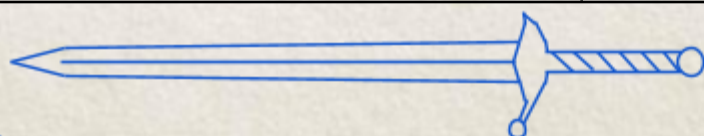
Skills: Choose two from Acrobatics, Athletics, History, medicine, Insight, Religion, and Stealth

Equipment

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

- any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- An herbalism kit

level	Proficiency bonus	features	Ki ponts
1	+2	Unarmored defense, lay on hands	-
2	+2	Ki, without needs	2
3	+2	Voice of understanding	3
4	+2	asi	4
5	+3	nurse	5
6	+3	Out of harm's way	6
7	+3	Wholeness of body	7
8	+3	asi	8
9	+4	Healing hands	9
10	+4	tongues	10
11	+4	Nurse 2	11
12	+4	sanctuary	12
13	+5	asi	13
14	+5	Defend the helpless	14
15	+5	Healing hands 2	15
16	+5	Sanctuary 2	16
17	+6	asi	17
18	+6	Defend the helpless 2	18
19	+6	resurrection	19
20	+6	Sanctuary 3	20



Unarmored Defense: level 1

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.

Lay on hands: level 1

You have healing points equal to five times your level. As an action you may touch a creature and spend any number of healing points and the targeted creature regains that many hit points. Alternatively you may spend 5 healing points to cure a disease or poisoning affecting the targeted creature, or 5 healing points per disease and poisoning to cure all diseases and poisonings affecting the targeted creature. You regain all healing points upon completion of a long rest. This ability does not affect undead or constructs

Ki: level 2

You gain a pool of spiritual energy as a monk and have access to the monks *patient defence* and *step of the wind* abilities

Without needs: level 2

You are immune to the effects of aging, disease, and the poisoned condition, but not the damage type. Additionally you no longer require food or drink

Voice of understanding: level 3

You can convey simple concepts and ideas to any creature, and any creature may convey simple ideas and concepts to you.

Nurse: level 5

When taking a short rest, others also taking a short rest within 30ft of you regain hp equal to one of their hit dice plus your wisdom modifier. When taking a long rest, others also taking a long rest within 30ft of you are cured of disease

Out of harm's way: level 6

When making a saving throw against a damaging effect you may spend 2 ki points to take half damage if you fail, if you spend the ki and succeed you take no damage at all

Wholeness of body: level 7

You may spend an action once a day to regain hit points equal to three times your level

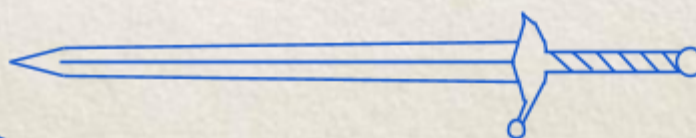
Healing hands: level 9

You may spend 1 ki point to heal a target in melee range for 2d8, you cannot heal yourself this way

Tongues: level 10

You speak all languages except secret languages

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Dragon rider

Hit Dice: 1d8 per dragon rider level

Proficiencies

Armor: medium and light armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

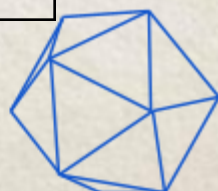
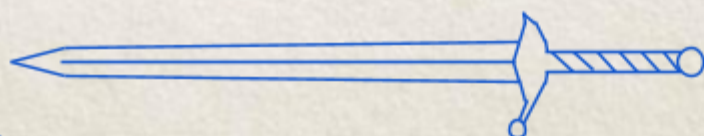
Saving Throws: Strength, Charisma

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

Equipment

- 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

level	Proficiency bonus	Features	Sorcery points	Spells known	Max spell level
1	+2	Dragon	2	2	1
2	+2	Dragon sorcery, sorceric regen	2	3	1
3	+2	Fighting style	3	4	1
4	+2	A.s.i	4	5	1
5	+3	-	5	6	2
6	+3	Dragon sorcery II	6	7	2
7	+3	Extra attack	7	8	2
8	+3	A.s.i	8	9	2
9	+4	-	9	10	3
10	+4	Draconic senses	10	10	3
11	+4	Dragon sorcery III	11	11	3
12	+4	A.s.i	12	11	3
13	+5	-	13	12	4
14	+5	Sorceric regen II	14	12	4
15	+5	Frightening presence	15	13	4
16	+5	A.s.i	16	13	4
17	+6	-	17	14	5
18	+6	Dragon sorcery IV	18	14	5
19	+6	A.s.i	19	15	5
20	+6	Dragon's breath	20	15	5



Spellcasting

Spell Slots

A dragon rider does not possess spell slots as their magic comes from the natural sorcery of your dragon

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.

The Spells Known column of the dragon rider table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you can learn according to the max spell level column of the dragon rider table.

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

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells. 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 sorcerer spell you cast and when making an attack roll with one.

$\text{Spell save DC} = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$

$\text{Spell attack modifier} = \text{your proficiency bonus} + \text{your Charisma modifier}$

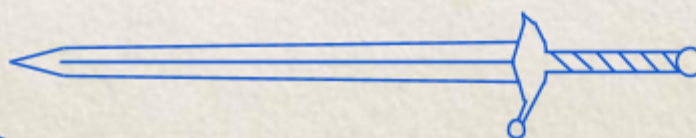
Spellcasting Focus

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the dragon rider table. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest. You may spend a number of sorcery points to cast a spell you know, only using the action the spell uses

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7



Dragon: level 1

You receive a dragon as a boon from bahamut / tiamat. The dragon follows a class table and is its own character, the dragon can be played by another person (fun), by the same person who is the dragon rider (hassle), or by the dungeon master.

The stats and class table for the dragon can be found below

Dragon sorcery: level 2+

At level 2, two dragon runes of your choice appear on your skin, at levels; 6, 11, and 18 you gain another rune of your choice

- Claws

Once per day you may draw on the power of this rune as a bonus action. When you draw on the power of this rune, your first weapon attack or unarmed strike each turn for the next two rounds deals extra damage equal to double your charisma mod.

- Mind

Twice per day you may draw on the power of this rune as an action. Choose two skills, for the next minute you have advantage on checks involving either of both of the chosen skills

- Scales

Once per day you may draw on the power of this rune as a bonus action to cause yourself to gain a +2 AC bonus for one minute

- Wings

Twice per day you may draw on the power of this rune as a bonus action to gain a 45ft fly speed for as long as you maintain concentration on it (as if concentrating on a spell) but no longer than one minute

- Arcanum

Once per day you may draw on the power of this rune as an action. Starting at the beginning of your next turn, for the next two rounds add half your proficiency bonus to your calculation of your spell attack mod and your spell save DC

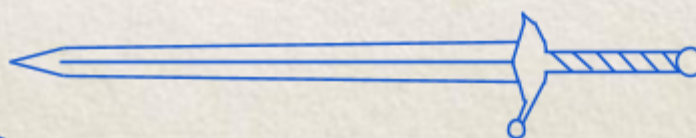
- Willpower

Twice per day you may draw on the power of this rune as a reaction. When you break concentration you may use this ability to instead not break concentration. You cannot use this ability to retain concentration on a spell when your concentration was broken by initiating concentration on another spell

- Fangs

Twice per day you may draw on the power of this rune as a bonus action to give yourself advantage on your next two attack rolls within the next minute

Sorceric regen: level 2+



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You gain one fighting style available to the fighter

When you take the attack action you make two attacks

Your and your dragon's senses tune together. You gain a darkvision of 120ft, a blindsense of 10ft and you always sense all that your dragon senses

As an action you may induce fear into your enemies. Each creature of your choice that is within 60 feet of you that is aware of you must succeed on a Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

The save DC is equal to your spell save DC

You gain access to your dragons breath attack

Hit Dice: 1d12 per dragon level

Proficiencies

Armor: light armor

Weapons: no weapons

Tools: None

Saving Throws: Dexterity, Charisma

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

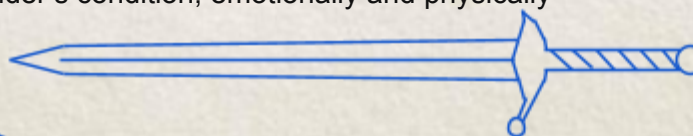
Equipment

- leather barding (leather armor but for a dragon [or horse])

level	Proficiency bonus	Features	Sorcery points
1	+2	Rider sense, dragons abilities	2
2	+2	A.s.i	2
3	+2	Dragon sorcery	3
4	+2	-	4
5	+3	A.s.i	5
6	+3	-	6
7	+3	Frightening presence	7
8	+3	-	8
9	+4	sorceric regen	9
10	+4	-	10
11	+4	A.s.i	11
12	+4	-	12
13	+5	Dragon sorcery II	13
14	+5	-	14
15	+5	sorceric regen II	15
16	+5	-	16
17	+6	A.s.i	17
18	+6	-	18
19	+6	Dragon sorcery III	19
20	+6	-	20

Rider sense: level 1

The dragon always knows how its rider's condition, emotionally and physically



Dragon's abilities: level 1

The dragon has the following abilities racially

Darkvision 120ft

Blindsight 10ft

Walking speed 30ft

Flying speed of 45ft

The dragon is a large creature

The dragon has a breath weapon that mimics eldritch blast but deals a type of damage according to its color

Dragon	Damage Type	Dragon	Damage type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

Dragon sorcery: level 3+

The dragon gains two dragon runes at level 3, and another rune at levels;13, and 19.

Additionally the dragon can use its sorcery points to cast spells known by its rider, using its rider's spell mod

Frightening presence: level 7

As an action you may induce fear into your enemies. Each creature of your choice that is within 60 feet of you that is aware of you must succeed on a Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, Ending the Effect on itself on a success. If a creature's saving throw is successful or the Effect ends for it, the creature is immune to your Frightful Presence for the next 24 hours.

The save DC is equal to your spell save DC

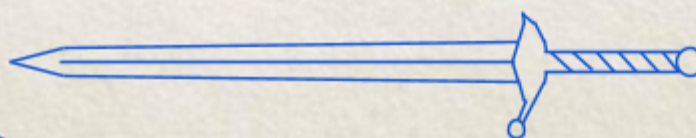
Sorceric regen: level 9+

As an action you may expend one of your or your dragon rider's hit dice to regain sorcery points equal to the roll of the hit dice. At level 15 you may expend up to two hit dice using this ability and excess sorcery points that you cannot hold become hit points for you.

Variant: wyvern rider

Instead of pledging yourself to a dragon god you are a talented beast tamer.

The wyvern's "breath" attack can only target creatures within 10ft of the wyvern, but the wyvern may target one additional creature. A wyverns attack deals poison damage



Scientist

Hit Dice: 1d6 per scientist level

Proficiencies

Armor: None

Weapons: Daggers, firearms, hand crossbow

Tools: None

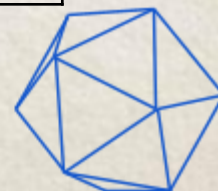
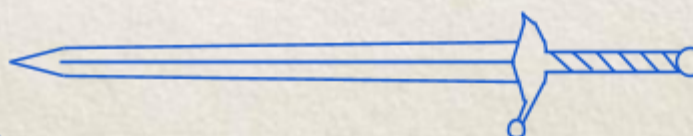
Saving Throws: Intelligence, Wisdom

Skills: Choose two from History, Insight, Investigation, Medicine, and nature

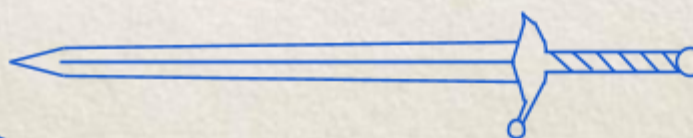
Equipment

- (a) a pistol and 12 bullets or (b) a dagger
- a component pouch
- (a) a scholar's pack or (b) an explorer's pack
- A textbook and a lab coat

level	Proficiency bonus	Features	Cantrips	Spells known
1	+2	Disbelief, science, unarmored defense	3	2
2	+2	Knowledge is power, recovery	3	3
3	+2	-	3	4
4	+2	asi	4	5
5	+3	-	4	6
6	+3	Quick wit	4	7
7	+3	-	4	8
8	+3	asi	4	9
9	+4	-	4	10
10	+4	calculations	5	11
11	+4	Chemical treatment	5	12
12	+4	-	5	12
13	+5	asi	5	13
14	+5	-	5	13
15	+5	Risk = reward	5	14
16	+5	-	5	14
17	+6	asi	5	15
18	+6	-	5	15
19	+6	Disbelief	5	15
20	+6	If at first you don't succeed	5	15



level	Spell slots								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2	--	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	-	-
3	4	2	-	-	-	-	-	-	-
4	4	3	-	-	-	-	-	-	-
5	4	3	2	-	-	-	-	-	-
6	4	3	3	-	-	-	-	-	-
7	4	3	3	1	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-
9	4	3	3	3	1	-	-	-	-
10	4	3	3	3	2	-	-	-	-
11	4	3	3	3	2	1	-	-	-
12	4	3	3	3	2	1	-	-	-
13	4	3	3	3	2	1	1	-	-
14	4	3	3	3	2	1	1	-	-
15	4	3	3	3	2	1	1	1	-
16	4	3	3	3	2	1	1	1	-
17	4	3	3	3	2	1	1	1	1
18	4	3	3	3	3	1	1	1	1
19	4	3	3	3	3	2	1	1	1
20	4	3	3	3	3	2	2	1	1



Spellcasting:

Cantrips

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

Spell Slots

The Scientist table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these scientist 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.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the scientist spell list.

The Spells Known column of the Scientist table shows when you learn more scientist spells of your choice. Each of these spells must be of a level for which you have spell slots.

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

Spellcasting Ability

Intelligence is your spellcasting ability for your scientist spells.

You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your intelligence modifier when setting the saving throw DC for a scientist spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your intelligence modifier

Spellcasting Focus

You can use a component pouch and a textbook as a spellcasting focus for your scientist spells.

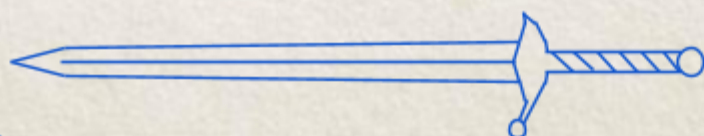
Disbelief:

A scientist cannot attune to or effectively use magic items except potions

Science:

Spells cast by a scientist are not considered magic

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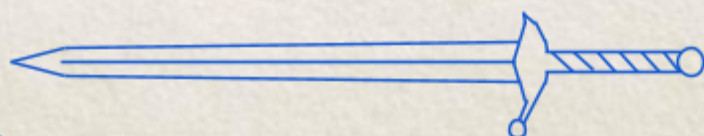
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Scientist spell list continued:

8th level
Feeblemind
Mind blank
glibness
Anti magic field
sunburst
Antipathy / sympathy
Incendiary cloud
9th level
Prismatic wall
Time stop
Fore sight
Storm of vengeance

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Doctor

Hit Dice: 1d6 per doctor level

Proficiencies

Armor: None

Weapons: Daggers, firearms, hand crossbow

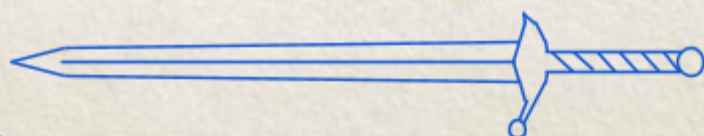
Saving Throws: Intelligence, Wisdom

Skills: Medicine and one from History, Insight, Investigation, and nature

Equipment

- (a) a pistol and 12 bullets or (b) a dagger
- a component pouch
- (a) a scholar's pack or (b) an explorer's pack
- A textbook, scrubs, and a doctors bag

level	Proficiency bonus	Features	Medical kit uses
1	+2	First aid 1d8, unarmed defense	1
2	+2	Medicine	2
3	+2	Medical knowledge	3
4	+2	asi	4
5	+3	First aid 2d8	4
6	+3	Nurse 1	4
7	+3	Medicine 2	5
8	+3	asi	5
9	+4	First aid 3d8	5
10	+4	Resuscitate	5
11	+4	Revive	5
12	+4	First aid 4d8	5
13	+5	asi	6
14	+5	Sterilize tools	6
15	+5	Nurse 2	6
16	+5	Revive 2	7
17	+6	asi	7
18	+6	First aid 5d8	7
19	+6	-	8
20	+6	Revive 3	8



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alchemist

Hit Dice: 1d10 per alchemist level

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons

Tools: alchemist's supplies

Saving Throws: intelligence, Dexterity

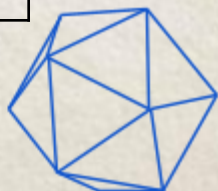
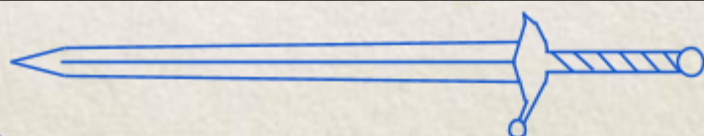
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

- (a) scale mail or (b) leather armor
- two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- Alchemist supplies

level	Proficiency bonus	Features
1	+2	Spell bomb, potion casting
2	+2	Alchemical study
3	+2	Empty spell effect
4	+2	asi
5	+3	Spell bomb 2d10
6	+3	Study feature 2
7	+3	Chemical shield
8	+3	asi
9	+4	Studdy feature 3
10	+4	Chemical treatment
11	+4	Spell bomb 3d10 , arcane brews 6th level
12	+4	Study feature 4
13	+5	Arcane brews 7th level
14	+5	asi
15	+5	Arcane brews 8th level
16	+5	Studdy feature 5
17	+6	Spell bomb 4d10, arcane brews 9th level
18	+6	asi
19	+6	Well versed
20	+6	Potion miscibility

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level	Spells known	Spell slots				
		1st	2nd	3rd	4th	5th
1	-	-	-	-	-	-
2	2	2	-	-	-	-
3	3	3	-	-	-	-
4	3	3	-	-	-	-
5	4	4	2	-	-	-
6	4	4	2	-	-	-
7	5	4	3	-	-	-
8	5	4	3	-	-	-
9	6	4	3	2	-	-
10	6	4	3	2	-	-
11	7	4	3	3	-	-
12	7	4	3	3	-	-
13	8	4	3	3	1	-
14	8	4	3	3	1	-
15	9	4	3	3	2	-
16	9	4	3	3	2	-
17	10	4	3	3	3	1
18	10	4	3	3	3	1
19	11	4	3	3	3	2
20	11	4	3	3	3	2



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The alchemist 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 know two 1st-level spells of your choice from the alchemist spell list.

The Spells Known column of the alchemist table shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. Additionally, when you gain a level in this class, you can choose one of the alchemist spells you know and replace it with another spell from the alchemist spell list, which also must be of a level for which you have spell slots.

intelligence is your spellcasting ability for your alchemist spells. You use your intelligence whenever a spell refers to your spellcasting ability. In addition, you use your intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

Spell attack modifier = your proficiency bonus + your intelligence modifier

Because all spells you cast are potions you cast them as if they are thrown weapons with a range of 20/60, the effect of the spell is created where the potion lands thus missing with an area of effect spell doesn't particularly matter.

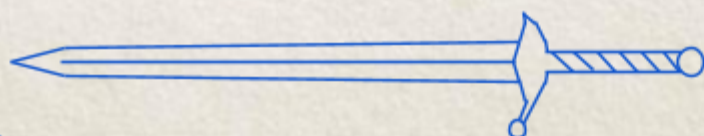
At the end of a long rest you must prepare your spells as you intend to cast them, creating them as potions and expending the necessary spell slots at the same time, this process takes about an hour. You may choose not to prepare all of your spells or use all your spell slots at this time, waiting to complete this task during a short rest. When you make potions using your casting feature they always expire after 24hours, leaving them bitter and useless

Alchemist spell list

[illegible]

Spell bomb:

You have the ability to cast an “empty spell” which isn't so much a spell as a mixture of volatile but inexpensive chemicals such as charcoal, sulfur, and oils. Casing an empty spell works the same as casting a spell for you except it doesn't cost a spell slot. An empty spell explodes in a 10ft square dealing 1d10 force damage to creatures within the blast unless they succeed a dexterity save (spell save dc), in which they take half damage. At levels 5, 11, and 17 the damage of spell bomb increases by 1d10



■ Alchemist aspects

● Aspect of dragon

You may cast empty spells as a breath weapon that affects every creature in a 15ft cone in front of you but it deals d12s damage and creatures have a -2 penalty to the dex save for the empty spell

● Aspect of lion

You may cast empty spells as a melee weapon attack that deals slashing damage, casting this way you must pierce the target's AC with an attack int+prof+1d20 instead of forcing a dex saving throw, missing still deals half damage however. While in aspect of the lion you have advantage against fear effects and can roar.

Roaring takes an action and forces creatures in a 15ft radius around you to make a wisdom saving throw equal to your spell save DC, on a failed save the affected creatures become afraid of you for 4 rounds, a creature cannot be targeted by this ability more than once daily

● Aspect of ram

You may cast empty spells as a melee weapon attack that deals bludgeoning damage, casting this way you must pierce the target's AC with an attack int+prof+1d20 instead of forcing a dex saving throw, missing still deals half damage however. If you run at least 20ft in a straight line before attacking with your melee empty spell you force the target to make a strength saving throw equal to your spell save DC, if they fail they are knocked prone and pushed up to 15ft away

● Aspect of bear

You gain resistance to non-magic damage, you have advantage on attack rolls you make but attack rolls made against you also have advantage.

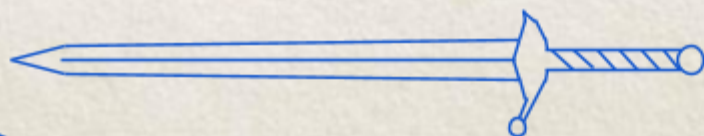
● Aspect of undeath

You gain immunity to poison and disease. additionally 1f damage reduces you to 0 hit points, you must make a Constitution saving throw with a DC of 5 +the damage taken. On a success, you drop to 1 hit point instead.

● Aspect of ooze

You become immune to effects other than this that would change your shape. Additionally you can occupy

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

level	Proficiency bonus	features	Mech transformations
1	+2	Blood bound mech	0
2	+2	Physical reflect	0
3	+2	Subclass, transforming mech	1
4	+2	Asi	1
5	+3	Extra attack	1
6	+3	Asi	1
7	+3	Subclass	2
8	+3	Asi	2
9	+4	Physical reflect 2, counter attack	2
10	+4	Subclass	2
11	+4		3
12	+4	Asi	3
13	+5		3
14	+5	Asi	3
15	+5	Subclass	4
16	+5	Asi	4
17	+6	Physical reflect 3	4
18	+6	Subclass	4
19	+6	Asi	4
20	+6		4

- You are considered a large creature
- You can cause your mech to become invisible as a bonus action. While invisible you cannot use any abilities that requires it
- You gain a fly speed of 30ft while the mech is visible

At later levels it should increase number of uses to 2 then 3

Can do counter attacks and follow ups with one chosen ally

When its your turn roll a d20 to determine if you get a turn bonus

At the levels you gain this ability you gain one effect from it (it will work like invocations)

Line effect lower ac

Cone effect

Cover and invisibility two rounds

Hammer direct hit and radius damage

Dont takee damage the next time you take damage

Chance to leave target unconscious for a number of turns

Reduces movement speed

Chance they cant use spells or concentrate. circle radius

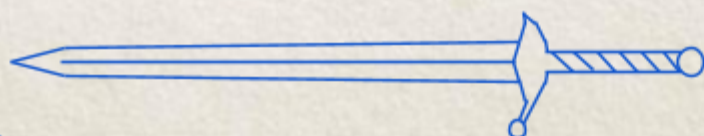
Heals

At level nine you may use your reaction to make an attack (weapon or cantrip) against an opponent who misses you with an attack, but only if they are a valid target of your attack

Magic training

You gain spells and spell slots according to the table below

Level	cantrips	Spells known	Spell slots			
			1st	2nd	3rd	4th
3	1	2	2	-	-	
4	1	3	3	-	-	
5	1	3	3	-	-	
6	1	3	3	-	-	
7	1	4	4	2	-	
8	1	4	4	2	-	
9	1	5	4	2	-	
10	1	6	4	3	-	
11	1	6	4	3	-	
12	3	7	4	3	-	
13	3	8	4	3	2	
14	3	8	4	3	2	
15	3	8	4	3	2	
16	3	9	4	3	3	
17	3	9	4	3	3	
18	3	10	4	3	3	
19	3	11	4	3	3	1
20	3	11	4	3	3	1



Magic reflect.

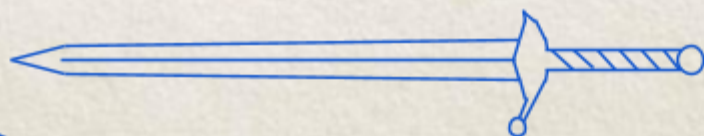
You can use your physical reflect twice as many times in between rests. Additionally you may choose instead to use it to create a different effect as follows:

When you take damage from a magical spell or ability you don't take that damage and instead the source or caster of the spell or ability takes the damage you would have.

Physical prowess

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Witch

Hit Dice: 1d8 per blackguard level

Proficiencies

Armor: none

Weapons: none

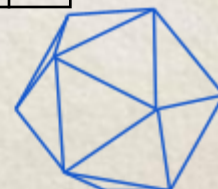
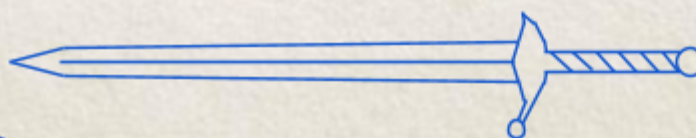
Saving Throws: wisdom, charisma

Skills: Choose two from; religion, Athletics, Intimidation, stealth, sleight of hand, Perception, and Survival

Equipment

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

level	Proficiency bonus	features	Pheromone slots	Pheromone level	cantrips	Spells known	Spell slots				
							1st	2nd	3rd	4th	5th
1	+2	Familiar, pheromones	1	1	1	1	1	-	-	-	-
2	+2		1	1	1	2	2	-	-	-	-
3	+2	Subclass	1	1	1	2	3	-	-	-	-
4	+2	Asi	1	1	1	3	3	-	-	-	-
5	+3	-	2	2	2	3	4	2	-	-	-
6	+3	Asi	2	2	2	3	4	2	-	-	-
7	+3	Subclass	2	2	2	4	4	3	-	-	-
8	+3	Asi	2	2	2	4	4	3	-	-	-
9	+4	-	3	3	2	5	4	3	2	-	-
10	+4		3	3	2	6	4	3	2	-	-
11	+4	Subclass	3	3	2	6	4	3	3	-	-
12	+4	Asi	3	3	2	7	4	3	3	-	-
13	+5	-	4	4	2	8	4	3	3	1	-
14	+5	Asi	4	4	2	8	4	3	3	1	-
15	+5	Subclass	4	4	2	8	4	3	3	2	-
16	+5	Asi	4	4	2	9	4	3	3	2	-
17	+6	-	5	4	2	9	4	3	3	3	1
18	+6	Subclass	5	4	2	10	4	3	3	3	1
19	+6	Asi	5	4	2	11	4	3	3	3	2
20	+6		5	4	2	11	4	3	3	3	2



Spell casting

as per normal rules, spells known not prepared, you use the wizard spell list

Ritual spells.

You may cast spells as rituals if they have the ritual tag

Pheromones

You may prepare a number of spells that are enchantment, abjuration, or illusion (from any spell list) equal to half your level every day, as long as they are spells you can cast. Spells prepared this way can only be cast as pheromone spells.

Casting a pheromone spell consumes one pheromone slot and casts the spell at the level that the pheromone slot consumed is. Additionally pheromone spells require no components

Pheromone slots are also restored upon completion of a short rest

Familiar

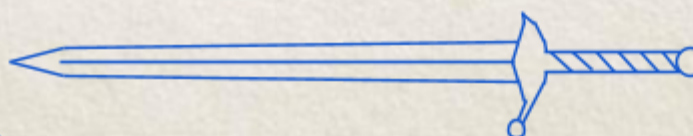
You gain a familiar as if it were from the find familiar spell but using the following rulings as well. If any ruling contradicts use the rules provided here with priority

- Your familiar is a beast type creature

It has abilities that grow depending on your level

Your level	Familiars intelligence	Familiars ac	Extra abilities
1	6	14	Share spells
3	8	14	Deliver touch spells
5	10	15	Speak
8	12	15	
10	13	16	
12	15	16	Evasion
14	16	17	
16	17	17	
18	19	18	
20	20	18	Magic resistance

- Your familiar uses your proficiency and your saving throws if they are higher than its own.
- Your familiar has hit dice equal to your level



- If your familiar dies you can bring it back to life using a first level spell slot and an action, doing this brings it back to life within 5ft of you with hp equal to your level

Share spells

When you cast a spell with a range of self treat it as if your familiar also cast it on itself at the same level

Deliver touch spells

If your familiar is touching a valid target for a touch spell you may cast a touch spell you know on that target as if you were touching the target

Speak

Your familiar learns one language you also know and can communicate with you telepathically while it is up to one mile away from you

Evasion

If your familiar is subject to a saving throw that would reduce the damage of an effect than it takes no damage if it succeeds and only half if it fails

Magic resistance

Your familiar has advantage on saving throws against spells

Level 2

Currently empty

Level 10

Currently empty

Level 20

Currently empty

Subclasses

Arch-magic

Level 3

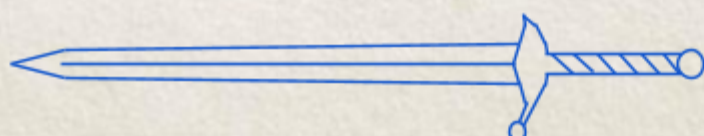
Sorcery points equal to your level but can't cast spells with them
And one metamagic option

Level 7

Two metamagic option

You regain half your sorcery points rounded down on completion of a short rest

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Level 11

You gain the ability to cast spells using your sorcery points but only according to the table below

Level	Spell level	Sorcery point cost
11	6th	9
13	7th	10
15	8th	11
17	9th	13

You can only cast one spell of sixth level or higher in between long rests

Level 15

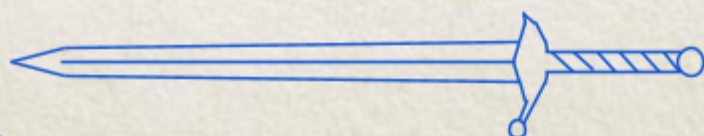
You can cast one additional spell of sixth level or higher in between long rests but once you unlock ninth level spells you can still only cast up to one ninth level spell in between long rests

Level 18

Wild speaker

Do like druid things like cant die of aging and wild shape

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Sohei

Class Features

Hit Dice: 1d8 per sohei level

Hit Points at 1st Level: 8 + Constitution modifier

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

Proficiencies

Armor: none

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

Saving Throws: dexterity, Wisdom

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

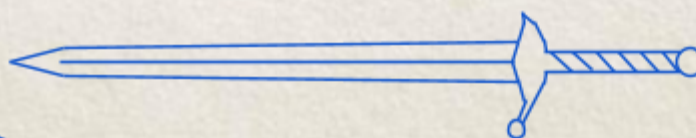
Equipment

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

(a) a scimitar or (b) any simple melee weapon

Leather armor, an explorer's pack, and a holy symbol (beads)

level	Proficiency bonus	Features	Martial arts	Spell slots				
				1st	2nd	3rd	4th	5th
1	+2	Rhythm 1, unarmored defense	1d4	-	-	-	-	-
2	+2	Mental fortitude	1d4	2	-	-	-	-
3	+2	Rhythm 2	1d4	3	-	-	-	-
4	+2	Resistance 1	1d4	3	-	-	-	-
5	+3	Asi	1d6	4	2	-	-	-
6	+3	High tempo	1d6	4	2	-	-	-
7	+3	Rhythm 3	1d6	4	3	-	-	-
8	+3	Resistance 2	1d6	4	3	-	-	-
9	+4	Asi	1d8	4	3	2	-	-
10	+4	Defensive stance , Deflect missiles	1d8	4	3	2	-	-
11	+4	Rhythm 4	1d8	4	3	3	-	-
12	+4	Resistance 3	1d8	4	3	3	-	-
13	+5	Asi	1d10	4	3	3	1	-
14	+5	Keep fighting	1d10	4	3	3	1	-
15	+5	Rhythm 5	1d10	4	3	3	2	-
16	+5	Resistance 4	1d10	4	3	3	2	-
17	+6	Asi	1d12	4	3	3	3	1
18	+6	Rhythm 6	1d12	4	3	3	3	1
19	+6	Asi	1d12	4	3	3	3	2
20	+6	Mettle	1d12	4	3	3	3	2



Unarmored defense (1st level)

When not wearing armor or using a shield your AC is equal to 10 + your dexterity mod + your wisdom modifier

Martial arts (1st level)

Your unarmed strikes are considered to have the finesse property and deal increased damage according to the sohei class table, additionally you may use your dexterity modifier instead of strength for any weapon you are proficient in and replace the damage it deals with your martial arts damage. You cannot replace the weapon damage of an offhand weapon this way

Rhythm (1st - 18th level)

After dealing damage successfully to a creature you enter a trance state in combat and gain benefits until you miss an attack or combat ends. When in a trance this way you gain +1 to your dexterity and strength and gain 10ft of movement

At level 3 gaining dexterity and strength becomes cumulative to a maximum of +2.

At 7th level cumulative maximum becomes + 3

At 11th level cumulative maximum becomes + 4

At 15th level cumulative maximum becomes + 5

At 18th level cumulative maximum becomes + 6

Alternate class feature, frenzy (replaces rhythm)

As an alternate feature you gain frenzy that acts like a barbarian's rage in every way except restrictions on magic and spell casting. You gain one use of this ability every time rhythm would normally get upgraded. Additionally when it receives an upgrade you deal extra damage in the trance state equal to the number shown on the class table beside rhythm.

Frenzy variant

In Between frenzy and rhythm, you use the ability as an action (as barbarian rage) but don't get extra damage like the above frenzy, instead you gain the cumulative effects of rhythm

Mental fortitude (2nd level)

You are immune to the stunned condition and no effect can put you to sleep against your will

Resistance (4th - 16th level)

When you take damage from any source, reduce that damage by one

At 8th level you take two less damage

At 12th level you take three less damage

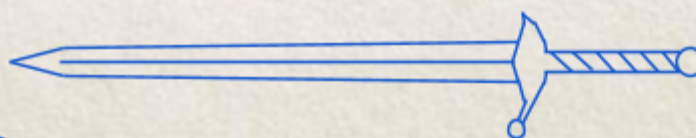
At 16th level you take four less damage

High tempo (6th level)

When in a trance state you may make two attacks with your attack action

Defensive stance (10th level)

If an attacking creature misses you while you take the dodge action you have +4 on your first attack roll against it on your next turn



Deflect missiles (10th level)

When you are hit by a ranged projectile you can use your reaction to reduce the damage by $1d10 + \text{your dex mod} + \text{your level}$

Keep fighting (14th level)

When you are reduced to 0hp you may continue to move and act as if you had hp. When you do so you are always considered to be moving through difficult terrain, you don't gain the benefits of high tempo, and you are not considered stable any turn you use movement

Mettle (20th level)

When you make a saving throw to receive reduced effects, if you succeed you take no effects. Additionally you gain a bonus to all saving throws equal to half your wisdom modifier

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does. Use the paladin spell list, these spells are sohei spells for you

Preparing and Casting Spells

The sohei table shows how many spell slots you have to cast your sohei spells. To cast one of your sohei 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 sohei spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of sohei spells equal to your Charisma modifier + half your sohei 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 sohei, 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 sohei 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 sohei 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 sohei spell you cast and when making an attack roll with one.

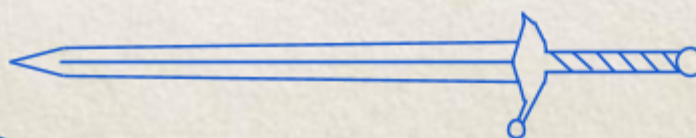
Spell save DC = $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$

Spell attack modifier = $\text{your proficiency bonus} + \text{your Charisma modifier}$

Spellcasting Focus

You can use a holy symbol (see the Adventuring Gear section) as a spellcasting focus for your sohei spells.

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Nomad

Hit Dice: 1d8 per nomad level

Proficiencies

Armor: light and medium armor

Weapons: Simple weapons, martial weapons

Tools: brewers kit, or cooks utensils, or leather workers tools

Saving Throws: dexterity, Constitution

Skills: Choose two skills from Nature, Animal Handling, Athletics, History, Insight, Intimidation, Perception, religion, Survival, performance, and Stealth.

Equipment

(a) leather armor or (b) chain mail

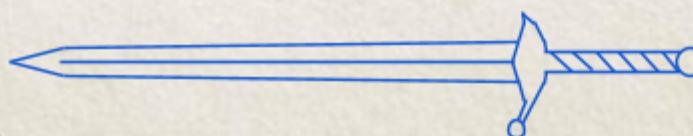
(a) 5 javelin or (b) a glaive

(a) a scholar's pack or (b) an explorer's pack

a longbow and 20 arrows, a simple weapon, one set of tools you are proficient in and a dagger

level	Proficiency bonus	Features	Mounted movement	Spells known	Spell slots				
					1st	2nd	3rd	4th	5th
1	+2	Bonded mount, mounted combatant	-	-	-	-	-	-	-
2	+2	Improved mounted movement	10ft	2	2	-	-	-	-
3	+2	Ranger conclave, knowledge of spirits	10ft	3	3	-	-	-	-
4	+2	Asi	10ft	3	3	-	-	-	-
5	+3	Grounded, stride	10ft	4	4	2	-	-	-
6	+3	Mounted movement, thunder arrows 1d8	15ft	4	4	2	-	-	-
7	+3	Conclave feature	15ft	5	4	3	-	-	-
8	+3	Group tactics, accuracy	15ft	5	4	3	-	-	-
9	+4	-	15ft	6	4	3	2	-	-
10	+4	Mounted movement, thunder arrows 2d8	20ft	6	4	3	2	-	-
11	+4	Conclave feature	20ft	7	4	3	3	-	-
12	+4	Breath of wind	20ft	7	4	3	3	-	-
13	+5	-	20ft	8	4	3	3	1	-
14	+5	Mounted movement, thunder arrows 3d8	25ft	8	4	3	3	1	-
15	+5	Conclave feature	25ft	9	4	3	3	2	-
16	+5	Sturdy stance	25ft	9	4	3	3	2	-
17	+6	-	25ft	10	4	3	3	3	1
18	+6	Mounted movement	30ft	10	4	3	3	3	1
19	+6	Hold ground	30ft	11	4	3	3	3	2
20	+6	Immortal mount	30ft	11	4	3	3	3	2

Mounted combatant (level 1)



You gain the mounted combatant feat

Bonded mount (level 1)

You gain a horse or mount of similar or lower cost, ask your DM first before choosing anything but a horse. At any time you may replace your bond with this mount with another non-intelligent creature that is trained to accept a rider, to do this you must spend 24 hours with the mount you wish to bond with.

Your bonded mounts stats are adjusted as follows. Your mount has a maximum hit points equal to 5 times your level and an AC equal to 13 plus your proficiency unless either of these scores would be higher unadjusted.

If your bonded mount were to die you can spend one minute and one spell slot to bring it back to life with its hit points restored

Mounted combatant (level 1)

You gain the mounted combatant feat

Improved mounted movement (level 2-18)

While mounted your mount gains extra movement in all methods movement it possesses.

At second level this extra movement is 10ft but it increases by 5ft at levels 6, 10, 14, and 18

Ranger conclave (level 3)

You may choose a ranger subclass and gain the benefits of belonging to that subclass

Knowledge of spirits (level 3)

Gain proficiency in nature, or double it if you already have proficiency. You can use nature skill in place of arcana for knowledge checks about creatures

Grounded (level 5)

You have advantage on saves against effects that would knock you prone. And when you are mounted, you and your mount have advantage and +5 on saves against effects that would knock you prone.

Stride (level 5)

You are immune to the effects of difficult terrain and suffer no effects for squeezing. While mounted your mount also gains this ability.

Thunder arrows (level 6-14)

When attacking with a ranged weapon you may deal an additional 1d8 thunder damage with it

This damage later increases to 2d8 and to 3d8

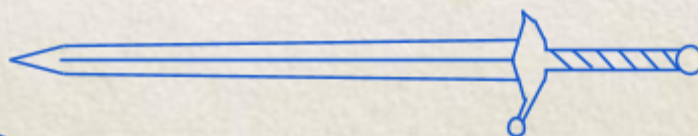
Group tactics (level 8)

When an ally attacks a creature you can see, you gain advantage on your next attack roll against the target for one round (until the allies next turn)

Accuracy (level 8)

You no longer suffer disadvantage with ranged attacks against creatures within 5ft of you and your attacks ignore cover

Breath of wind (level 12)



As a bonus action you may move half your speed and regain hit points equal to your proficiency modifier. If you are mounted, your mount moves half its speed and you both regain hit points. You may use this feature a number of times equal to your proficiency bonus between long or short rests.

Optional replacement for breath of wind.

Rush of blood

As a reaction to being struck by a critical hit or an attack that reduces you to half your hit points or less you may move half your speed and regain hit points equal to your proficiency modifier. If you are mounted, your mount moves half it's speed and you both regain hit points.

Sturdy stance. (level 16)

As a reaction to being knocked prone or moved by any effect against your will other than being teleported, you may instead not be knocked prone and move in any way you like up to the amount of distance you would be moved by the effect.

Note push/pull in a grapple is an effect that moves you, you may use this to instead move the opponent as you move together like that

Hold ground (level 19)

If an enemy of large or smaller moves within 30ft of you and would end its movement closer to you than it started you may use your reaction to make a ranged weapon attack and reduce its speed to zero before it moves closer

Immortal mount (level 20)

If your mount is reduced to 0hp while you are riding it, you may make constitution saving throws each turn to keep it alive and moving and taking actions. The save DC is 8 + the number of rounds since mount has dropped to 0hp.

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does.

Spell Slots

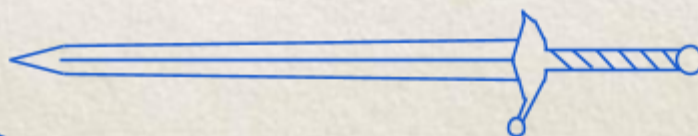
The nomad table shows how many spell slots you have to cast your nomad spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

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

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the ranger spell list.

The Spells Known column of the nomad table shows when you learn more ranger spells of your choice. these spells are nomad spells for you. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th 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 nomad spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your nomad spells, since your magic draws on your 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 nomad spell you cast and when making an attack roll with one.

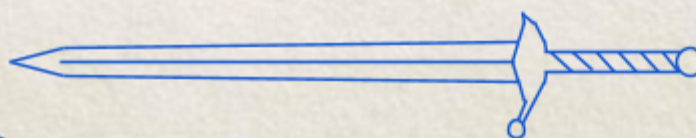
Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

At 2nd level, you can use a druidic focus as a spellcasting focus for your nomad spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating feathers, fur, bones, and teeth from sacred animals.

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Subclasses for existing classes

Just sort later

Shaman subclass for druid

Circle spells

A shaman has magical powers bestowed to them by spirits who cast these circle spells in tandem with the shaman. Circle spells for a shaman are not considered to be known by the shaman and cannot be prepared, instead each circle spell may be cast once between long rests without expending a spell slot.

At each level you would gain a circle spell you pick it from any spell list

At 3rd level you gain a 2nd level spell

At 5th level you gain a 3rd level spell

At 7th level you gain a 4th level spell

At 9th level you gain a 5th level spell

2nd level

Cure

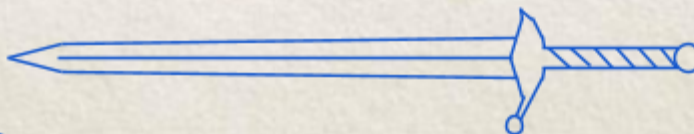
As an action you can touch a creature within 5ft of you and expend a spell slot to heal them. For 1st level spell slots this heals 2d8, higher level spell slots heal 1d8 more for each level above 1st

Spirit companion

A spirit has taken a great liking to you and will follow you wherever, even into battle

As an action you may summon the spirit in an unoccupied space within 30ft of you, using one charge of your wild shape. You choose what the spirit looks like but it takes the stats of a beast with a CR equal or less than the maximum CR on the table below. The spirit is considered a fey instead of beast and remains for one minute or until it is slain

Druid level	Spirit CR
2nd	1/4
4th	1/2
6th	1
8th	2
10th	3
12th	4
15th	5
18th	6
20th	7



6th level

rebuttle undead

As an action you can summon spirits to command undead.

Every undead within 30ft of you that is not immune to turning effects must make a wisdom saving throw equal to your spell save DC or become rebuked by you, this effect lasts for one minute or until the undead can make a successful save against it, the undead can retake the saving throw at the end of each of its turns. You can use this ability a number of times equal to your charisma modifier and regain the ability to use it after completing a long rest.

When an undead becomes rebuked by you, you may choose to either frighten it and it must flee or command it. If you choose to command it, it cannot take actions by itself and it shares your initiative for the duration, you must take an action to command them to move and take actions, when taking an action to command undead you may command a number of undead equal to your charisma modifier

10th level

Spirit sight

You gain 5ft of true sight and can always see into the ethereal plane as far as your regular vision allows

Smite

When you hit a creature with a melee attack you may expend a spell slot to deal additional radiant damage. A 1st level spell slot deals 2d8 and spell slots of higher level deal an additional 1d8 per level above 1st

14th level

Spirits favor

You gain a bonus to all saving throws equal to your charisma modifier

Shugenja sorcerous origins

As a shugenja you focus on a specific element and gain abilities according to the element you specialize in
Note that first and foremost a shugenja is a priest not a battlemage

1st level

Elemental focus

Choose the element that is your focus. Earth, water, fire, air, or void.

When casting a spell of your chosen element you treat your charisma as being two higher

3rd level

Earth

You gain a magic shell that has maximum hit points equal to twice your level and it is restored to full hit points after a long rest. This magic shell acts as temporary hit points except you can have temporary hit points in addition to it, if you do, the shell takes damage first. When you cast a spell associated with earth this shell regains hit points equal to twice the spells level

