

Steel Dragons' Guide to

Racial Classes

*4 New Race-as-Classes with Subclass archetypes.
"Old School" sensibilities for "New School" systems.*



*A supplement for Players & Dungeon Masters of
the 5th edition of the world's first role-playing game.*

The Elf



Elves are beings of inhuman elegance, beauty, and grace. They have luxuriant flowing hair and large, often described as “almond shaped”, vibrantly-colored eyes. Though capable of heights up to humans, they are prone to slighter, more toned, frames than the size and bulk of humans. Many elves average around five and a half up to six feet tall, with lovely, chiseled features and gently pointed ears, sometimes described as “leaf-shaped.”

They are extraordinarily long-lived, as compared to other races. What to humans and halflings is legend, to elves is history. The eldest elves are known to live well over 1,000 years.

They possess knowledge and abilities, generally reliant on reflexes and intellect, well beyond that of other more short-lived races. They have a great adoration for the arts, love, beauty, and practiced excellence in all forms.

Sometimes seen as haughty or aloof by other races, this is really just the elf's lack of understanding in the motivations and [necessary] urgency exhibited by other races. Time is something an elf nearly always has. Decisions are worthy of contemplation and exploring possibilities and repercussions that may arise or last, to elves, for decades or centuries to come.

Some say the elves were born in the dawn of the world. Some say they are the dreams of a deity, the tears of starlight made mortal or the actual children of a progenitor god-race. They are those who sang the music of creation that shaped the world. Those who first wove or unravelled the mysteries of magic. Those who speak to and for the trees and beasts and faerie folk. Whatever their mythology, the true origins and nature (and ultimately, the appearance) of elfkind are up to the DM to define for their game setting.

Born in Magic: Across nearly all world's of fantasy adventure, elves are beings of heightened aptitudes in a variety of abilities, including magic use. Nearly innate in their mastery in a variety of magical crafts, elves weave the energies of the natural world and cosmos as deftly as their legendary cloaks. Elves moreso than any other race is able to meld the disciplines of armor and weaponry with the use of spells.

Nature's Keepers: A connection to the natural world, in nearly limitless diversity is another staple of the elves. Most commonly associated with woodlands and forests, quiet glades or secluded vales, elves can be found almost anywhere there is seclusion and natural beauty. This beauty is steadfastly preserved and nurtured by an affinity for the natural world. Their very architecture, blending as seamlessly into their environment as possible, produces works to inspire amazement and admiration (and, often, envy) from other races.

[Ok. The parts everyone cares about...]

Class Features

HD: d8 per level.

HP at 1st level: d8. Start with 8 + Con mod.

HP at Higher Levels: d8 + Con. mod. at every level.

Proficiencies

Armor: Light and Medium armors. Shields.

Weapons: Any non-Heavy simple or martial weapons.

Saving Throws: Intelligence & Dexterity

Skills: Choose any 3 of the following: *Acrobatics, Arcana, History, Insight, Medicine, Nature, Stealth, Survival.*

Equipment

The Elf begins with the following in addition to the equipment granted by your background.

- a) Long bow or b) short bow, each with 20 arrows
- Explorer's Pack.

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TABLE X.X: ELF FEATURE PROGRESSION

Elf level	Proficiency Bonus	Cantrips Known	Features	Spells Known	Slots 1	2	3	4	5
1	+2	3	Elf Senses, Elf Magic	-					
2	+2	3	Fighting Style, Starblooded	-					
3	+2	3	Elfin Legacy, Fae Ancestry	2	3				
4	+2	4	Ability Boost	3	3				
5	+3	4	Nature's Veil	3	4	2			
6	+3	4		4	4	3			
7	+3	4	Legacy Feature	4	4	3			
8	+3	5	Ability Boost	5	4	3			
9	+3	5	Elfish Stride	5	4	3	2		
10	+4	5	Legacy Feature	6	4	3	2		
11	+4	5	Extra Attack	6	4	3	3		
12	+4	5	Ability Boost	7	4	3	3		
13	+4	6		7	4	3	3	1	
14	+4	6		8	4	3	3	1	
15	+5	6	Legacy Feature	8	4	3	3	2	
16	+5	6	Ability Boost	9	4	3	3	2	
17	+5	6		9	4	3	3	3	1
18	+5	6	Legacy Feature	10	4	3	3	3	1
19	+5	6	Ability Boost	10	4	3	3	3	2
20	+5	6	Extra Attack	11	4	3	3	3	2

- a set of leather armor and a melee weapon.
- a spellbook and a) components pouch or b) arcane focus.

@1st: **Elfin Senses**

Twilight Vision: You see normally in low light conditions to a distance of 60'. You can discern colors and details as if in bright light.

Enhanced Awareness: The elf has sharp senses of sight, hearing, tactile sensitivity, and generally heightened senses and intuition. The Elf has proficiency with the *Perception* and *Investigation* skills and advantage on all rolls for them.

Elfin Magic

Cantrips: Beginning at level 1, you select 3 cantrips. These spells may be from the Wizard or Druid spell lists.

Spells of 1st level or higher: Your further spell-casting ability is dependent on your Elfin Legacy, chosen at 3rd level. You gain additional spells known and leveled slots of 1st level or higher as detailed on the *Elf Feature Progression* table. For the most part, spells must be recorded and prepared from a spellbook, as per the Wizard class.

Spell Casting Ability: Your ability when using your magic is Intelligence. Save DC is 8 + Int. mod. + proficiency bonus. Spell Attack bonus is Int. mod. + Proficiency bonus.

@2nd: **Fighting Style**

Choose your combat specialty: *Archery*, *Defense*, *Dueling*, *Two-Weapon Fighting*.

Starblooded

You have immunity from the paralyzing touch of ghouls.

@3rd: **Elfin Legacy**

Choose your Elf's Legacy: *Sentinel* or *Sorcerer [of the Wood]*

Fae Ancestry

You have advantage on rolls against being charmed. Magic can not put you to sleep. At 6th level, you double your Int. modifier to saves roll against any enchantment magic effect.

@4th: Ability Boost: as normal. Further increases at 8th, 12th, 16th, 19th.

@5th: **Nature's Veil**

You have proficiency with the *Stealth* skill. You have advantage on rolls to hide and move silently, while in woodlands and other natural settings. Also, you can attempt to hide even when only lightly obscured by natural phenomena, such as light foliage, heavy rain, falling snow, mist, etc...



- **Summon Weapon:** As long as you are on the same plane of existence, you can summon this weapon to you, on your turn. The weapon flies to your hand (60' per turn). It can not be used to deal damage in this flight, avoiding obstacles to arrive in the sentinel's grip.
- **Arcane Focus:** You can use your bonded weapon as an arcane focus for the purpose of casting spells.
- **Enchanted Strike:** Attacks made with this weapon (or missiles fired from it, in the case of a bow) are considered enchanted for bypassing a creature's resistance or immunity to mundane weapon damage.

If this weapon is lost or destroyed, the sentinel may perform a ritual to bond with a new weapon at the following full moon. At 14th, you may add a second bonded weapon. This additional weapon may be any type with which you have proficiency.

Elf Magic: 1st level or higher: You choose 2 spells from the Wizard spell list. You gain spells known and spell slots of 1st level or higher according to the *Elf Feature Progression* table. You add your Int. modifier to your total number of spells known.

7th: Sentinel's Stunt: The Sentinel can use a bonus action to engage one of the following abilities:

- cast a cantrip.
- make an additional melee attack to a target within 5' of you with a weapon in hand.
- add 5' to your movement.
- grant disadvantage to any opportunity attacks made against you until the beginning of your next turn.

The sentinel can perform a Stunt 1 + Dex. mod. times before requiring a short or long rest. At 13th, the sentinel gains the option to cast any spell with a casting time of 1 action or less as a bonus action and can make 2 + Dex. mod stunts between rests. At 17th, the sentinel's movement bonus increases to 10' and they receive the movement bonus *automatically*. They also make 3 + Dex. mod. Stunts between rests.

10th: Eldritch Strike: When you expend a spell slot you charge your blade/arrow with arcane energies that deal additional magic damage. For each level of the spell slot used the sentinel adds d6 damage of one of the following types of their choice: cold, fire, lightning, or thunder. At 14th level, your damage die increases to d8. At 20th the damage die increases to d10.

15th: Wild Command: The sentinel can not be slowed, impeded, or forced to spend extra movement in any magical or mundane difficult terrain. Also, any creature of the *Beast* or *Plant* type that encounters the Sentinel must make a Wisdom save to beat the sentinel's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the next 24 hours.

@9th: **Elvish Stride**

Your base movement rate is increased by 5'. Also, your speed is not slowed while moving through non-magical difficult terrain. When moving through (again, non-magical) thorns, briars, and the like, you take no damage. Magically altered/enchanted terrain, such as the *Entangle* or *Wall of Thorns* spells, effect the elf normally.

@11th: **Extra Attack**

You make two attacks instead of one whenever you take the Attack action. You attack three times instead of once at 20th level.

Elfin Legacy

The Sentinel [of the Wood]

The Sentinel elf has learned to mesh the use of magic with their combat prowess, weaving both together in a way only elves can. They are the champions, defenders, and elite warriors of elfkind and, more often than not, serve as their representatives outside of elfin domains.

3rd: Weapon Bond: At 3rd level you form a magical bond with your primary weapon. This weapon must be a long sword, short sword, scimitar, rapier, long bow, or short bow.

- **Armed Extension:** You can not be disarmed of this weapon unless you are incapacitated.

18th: Hidden Faerie Ways: The sentinel can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest. They also add *Fey* to the types of creatures effected by their Wild Command feature.

Also, *Fey* type creatures that encounter the sorcerer must make a Wisdom save to beat the sorcerer's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the next 24 hours.

The Sorcerer [of the Wood]

The elfin Sorcerer/Sorceress of the Wood is a specialized mage of unique talent and training. They stand out for their magical prowess, even among a race of magical beings. They pursue the magics of fey and nature spirits in addition to the accumulation and mastery of arcane energies.

3rd: Elfin Sorcery: The Sorcerer receives the following bonus spells at the levels indicated. These spells, once gained at the appropriate level, are always considered prepared and do not count against the elf's spells known.

Sorcerer lvl.	Bonus Spells
3rd	<i>Detect Magic, Speak with Animals</i>
5th	<i>Pass without Trace, Misty Step</i>
7th	<i>Counterspell, Daylight</i>
9th	<i>Conjure Woodland Beings, Hallucinatory Terrain</i>
11th	<i>Greater Restoration, Scrying</i>

Elf Magic: 1st level or higher: You choose 2 spells from the Wizard and/or Druid spell list. You gain spells known and spell slots of 1st level or higher according to the *Elf Feature Progression* table. Your spellcasting ability remains, Intelligence, even for any druid spells chosen.

7th: Magical Recovery: The Sorcerer can reach into the natural and cosmic energies of the world around them to replenish expended spell slots. Slots regained can be in any combination up to the sorcerer's level, but can not exceed 3rd level slots. This mystical recovery may be regained in whole or in part at any time between long rests.

10th: Nature's Magi: Your knowledge and experience in the workings of the magical world expand to include the following abilities:



- **Eshew Materials:** You cast any of your spells known without an arcane focus or component pouch.
- **Ritual Casting:** You can cast any Wizard or Druid spell you have access to as a ritual if it has the ritual tag.
- **Enchanted Strike:** Any melee or ranged weapon attack you make is infused with magical energy and considered enchanted for bypassing a creature's resistance or immunity to mundane weapon damage.

15th: Hidden Faerie Ways: The sorcerer can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest.

Also, *Fey* type creatures that encounter the sorcerer must make a Wisdom save to beat the sorcerer's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the next 24 hours.

18th: Gilded Realm: You can weave a barrier of natural and arcane magical energies. The creation of this magically warded realm requires 10 minutes per 100' radius with a

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maximum area up to 1 mile radius of the sorcerer (roughly one day -8.5 hours- of uninterrupted effort). The sorcerer can select individuals, up to their level + Intelligence modifier, at casting, that can pass through the barrier unimpeded. Of course, the sorcerer may pass freely across the realm's perimeter without harassment.

The area protected by this barrier has the following traits:

- The area within the barrier becomes difficult terrain to any creatures not exempt from the realm's effects. Roots, vines or stones seem to rise from the ground to trip interlopers. Branches, thickets or jagged rocks snag on cloaks and armor. The ground itself seems uneven or intraverseable, etc...
- All creatures failing a Cha. save upon entering the Gilded Realm, seem to be surrounded in a perpetual misty fog creating light obscurement for their vision. Dancing lights and shadows move in the periphery of interlopers' sight. If pursued, the darting puffballs of colored light and/or shadows, lead the pursuers to exit the realm at the same point at which they entered, no matter what direction they thought they were moving. On a successful save, the mists clear and the creature can not be subjected to this defense for another 24 hours.
- Celestials, Fiends, Elementals, Aberrations, or Undead can not enter the realm via non-magical means. If using teleport or other magical means to enter the realm, they must first make a successful Cha. save to succeed. Successful creatures are at disadvantage on their attacks while within the Gilded Realm.
- Any magical or mundane effect that restores hit points, within the Gilded Realm, automatically returns the maximum HP allowed.
- The sorcerer is made aware when any aberration, extraplanar creature, or undead crosses into the barrier. This awareness is of the creature's type, general power level (CR), and where the barrier was pierced, but not the exact number or location.

The sorcerer may only have one Gilded Realm in creation at any given time. Once created, they can dismiss the effect at will. Once used, the sorcerer can not create another Gilded Realm until completing a long rest. If this ability is used on the same location every day for a year the effect becomes permanent.



The Dwarf



Dwarves are short and stocky, broad of shoulder and thickly muscled. They nearly all grow and wear beards (though among females, this tradition is more dependent on local fashion) ranging from pitch black to flame red, golden blonds, snowy whites, and all shades of earthen browns and greys are the most common. They have deep, dark eyes, nearly always brown, grey or black, with a golden hazel being a rare and highly admired trait. Their skin comes in ruddy or earthen-toned complexions, cracked and harsh featured. Combined with their thick beards, this gives even younger dwarves an aged appearance. Dwarves stand no more than 4 to 4.5 feet tall though are very heavy and solidly built. This coupled with a dwarf's traditional stubbornness give them a general reputation for being "unmovable."

Dwarves are very long-lived, easily surpassing several generations of humanity or halfling lives, though not as much as elves. The most venerated dwarven elders are known to live upwards of 800-850 years. Many, if not most, dwarves suffer violent ends on the battlefield far earlier.

They excell in the arts of mining, stone- and metal-working, weaponsmithing, and all manner of crafting the jewels and riches of the earth. Their great love for precious metals and gemstones is often viewed as an obsession and looked

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down upon by other races (particularly elvs) as base greed. It is, more accurately for the dwarf, an almost spiritual connection to the roots of their creation. The succumbing to actual greed and selfishness is a horrid sin to most of dwarf-kind.

Often viewed as stubborn, argumentative or unnecessarily gruff, these are all just symptomatic of the dwarven propensity for honoring tradition. Change is slow, nearly imperceptible, for a dwarf. One's interactions in the world are to be strong, steady, and not easily eroded, like the rocks of the mountain homes. This value on tradition filters into nearly all areas of dwarven life: one's loyalty to family extending to the broader clan, kingdom or people as a whole; one's spiritual/religious faith; honor and valor on the battlefield; devotion to allies and friendship; pursuit of goals; etc...

Some say the dwarves were carved from the roots of the world. Some say they are remnants of an immortal slave-race created by/to aid the titans or long-dead cthonic god in their mining/smith-work. They are those who first toiled and delved the depths of the earth. Those who first rose up against the giants and wicked wyrms of the mountain peaks and alpine valleys before other mortal races ever walked beneath the starry sky. Whatever their mythology, the true origins and nature (and ultimately, the appearance) of dwarf kind are up to the DM to define for their game setting.

Etched in Stone: Across nearly all world's of fantasy adventure, dwarves are beings of the earth, living within or upon mineral and metal rich hills and mountains. They listen to and can evoke from the earth all its riches and secrets long forgotten or barely achievable by other races in their perfection, beauty, and value (except, perhaps, gnomes). Their need to seek out these secrets and create these great works, the dwarves are a race of hard-workers. Mining, smithing, engineering, construction and crafting are all widespread dwarven pastimes and time-honored vocations. Dwarves are a biological and metaphoric embodiment of the strength and everlasting fortitude of the earth.

Iron Warriors: In addition to their skill and expertise as stone- and metal-workers, dwarves are unsurpassed in their reputation as a race of warriors. Their connection to stone and mountains is doubly well-deserved and seen documented in histories of great battles and ages-long wars with far superior numbers or more powerful foes. The creation of weapons, shields, and armor of amazing craft and deadliness to match their courage, honor, and training on the battlefield is an adventuring dwarf's other great passion.

[Ok. The parts everyone cares about...]

Class Features

HD: d10 per level.

HP at 1st level: d10. Start with 10 + Con mod.

HP at Higher Levels: d10 + Con. mod. at every level.

TABLE X.X: DWARF FEATURE PROGRESSION

Dwarf level	Proficiency Bonus	Features
1	+2	Dwarven Senses, Stoutfolk Resilience
2	+2	Fighting Style, Ancestral Foes
3	+2	Dwarven Duty, Armored Ease
4	+2	Ability Boost
5	+3	Nonmagic Nature
6	+3	
7	+3	Duty Feature
8	+3	Ability Boost
9	+3	Extra Attack
10	+4	Duty Feature
11	+4	Dwarvish Indomitability
12	+4	Ability Boost
13	+4	
14	+4	
15	+5	Duty Feature
16	+5	Ability Boost
17	+5	
18	+5	Duty Feature
19	+5	Ability Boost
20	+5	Extra Attack

Proficiencies

Armor: All armors. Shields.

Weapons: All simple and martial, melee and ranged, weapons that do not have the Heavy descriptor, except/including Heavy Crossbows.

Saving Throws: Strength & Constitution

Skills: Choose any 2 of the following: *Acrobatics, Athletics, History, Insight, Intimidate, Perception, Religion, Survival.*

Equipment

The Dwarf begins with the following in addition to the equipment granted by your background.

- a) light crossbow with 20 bolts or b) a spear.
- Explorer's Pack or Dungeoneer's Pack.
- a hand axe or light hammer.
- a scale mail and a single-handed melee weapon.

@1st: Dwarven Senses

Darkness Vision: You see normally in low light conditions to a distance of 60'. You can discern colors and details as if in bright light. You can also see in natural darkness to the same distance as if it is low light conditions. You see details



normally, but not color, perceiving shades of grey.

Stone Cunning: The Dwarf has proficiency with the *Perception*, *History*, and *Investigation* skills involving stonework construction and stone-/earth-based traps. You can noice when a passage is sloping up or down without a check and always know what direction is north while underground.

Stoutfolk Resilience

You have advantage on saves against poison and resistance to poison damage.

@2nd: Fighting Style

Choose your combat specialty: *Defense*, *Dueling*, *Two-Weapon Fighting*, *Protection*.

Ancestral Foes

You gain +2 to damage against Orcs & Goblins. You are also +2 to all Wisdom- or Intelligence-based rolls pertaining to these creatures.

@3rd: Dwarven Duty

Choose your Dwarf's Duty: *Clan Champion* or *Forgepriest*

Armored Ease

You detract 10 pounds from the effective weight of any armor being worn for the purposes of determining what the dwarf is carrying or encumbrance. Also, the dwarf suffers no movement penalty due to heavy armor, regardless of Strength.

@4th: **Ability Boost:** as normal. Further increases at 8th, 12th, 16th, 19th.

@5th: Non-magic Nature

You have advantage on rolls to save against magic spells and effects of arcane origin (wizard/sorcerer/warlock spells, potions, other magic item or innate spell effects, etc...) and force damage of any origin.

@9th: Extra Attack

You attack twice instead of once whenever you take the Attack action. You make three attacks on your turn at 20th.

@11th: Dwarvish Indomitability

You may reroll a saving throw that you fail. You must use the second roll. You can't use this feature again until you finish a *short* or *long* rest. You can reroll saves three times before a *long* rest at 13th level and four times before a *long* rest at 17th.

Dwarven Duties

The Clan Defender

The Clan Defender is the champion of the dwarven people and their mountain (above and below ground) strongholds. They are expert warriors, natural leaders, and inspirational heroes among their people and for the select few they count among their allies.

3rd: Second Wind: You have a well of stamina to restore vitality or push yourself to victory during a fight. As a bonus action, you regain hit points equal to your dwarf level plus d10, as the 1st level Fighter feature. Once used you must complete a short or long rest.

Giants' Bane: You gain +2 to hit against Giants & Ogres. You gain +2 to Wisdom- or Intelligence-based rolls pertaining to these creatures. You add +2 to your AC while fighting these or any other *Huge* or larger sized foes.

7th: Immovable Stance: The dwarf can "embed" themselves in a place touching the ground or stone. While using this feature, the Defender gains the following benefits:

- advantage on all saves against magic.
- advantage on Str. and Con. based ability checks.
- advantage against any effects that force movement.

Any movement by the dwarf once the stance is engaged breaks the stance/removes all benefits until reinstated. The Defender can maintain this stance for a maximum number of turns as their level + Constitution modifier before requiring a long rest. These turns need not be consecutive.

10th: Clan Paragon: As a bonus action, the Defender shares the following benefits with allies who can see and/or hear you within 20':



Forgepriest level	Slots Available 1st/2nd/3rd/4th/5th	Forge Magic Spells Known
3rd	2	<i>Bless, Protection from Evil/Good</i>
4th	3	<i>Healing Word, Thunderous Smite</i>
5th	3 / 1	<i>Aid, Heat Metal</i>
6th	4 / 2	<i>Flaming Sphere, Prayer of Healing</i>
7th	4 / 2 / 1	<i>Dispel Magic, Magic Circle</i>
8th	4 / 3 / 2	<i>Meld Into Stone, Protection from Energy</i>
9th	4 / 3 / 2 / 1	<i>Divination, Stone Shape</i>
10th	4 / 4 / 3 / 1	<i>Wall of Fire</i>
11th	4 / 4 / 3 / 2	<i>Aura of Purity</i>
12th	4 / 4 / 4 / 2 / 1	<i>Dispel Evil/Good</i>
13th	4 / 4 / 4 / 3 / 1	<i>Mass Cure Wounds</i>
14th	4 / 4 / 4 / 3 / 2	<i>Flame Strike</i>
15th	4 / 4 / 4 / 4 / 2	<i>Hallow</i>
16th	4 / 4 / 4 / 4 / 2	<i>One 1st level Cleric or Paladin spell of choice</i>
17th	4 / 4 / 4 / 4 / 3	<i>One 1st level Cleric or Paladin spell of choice</i>
18th	4 / 4 / 4 / 4 / 3	<i>One 2nd level Cleric or Paladin spell of choice</i>
19th	4 / 4 / 4 / 4 / 3	<i>One 2nd level Cleric or Paladin spell of choice</i>
20th	4 / 4 / 4 / 4 / 4	<i>One 3rd level Cleric or Paladin spell of choice</i>

- advantage to all saves against being frightened or charmed.
- advantage to save against a stonework trap's effects.
- the dwarf's Ancestral Enmity & Giants' Bane attack and damage bonuses apply to the allies' next weapon attack against such a foe.

The Defender can employ this feature 1 + Constitution modifier times before requiring a short or long rest. At 18th level this aura extends to 30'. All distances of this feature are doubled with respect to other dwarves (even if not from the PC's own clan) who fight on the Defender's side.

15th: Improved Critical: You now score a critical hit on a roll of 19 or 20, as the 3rd level Champion Fighter ability.

The Forgepriest

The Forgepriest is the keeper of the secret powers at the heart of the dwarven stronghold, the font of both physical and spiritual creation, protection, and renewal for the dwarvish people. Taking the raw elements of the earth and transforming them into things of power, value, and beauty. The forgepriest draws on the divine powers of the dwarven people to bolster their companions and protect their allies and communities

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3rd: Forge Magic: The Forgepriest gains the use of certain spells at the levels indicated in the *Forgepriest Magic* table, above. These spells are always considered to be known. You gain slots of the necessary spell level as shown on the *Forgepriest Magic* chart.

Spellcasting Ability: The spellcasting ability for these magics is Wisdom. Your Save DC is 8 + WIs. mod. + Proficiency bonus and Spell Attack bonus of Proficiency + Wisdom modifier.

Spellcasting Focus: Like clerics, the forgepriest must be in possession of a holy symbol of one of the dwarven gods or other deity devoted to smithing, weapon-crafting or other metalwork requiring the secrets of the forge to invoke their magic or channeling abilities. Most forgepriests use a light or war hammer (as the holy symbol of the dwarves' god-smith) to utilize their magic.

Ritual Casting: You can cast cleric spells as a ritual if they have the ritual tag. You must have a written form (scroll) of the ritual to use. Your spellcasting ability for this magic, if necessary, is Wisdom.

7th: Channel Divinity: You channel divinity once before needing a short or long rest. You channel divine energies to either of the following effects.

- **Sacred Weapon:** You imbue a weapon you are hold-

ing with divine energy. When you channel divinity for this purpose, the weapon remains “charged” for up to 1 minute as long as it is in your hand. Add your Wisdom modifier (minimum +1) to any attacks made with this weapon. It sheds light for 40’ (20’ bright, then 20’ dim) and is considered magical for the purpose of bypassing resistance or immunity to mundane weapons. You can cancel the effect, at any time, at will or when the weapon is no longer in your hand. The ability otherwise functions as the 3rd level Devotion Paladin feature of the same name.

- **Turn Undead:** You force undead within 30’ to make a Wis. save. If failed, the creature must flee your presence at its highest available speed. It can’t willingly move into a space within 30’ of you but may take the Dash action or Dodge if there is nowhere for it to go. This feature otherwise functions as detailed by the 2nd level Cleric feature, Turn Undead.

At 14th level, you may channel twice before requiring a rest and undead that fail their save of CR3 or lower are instantly destroyed. At 18th level, you may channel three times between rests and any undead that fail a save roll of CR4 or lower are instantly destroyed.

10th: Aura of Courage: While you are conscious, you and allies within 10’ of you can not be frightened, as the 10th level Paladin feature.

15th: Elemental Form: The forgepriest can expend one of their channel divinity uses to transform themselves into an earth or fire elemental. The forgepriest takes on all of the statistics of the elemental other than retaining the dwarf’s alignment, Intelligence, Wisdom, and Charisma. This ability otherwise functions in all ways as the 2nd level Druid’s Wildshape feature. The dwarf can not use this feature again until completing a long rest.

The Halfling



“Halflings”, as they are called by humans and other “big-folk” rarely refer to themselves as such and might have any number of family clan, nation or worldwide name for their people. They have hair that ranges through all shades of brown, with rarities of blonds or reds. Their eyes are similarly, mostly brown with occasions of hazel-green or steely-blue. As their slang name indicates, halflings are generally “half” the size of a human, averaging heights from 3 to 3.5 feet, with rarities up to a maximum 3’10”. Their skin is usually weathered to ruddy complected from a healthy amount of time out of doors. Features are generally childlike, particularly the large rounded eyes, even into old age. Their ears are slightly pointed, similar to, though not as dramatic as, elves.

Halflings follow, very nearly, the same lifespan as humans, achieving age-milestones (adolescence, adulthood, etc...) comparable to men. The oldest halflings only achieve about 100 years, with certain rare bloodlines (presumed to hold dwarven or elvish heritage somewhere in the family tree) getting up toward 125 years or so.

They are fine tale-tellers and craftsmen in any number of agrarian pursuits. It may their short lifespans that helps fuel a healthy interest in history and writings of other races and grand empires, though halflings have no interest in such things for themselves. Halflings have no designs on great



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kingdoms or being among the “major players” of the world, but a good story or song is always something to be appreciated. A good day’s work filled with good meals and fine ale, brandy or wine, perhaps followed by a long lazy pipe and a good tale by the fire is what most halflings aspire to.

Known to be kind, hospitable, and charming by what few know them, if indeed they are known of at all. Halflings rarely seek danger or excitement. When the need arises, however, the stalwart heart and determination of these wee-folk is a match for any human hero or mighty giant.

Some say the halflings come from a hole in the ground. Some say they were birthed into creation by mother-nature or some other matron goddess, brownies that never made it to the fae realm, or even a reclusive offshoot of humanity. Those joyous in working secluded meadows, traversing rolling hills, and fishing from babbling brooks. Those who coax beauty and usefulness from the land and the green growing things. Whatever their mythology, the true origins and nature (and ultimately, the appearance) of halfling kind are up to the DM to define for their game setting.

Comfort Creatures: Across nearly all world’s of fantasy adventure, halflings are a people of peaceful community, rustic crafts, and pastoral and gastronomic appreciation. A love for abundant and high-quality food, drink, and pipeweed, warm hearths, cozy homes, and general good times with close friends and family. Halflings moreso than any other race seek a comfortable living and home life. Those few that adventure are likely to do so as a means to this end.

Natural Rogues: The typical halfling is innately stealthy, quick in wits, tongue, and fingers, and unassuming if not actively amicable and charming. All of these traits combine to make the halfling intrinsically talented in roguish, though not necessarily illegal, pursuits. From silent scouts to affable appraisers, roving rakes to “innocent” infiltrators, the halfling is simultaneously adept, some say preternaturally so, at winning the trust and escaping the notice of others, capable of comporting their skills as any given situation requires.

[Ok. The parts everyone cares about...]

Class Features

HD: d6 per level.

HP at 1st level: d6. Start with 6 + Con mod.

HP at Higher Levels: d6 + Con. mod. at every level.

Proficiencies

Armor: Light armors. Shields.

Weapons: All simple weapons, martial melee weapons with the light descriptor, and hand crossbows. Versatile weapons must be wielded with two hands at all times but only deal single-handed damage.

Tools: Choose one: Thieves tools, Gaming Set, Herbalism Kit or a set of Artisans tools.

TABLE X.X: HALFLING FEATURE PROGRESSION

Halfling level	Proficiency Bonus	Features
1	+2	Smallfolk Size, Rustic Charm
2	+2	Stoutfolk Resilience, Halfling Luck
3	+2	Halfling Trade, Smooth Talker
4	+2	Ability Boost
5	+3	Inspirational Companion
6	+3	
7	+3	Trade Feature
8	+3	Ability Boost
9	+3	Stalwart Heart
10	+4	Trade Feature
11	+4	Extra Attack
12	+4	Ability Boost
13	+4	
14	+4	
15	+5	Trade Feature
16	+5	Ability Boost
17	+5	
18	+5	Trade Feature
19	+5	Ability Boost
20	+5	Survivor

Saving Throws: Dexterity & Charisma

Skills: Choose any 3 of the following: *Acrobatics, Deception, History, Insight, Nature, Perception, Sleight of Hand, Stealth.*

Equipment

The Halfling begins with the following in addition to the equipment granted by your background.

- a) sling w/20 stones or b) short bow w/20 arrows
- Explorer’s Pack or Burglar’s Pack.
- a set of leather armor and a melee weapon.
- a) set of thieves tools or b) a gaming set or c) a set of artisan tools.

@1st: **Smallfolk Size**

Half-Pint Agility: You gain +4 to your AC when fighting creature’s larger than human-size.

Nimble Hiding: You have advantage on all Stealth rolls to hide or move silently anywhere, including behind creatures at least 1 size category larger than you.

Rustic Charm

You have advantage on Charisma rolls to interactions with others who understand the language you are speaking.

@2nd: **Stoutfolk Resilience**

You have advantage on saves against poison and resistance to poison damage.

Halfling Luck

You can reroll a 1 on an attack, save or ability check. You must use the second roll.

@3rd: **Halfling Trade**

Choose your Halfling's Trade: *Explorer* or *Burglar*.

Smooth Talker

You have proficiency with the *Persuasion* [Cha] skill.

@4th: **Ability Boost:** as normal. Further increases at 8th, 12th, 16th, 19th.

@5th: **Inspirational Companion**

You roll a d6 and choose a creature other than yourself, within 30', who can see or hear you. The creature can use that die roll to add to their next save, ability check or attack roll (player's choice). Once rolled it is lost. A creature can only have one Inspirational die at a time. The Halfling, similarly, can only deal out one die at a time and only 1 + Charisma modifier die before requiring a long rest.

@9th: **Stalwart Heart**

You have advantage on save rolls against being frightened.

@11th: **Extra Attack**

You attack twice instead of once whenever you take the Attack action.

@20th: **Survivor**

At the start of each turn, you regain 5 + your Con, modifier in you have no more than half of your hit points, as the 18th level Champion Fighter feature.

Halfling Trade

The Burglar

The halfling burglar is a natural expert for a race of small, easily unnoticed persons. Generally uninterested in causing harm to anyone and *always* preferring to avoid direct combat, the burglar uses their stealthy talents for self or others, for riches or charity, greed or personal challenge. The goal is always the same: get in, claim the prize, and get out with minimal (preferably *no*) attention or conflict.

3rd: Expertise: You double your proficiency bonus with two skills of your choice. You add another one skill to apply your expertise bonus to at 6th level and another at 14th.

Cunning Actions: You can take a bonus action in combat to do one of the following, as the 3rd level Rogue ability:

- **Mobility:** take the *Dash*, *Disengage* or *Hide* action
- **Utility:** use your Thieves' Tools to disarm a trap or open a lock, or take the *Use an Object* action
- **Agility:** make a *Sleight of Hand* [Dex] check.

7th: Sneak Attack: Once per turn, you can add 2d6 damage to a successful hit if you have advantage on the attack **or** another enemy of the target is within 5' of the target and you don't have disadvantage, as the 1st level Rogue ability. Damage increases +d6 every two levels after.

10th: Evasion: When you make a successful Dex. save that would normally halve the damage taken, you take no damage instead.

15th: Reliable Sneak: When you roll a 9 or lower on a d20 for Stealth [Dex] or Sleight of Hand [Dex] checks, you can count it as a 10. You can move up to half your movement rate and maintain your stealth.

18th: Acquired Arcana: You have been around long enough to have figured out a thing or two about magic. You gain the following benefits:

- **Ritual Casting:** If you find a spell in written form that has the ritual tag you can cast it as a ritual.
- **Use Magic Item:** You have figured out how to make magic items work (including casting spells from scrolls or other written format). Ignore race, class or level requirements for the use of magic items.

Your spellcasting ability for these magics is Charisma. Save DC 8 + Cha. mod. + proficiency bonus. Spell Attack +Cha. mod + proficiency bonus.

The Longfellow

The "Longfellow" halfling is so called for their reputation for being gone from the community for *long* periods of time, traveling *long* distances in their absences, and/or taking "long shots", risking one's well-being. It is a decidedly strange and dangerous life to lead by halfling standards.

3rd: Bonus Proficiency: You have proficiency with medium armors.

Fighting Style: Choose your combat specialty: *Archery*, *Dueling*, *Two-Weapon Fighting* or *Protection*.

7th: Natural Explorer: Your time and experience abroad grants you the following benefits while traveling and adventuring.

- Your movement speed is increased by 5'.
- You are uninhibited by non-magical difficult terrain. You can not be slowed or take damage from passing through non-magical plants or terrain.
- When foraging, you find twice as much food as you nor-

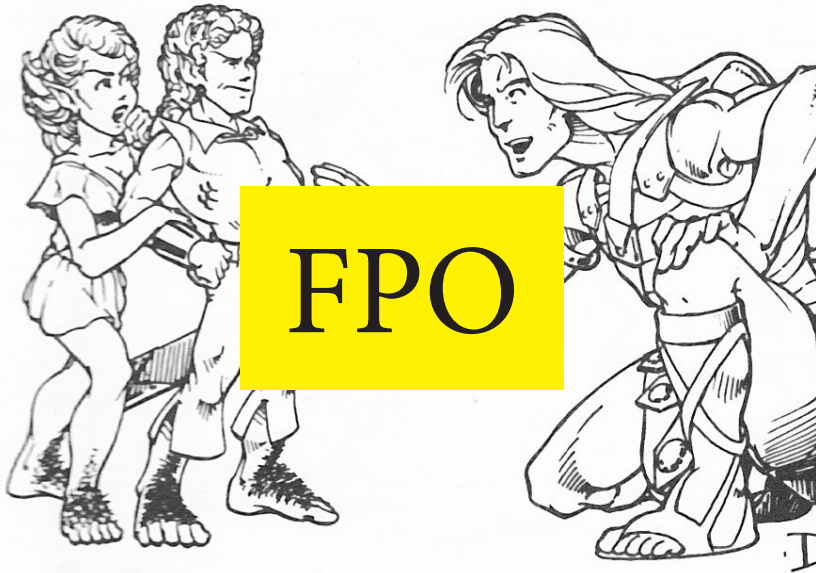
mally would in a given amount of time, and remain alert to danger even when otherwise engaged.

- If traveling alone or with other halflings, gnomes or elves, you can move your full speed stealthily, as if you had made a successful Stealth roll.

10th: Danger Sense: You have an uncanny knack for noticing when things in your surrounding are amiss. You have advantage on Dex. saves from effects you can see, traps and spells. You must not be blinded, deafened or incapacitated to receive this bonus.

15th: Uncanny Athlete: You add your proficiency bonus to any/all Strength, Constitution and Dexterity checks, and when you make running long jumps you add your Strength modifier (minimum 1) to the number of feet you can span.

18th: Nature's Ward: You can not be charmed or frightened by elementals or fae creatures. You are immune to disease and poison.



The Gnome



Gnomes have a quality that can only be summed up as an "intensity" that many other races fail to achieve (or appreciate). Whether for magic, nature, combat, riches, craftsmanship, humor, joy, anger, songs, colors...anything really, gnomes have an instinctual affinity for and are drawn to an intensity for life and experiences. They have thick hair, bushy eyebrows, and large, round, seemingly wizened, eyes. Even these are intense: blonds so fair as to be nearly white, blacks like pitch, the richest earthy browns and brilliant flaming

reds for hair. Eyes twinkle and glimmer in all the rainbow hues of gemstones with violets, greens, blues or amber being most common. Males are prone to short beards, goatees, or other decorative well-kept facial hair (never "those long tangled messes, like dwarves prefer. Yuck!").

Their heights average squarely among the other stoutfolk, ranging from 3 to 4 full feet and mainting generally trim and fit frames and musculature, though capable of as much portliness as halflings or lithe grace of elves, though not the bulkiness of dwarves. Most gnomes average around 3.5' tall, with long, broad, hooked, bulbous or otherwise disproportionate noses, and gently pointed ears.

They are very long-lived, as compared to other races, though not to the extent of elves or dwarves. The eldest gnomes are known to live roughly 600 years.

They possess knowledge and skill beyond that of other more short-lived races. They have a great adoration for the arts, crafts of all kinds, especially woodworking and gem-cutting/jewelry making, magic, nature and the animals that share their homes, in particular, humor, jokes, and general mischievousness. The ability to outwit a far-superior physical opponent, avoiding combat entirely if possible (or even being detected at all) is a common gnomish aspiration and trait to be admired. The greatest gnomish heroes and legends are sly tricksters, not brash warriors.

Sometimes seen as having dark or cruel senses of humor, even to the point of wickedness, this stems from a lack of

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understanding the primary gnomish motivation: life is for living...and living big is the only way! Live intensely. If you are going to play a prank, make it a GOOD one! Even a bad joke deserves a laugh...for its badness of course! Find the joy in all things. If you are sad, then be sad and cry a lot...until you're done with that, and then it's time for the next thing. Drink much. Eat exotic dishes. Try unique or different things. Spend your riches...and then get more.

Obviously, this all needs doing within the laws and societal [g]norms so as not to attract too much unwanted attention. Discretion is also an (almost diametrically opposed) ideal of gnome kind. Secrecy is to be appreciated, protected, and applauded when well done.

Some say the gnomes were exiled from the land of faerie. Some say they are the ill-conceived offspring of a mad trickster god or the result of an elf/dwarf mating. Those who hide and protect the secrets of the forest. Those who work diamonds and hardwoods with equal facility. Whatever their mythology, the true origins and nature (and ultimately, the appearance) of gnome kind are up to the DM to define for their game setting.

Venerable Loremasters: Across nearly all world's of fantasy adventure, gnomes are one of the longer lived races to exist. They enjoy acquiring and protecting long histories and forgotten (or forbidden) knowledge other races either ignore or have lost. For a gnome, there's a wealth of new knowledge to be uncovered in even the most mundane seeming of surroundings...and they will uncover it.

Inveterate Tricksters: Seemingly inherent to the nature of gnomes is the magic of illusion. This, coupled with their somewhat devious sense of humor, small size, and thirst for knowledge, make the gnomes particularly effective practitioners of illusion and phantasmal magics. Nearly as gifted at combining magic and weaponry as the elves, gnomes make the perfect battle-illusionist and stealthy trickster. The best trick a gnome can play, and the mark of a gnome to be widely respected (among gnomes), is one in which you never knew a gnome was even there.

[Ok. The parts everyone cares about...]

Class Features

HD: d6 per level.

HP at 1st level: d6. Start with 6 + Con mod.

HP at Higher Levels: d6 + Con. mod. at every level.

Proficiencies

Armor: Light armors.

Weapons: Any simple or martial, melee or ranged, weapons that do not have the Heavy descriptor. However, any weapon with the Versatile descriptor must be used two-handed, but only deals the single-handed damage.

Saving Throws: Intelligence & Dexterity

Skills: Choose any 4 of the following: *Animal Handling, Acrobatics, Arcana, Deception, History, Insight, Medicine, Nature, Perception, Religion, Sleight of Hand, Stealth.*

Equipment

The Gnome begins with the following in addition to the equipment granted by your background.

- a) 3 daggers or b) hand crossbow, each with 20 bolts
- Explorer's Pack or Scholar's Pack.
- a set of leather armor and a melee weapon.
- a spellbook and a) components pouch or b) arcane focus.

@1st: Gnomish Senses

Twilight Vision: You see normally in low light conditions to a distance of 60'. You can discern colors and details as if in bright light.

Limited Dark Vision: You can also see in darkness as if it were low light conditions, but only to a range of 30'. This vision sees details but does not differentiate color.

Gnome Gnose ("Gem Sense"): The gnome can smell the presence of gemstones, precious metals, and semi-precious stones within 50' of their location even if there are solid barriers (such as natural rock, stone walls, doors, etc...) between the gnome and gem. They know the type (different stones/metal smell different), general amount (a stronger aroma the more there is), and direction of the stone/metal.

Smallfolk Size

Half-Pint Agility: You gain +4 to your AC when fighting creature's larger than human-size.

Nimble Hiding: You have advantage on all Stealth rolls to hide or move silently anywhere, including behind creatures at least 1 size category larger than you.

@2nd: Gnomish Magic

Cantrips: You know the *Minor Illusion, Prestidigitation* and a Wizard or Druid cantrip of your choice. You gain additional cantrips as indicated on the *Gnome Feature Progression* table.

Spells of 1st level or higher: Your further spell-casting ability is dependent on your Gnomish Craft chosen at 3rd level. You gain additional spells known and leveled slots of 1st level or higher as detailed on the *Gnome Feature Progression* table.

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TABLE X.X: GNOME FEATURE PROGRESSION

Elf level	Proficiency Bonus	Cantrips Known	Features	Spells Prepared	Slots 1	2	3	4	5
1	+2	3	Gnome Senses, Smallfolk Size	-					
2	+2	3	Fae Ancestry, Gnome Magic	-					
3	+2	3	Gnomish Craft, Animal Empathy	2	3				
4	+2	4	Ability Boost	3	3				
5	+3	4	Nature's Veil	3	4	2			
6	+3	4		4	4	3			
7	+3	4	Legacy Feature	4	4	3			
8	+3	5	Ability Boost	5	4	3			
9	+3	5	Ranging Stride	5	4	3	2		
10	+4	5	Legacy Feature	6	4	3	2		
11	+4	5	Extra Attack	6	4	3	3		
12	+4	5	Ability Boost	7	4	3	3		
13	+4	6		7	4	3	3	1	
14	+4	6		8	4	3	3	1	
15	+5	6	Legacy Feature	8	4	3	3	2	
16	+5	6	Ability Boost	9	4	3	3	2	
17	+5	6		9	4	3	3	3	1
18	+5	6	Legacy Feature	10	4	3	3	3	1
19	+5	6	Ability Boost	10	4	3	3	3	2
20	+5	6		11	4	3	3	3	2

Spell Casting Ability: Your ability when using magic is Intelligence. Spell save DC is 8 + Int. mod. + proficiency bonus. Spell Attack rolls are + Int. mod. + proficiency bonus.

Fae Ancestry

You have advantage on rolls against being charmed. Magic can not put you to sleep. At 6th level, you double your Int. modifier to saves roll against any enchantment magic effect.

@3rd: Gnomish Craft

Choose your Gnome's Craft: *Warren Warden* or *Wizenardist*.

Animal Empathy

You can communicate to medium or smaller mammals and birds of the gnome's natural surroundings (generally woodlands or hills). While not a language, per se, simple ideas and messages can be received and given, instructions or requests to use of the animal's natural abilities (tracking, surveillance, allow to use as a mount, convey a message to another gnome/location, etc...), and so on.

Alternately, this feature performs the same function to make hostile animals indifferent to the gnome and creatures the gnome stipulates, as if using the *Calm Emotions* spell.

@4th: **Ability Boost:** as normal. Further increases at 8th, 12th, 16th, 19th.

@5th: Nature's Veil

You have proficiency with the *Stealth* skill. You have advantage on rolls to hide and move silently, while in woodlands and other natural settings. Also, you can attempt to hide even when only lightly obscured by natural phenomena, such as light foliage, heavy rain, falling snow, mist, etc...

@9th: Gnome's Cunning

You have advantage on *all* Intelligence, Wisdom or Charisma saves against magic.

@11th: Extra Attack

You attack twice instead of once whenever you take the Attack action.

Gnomish Craft

The Warren Warden

The Warren Warden gnome is the protector, defender of the



gnome's clan burrow and surrounding lands, and the elite warrior caste of gnomekind. Trained in magical and martial pursuits, their armor and weapons are as much a part of them as their innate illusion magics. In the woods or beneath the hills, mineral rich mines or magical vales hidden behind waterfalls, the warder is always on the front line to do what they must to seek out dangers, face threats, and defend themselves, their people, and their allies with spell and spear.

3rd: Bonus Proficiency: You have proficiency with medium armors and shields.

Ancestral Enmity: Your hatred for kobolds and goblin peoples knows neither bounds nor reason. When faced with such creatures, you must make a successful Wisdom save to beat DC 10 to refrain from immediate attack or attack a creature other than any kobolds or goblins available. This save must be made before you take actions at the beginning of each turn.

You gain +2 to hit and damage against Kobolds or Goblins. You are also +2 to all Wisdom- or Intelligence-based rolls pertaining to information about these creatures.

7th: Gnome Magic: 1st level or higher: You begin to augment your fighting ability with more potent magic. At 7th level, you follow the *Spells Prepared* and gain *Slots* available for a gnome 4 levels beneath your Warder level (3rd level at 7th, 4th level at 8th, etc...), as shown on the *Gnome Feature Progression* table.

You choose spells from the Wizard or Druid spell list. Warder spells must be of the *Illusion*, *Enchantment*, *Evocation* or *Abjuration* types.

Your spellcasting ability remains Intelligence even for spells chosen from the Druid spell list. Your Spell Save DC is 8 + Int. mod. + proficiency bonus. Spell Attack bonus is Int. mod. + proficiency bonus.

10th: Hidden Faerie Ways: The warder can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest.

15th: Nature's Ward: You can not be charmed or frightened by elementals or fae creatures. You are immune to disease and poison.

18th: Wild Command: The warder can not be slowed, impeded, or forced to spend extra movement in any magical or mundane difficult terrain. Also, any creature of the *Beast* or *Plant* type that encounters the warder must make a Wisdom save to beat the warder's spell save DC. On a failed save, the creature is forced to choose a different target or the attack automatically misses. On a successful save, the creature is immune to this effect for the net 24 hours.

The Wizinardist

Among a race of seemingly natural magicians and illusionists gnomes that choose to make their life's work the pursuit and use of magic are still a rarity. These individuals elicit both awe and respect in their mastery and knowledge of mystical and occult subjects. Often holding positions of some authority among their people, wizinardists can be known by any number of elaborate titles (the High Spellinger, the Magaeldar, the Grand Pookah, et al.) from region to region.

3rd: Gnome Magic: 1st level or higher: You choose spells from the Wizard or Druid spell lists, and may be spells of any school except Necromancy. You gain spells known and spell slots of 1st level or higher according to the *Gnome Feature Progression* table. Your spellcasting ability remains, even for any druid spells chosen, Intelligence.

Acquired Arcana: You have been around long enough to

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have figured out a thing or two about magic. You gain the following benefits:

- **Ritual Casting:** If you find a spell in written form that has the ritual tag, you can cast it as a ritual.
- **Use Magic Item:** You have figured out how to make magic items work (including casting spells from scrolls or other written format). Ignore race, class or level requirements for the use of magic items.

7th: Magical Recovery: The wizardist can reach into the natural and cosmic energies of the world around them to replenish expended spell slots. Slots regained can be in any combination up to the wizardist's level, but can not exceed 3rd level slots. This mystical recovery may be regained in whole or in part at any time between long rests.

10th: Reactive Casting: As a reaction, when you are targeted by an attack, you can get off a cantrip or spell that has a casting time no longer than a bonus action, prior to the attack happening.

15th: Magical Secrets: You learn two spells of your choice from any spell list. They must be of a level you can cast. These spells are considered to be always prepared and do not count against your spells prepared.

18th: Hidden Faerie Ways: The wizardstar can spend a spell slot to teleport themselves within 10' per slot level to a location that they can see or have seen. They can not use this ability again until they have completed a short or long rest.



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