

Level	Proficiency Bonus	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	Features
1st	+2	2	4	2	-	-	-	-	-	-	-	-	Spellcasting, Bladesong (Cantrip), Bladesong Style
2nd	+2	2	5	3	-	-	-	-	-	-	-	-	Insightful Movement +1
3rd	+2	2	6	4	2	-	-	-	-	-	-	-	Blessing of the Ancients
4th	+2	3	7	4	3	-	-	-	-	-	-	-	Ability Score Improvement, Bladesong (1'st level spells)
5th	+3	3	8	4	3	2	-	-	-	-	-	-	Bladesong Style, Extra Attack
6th	+3	3	9	4	3	3	-	-	-	-	-	-	Insightful Movement +2,
7th	+3	3	10	4	3	3	1	-	-	-	-	-	Blessing
8th	+3	3	11	4	3	3	2	-	-	-	-	-	Ability Score Improvement, Bladesong (2nd level spells)
9th	+4	3	12	4	3	3	3	1	-	-	-	-	Bladesong Style
10th	+4	4	14	4	3	3	3	2	-	-	-	-	Insightful Movement +3
11th	+4	4	15	4	3	3	3	2	1	-	-	-	Extra Attack, Blessing
12th	+4	4	15	4	3	3	3	2	1	-	-	-	Ability Score Improvement, Bladesong (3'rd level spells)
13th	+5	4	16	4	3	3	3	2	1	1	-	-	Bladesong Style
14th	+5	4	18	4	3	3	3	2	1	1	-	-	Insightful Movement +4
15th	+5	4	19	4	3	3	3	2	1	1	1	-	Blessing
16th	+5	4	19	4	3	3	3	2	1	1	1	-	Ability Score Improvement, Bladesong (4'th level spells)
17th	+6	4	20	4	3	3	3	2	1	1	1	1	Bladesong Style
18th	+6	4	22	4	3	3	3	3	1	1	1	1	Insightful Movement +5
19th	+6	4	22	4	3	3	3	3	2	1	1	1	Ability Score Improvement, Bladesong (5'th level spells)
20th	+6	4	22	4	3	3	3	3	2	2	1	1	Superior Bladesong

Class Features

As a bladesinger, you gain the following class features.

Hit Points

Hit Dice: 1d8 per bladesinger level

Hit Points at 1st Level: 8 + your Constitution modifier

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

Proficiencies

Armor: -

Weapons: You are proficient with simple weapons and with the Songblade.

Tools:

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, Arcana, History, Investigation, Perception and Survival.

Equipment

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

- A songblade
- An explorers pack
- A dagger

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and bladesong. Your spells are part of your vast repertoire, magic that you can use in combat - or outside of that.

Cantrips

You know two cantrips of your choice from the bladesinger spell list. You learn additional bladesinger cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Bladesinger table.

Spell Slots

The Bladesinger 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. For example, if you know the 1st-level spell *cure wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *Mage Armor* using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bladesinger spell list. The Spells Known column of the Bladesinger table shows when you learn more Bladesinger spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd 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 bladesinger spells you know and replace it with another spell from the bladesinger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Intelligence is your spellcasting ability for your bladesinger spells. Your magic comes from years of study over books, or with an Aelfen master of magic. 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 bladesinger 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

Ritual Casting

You can cast any intelligence spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a Songblade as a spellcasting focus for your bladesinger spells.

Bladesong

Your years of training has given you access to the Bladesong, a perfect fusion of dance, combat and magic. The 'bladesong' refers to the sound a weapon makes when wielded by a bladesinger; it is always in motion, in thrusts, circles, spins, fluidly moving from form to form, whistling as it cleaves the air... and the enemies of Aelfinkind.

To be able to use the bladesong, you must wield a one-handed slashing weapon. During the bladesong, you use both hands for feints, parries, acrobatics, switching hands to confuse the opponent, and for casting spells. Hence, for the bladesong to function, your off-hand must be free unless noted otherwise. Several Bladesong Forms use two hands (see below), and can thus not be combined with spells that have a Somatic component (and such form requires a Versatile onehanded slashing weapon). Also, while blade singing, your movement is reduced by 10 feet (unless where noted otherwise).

Bladesingers have learned to combine their innate magical aptitude with their racial grace and combine swordplay and weaving spells into a lethal dance. When you use an action to cast a cantrip, you may make one weapon attack as a bonus action. At 4th level, and again at 8th, 12th, 16th and 19th level, you can make this attack when casting 1st, 2nd, 3rd, 4th or 5th level spells, respectively.

Bladesong Styles

A Bladesong Style grants you certain additional benefits as described below, but never more than one benefit at a time. You can switch Bladesong Style once per round, at the beginning of your turn, as a free action. At 1st level, you can choose 2 effects with which you are proficient. As you gain experience, your knowledge of Bladesong Styles evolves and expands. When you reach 5th, 9th, 13th and 17th level, you can choose an additional Style you are proficient in. At level 20, you know all Styles.

- The Bull Rushes Down The Hill (Damaging Style, Two Handed): you add your Proficiency bonus to your damage
- Dust in the Wind (Defensive Style): you add half your proficiency bonus to your AC

- The One Legged Crane (Casting Style): you add your Intelligence modifier (minimum of +1) to your Concentration check
- Thorny as a Rose (Blocking Style, Two Handed): you add your full proficiency bonus to your AC, but may not attack or cast spells
- The Meandering River (Nimble Style): you have advantage on Dexterity (Acrobatics) checks
- Cat on a Hot Stone (Dashing Style): Difficult terrain has no effect on your movement. You may move up to 30 feet this round without penalties from Difficult Terrain.
- Reed on the Storm (Protective Style, Two Handed): you can add half your Proficiency bonus to the AC of a creature no larger than size M within 5' of you

Insightful Movement

Starting at 2nd level, if you are not wearing armor, you can add the indicated number to your AC and to Dexterity (Acrobatics) checks, up to a maximum equal to your Intelligence bonus. These stack with the bonus from Bladesong Manoeuvre.

Extra Attack

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

Blessing of the Ancients

When you reach 3rd level, the spirits of the Aelfin Elders notice you and your plight, and grant you a boon. Choose if you will follow the Blessing of Companion or the Blessing of the Blade. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Blessing of Companion

At 3rd level, a Co'she appears to you and will travel and fight with you. Take the Co'she beast stats and add your proficiency bonus to the beast's AC, attack rolls, and damage rolls, as well as to saving throws and skills it is proficient in. Its hit point maximum equals its normal maximum or four times your ranger level, whichever is higher.

The Co'she obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the Co'she where to move (no action required by you). You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, or Help action. A special action for the Co'she is Restrain.

Once you have the Extra Attack feature, you can make one weapon attack yourself when you command the Co'she to take the Attack action.

If the Co'she dies, you can request the aid of a new one a week later by beseeching the Aelfin Elders with proper humility and offerings during an 8 hour ritual.

Protective nature

Beginning at 7th level, If you do not give it any command, the Co'she will automatically take the Help action to aid you. Otherwise, on any of your turns when the Co'she doesn't attack,

you can use a bonus action to command it to take the Dash, Disengage, Dodge, Help or Restrain action on its turn.

Agressive Instincts

Starting at 11th level, the Co'she can make two attacks when you command it to use the Attack action, while it is adjacent to you.

Share Spells

Beginning at 15th level, when you cast a spell targeting yourself, you can also affect your the Co'she with the spell if it is within 30 feet of you. Additionally, you can use the Co'she as a starting point for your spells, to determine line of sight, as long as the Co'she is within 30 feet of you and you have line of sight to it.

Blessing of the Blade

At 3rd level, the Aelfin Elders imbue your blade with a slight sliver of their presence and the blade is henceforth bound to you. You graft this connection with a one-handed slashing melee weapon. You cannot be disarmed of that weapon unless you are incapacitated, and the weapon grants you extra resilience.

At the beginning of your round as a free action, you can choose one damage type from the following list: Acid, Cold, Fire, Force, Lightning, Necrotic, Radiant or Thunder. You gain Resistance to that damage type while wielding your bonded blade and Bladesinging.

Should you wish to bond a new weapon you can do so no more than once a week, during a ritual that lasts one hour and can be done over the course of a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Enemy of the Aelfin

Beginning at 7th level, you can designate a creature within line of sight and within 30 feet as an enemy of the Aelfin. Your bonded weapon will grant you Advantage on all to hit rolls against that creature. You can only have one such sworn enemy at a time and it will remain a sworn enemy until it dies, or until you have taken a long rest.

Slayer

Starting at 11th level, your bonded weapon does an additional 2d6 damage against your sworn enemy.

Animated Soul

Beginning at 15th level, once per day, or until you finish a short rest, you can let go of your bonded weapon as a bonus action and it will animate, flying in your space, moving with you and taking actions as if you are wielding it, leaving both your hands free. It will continue performing the bladesong maneuver you have set it as long as you spend a bonus action each round to direct it, until you once again take hold of it (also bonus action) and fight with it for at least one round with a Bladesong Style. Then, you can again let go of it as above. If you do not take a bonus action to direct it, it will not take actions, but still follow you around.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Superior Bladesong

When you reach level 20, your Bladesong has been perfected. You have learned all styles (add the ones you did not know yet to your repertoire) and you may now combine any 2 Bladesong Styles during a round, changing one or both at the beginning of the round as a free action as per the normal Bladesong.

Aelfin weapons

Name	Cost	Damage	Weight	1st
<i>Martial Melee Weapon</i>				
Songblade	50 GP	1d8 slashing	3 lb.	Finesse, Versatile

Songblade

Weapon (sword), common (uncommon outside Aelfin lands)

A Songblade is a double-sided sword, with an overly long grip and cutouts in the blade to reduce weight. It is a one-handed weapon, that can be used two-handed.

Aelfin armor

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Medium Armor</i>					
Elven chain shirt	<i>rare</i>	14 + Dex modifier (max 2)	-	-	15 lbs

Elven Chain

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor. Additionally, you count as being unarmored for purposes of the Bladesong.

Aelfin hound (Co'she)

A strange creature is barely visible in the high grass. At first sight, it resembles a huge dog, but it is unlike any you have seen before. It's fur is an indistinguishable hue of greenish grey with some irregular stripes of brown. Its green eyes look at you intently, making you think of one of the aloof Aelves. As you look closer, you make out a pair of sharp ears, standing upright and twisting a bit whenever they hear a sound. Its tail is curled upwards. Without warning, it lets out a deafening bark, making your ears ring and a few moments later, as you shake your head to clear your hearing, a slim silhouette with a bow in hand appears beside the hound, laying a calming hand on its head.

Co'she's are large, 150-pound hounds that are 3 foot tall at she shoulder. They are also know as elven dogs outside the Aelfin lands, both because they are sometimes found in the company of the Aelfin, and because their features are reminiscent of their masters. They bark only rarely, but when they do, it is to warn their companions or pack mates, and it can be deafening; the bark can be heard up to a mile away.

Co'she's attack by biting and tripping their foes, then keeping them down. A Co'she trained as a guard, or the companion to a Bladesinger, can hold an enemy down until help comes; Co'she's

encountered in the wild and cornered prefer to simply kill their attackers.

Co'she

Medium beast, unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed: 40 ft.

STR 14 (+2), **DEX** 16 (+3), **CON** 11 (+0), **INT** 4 (-3), **WIS** 12 (+1), **CHA** 8 (-1)

Skills Perception +3, Stealth +5

Senses Passive perception 13

Languages None, but understands basic Aelfin

Challenge 1 (200 XP)

Sprint: Once per hour, a Co'she can move ten times its normal speed (up to 400 ft.) for one round.

Restrain: If a Co'she knocks a target prone with its Bite or Pounce attack, it can take a bonus action to try and restrain the target. The target makes a DC 12 Dexterity Saving throw, or will be restrained.

Pounce: if the Co' she moves at least 20 feet straight towards a target right before hitting it with a bite attack, the Saving throw to resist being knocked prone increases to DC 14.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.