

Proficiency	Level	Class Feature
+2	1	Gift of Fellowship, Communal Assault, Always Listening
+2	2	Stirring Words, Breadth of Knowledge
+2	3	Expression of Companionship
+2	4	Ability Score Improvement
+3	5	Extra Attack
+3	6	Resourceful
+3	7	Expression Feature
+3	8	Ability Score Improvement
+4	9	Comrade Succour
+4	10	Unassuming, Hammer and Anvil
+4	11	Expression Feature
+4	12	Ability Score Improvement
+5	13	Shared Success
+5	14	Resourceful Improvement
+5	15	Comrade Succour Improvement
+5	16	Ability Score Improvement
+6	17	Expression Feature
+6	18	Legends Live On
+6	19	Ability Score Improvement
+6	20	A Light When All Other Lights Go Out

Companion Feature

Hit Points

Hit Dice: 1d8

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

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

Proficiencies

Armor: light armor

Weapons: simple weapons, longswords, shortwords

Tools: Three artisan's tools or musical instruments

Saving Throws: Wisdom, Charisma

Skills: Persuasion and one of: Animal Handling, Deception, Investigation, Insight, Medicine, Perception or Performance.

Gift of Fellowship

At 1st level, your good heart and quick wits allow you to help your comrades beyond what is usually

possible. You can use the help action as a bonus action on your turn. Additionally, when you use the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of you, rather than within 5 feet of you, if the target can see or hear you.

Communal Assault

You may not be much of a warrior, but you have a knack to create openings and breaches for your comrade to exploit. As an action on your turn, you can force an enemy within 30 feet to make a Wisdom (Insight) ability check (DC equal to 8 + your proficiency bonus + your Charisma or Intelligence modifier). On a failed check, one ally within 15 feet of the creature can make a single attack against it.

Always Listening

You make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. If you can freely walk about an area mingling with locals and passing travellers during a long rest, you can make a DC 15 Intelligence (Investigation) ability check. Success indicates that you hear all the latest useful rumours, including news of trouble. Failure may mean you hear some of the latest rumours and news, but cannot discern the true from the false or simply hear nothing of interest. On a success, you can also glean the names, whereabouts and general appearances of all local influential individuals, households and factions, as well as what livery, colours and heraldry they typically bear, if any.

Stirring Words

At 2nd level, your words carry a message of hope. As an action, you can speak to a creature within 30 ft that can see or hear you, shoring up their resolve to carry on and see what's beyond the next hill. You restore 1d6+4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can't regain hit points from this feat again until it finishes a short or long rest.

Breadth of Knowledge

At 2nd level, you gain the ability to borrow knowledge from your recent experiences. When you finish a long rest, you gain two proficiencies of your choice: two tools, two skills, or one of each. You can replace one or both of these selections with languages. This benefit lasts until you finish a long rest.

Extra Attack

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

Resourceful

Beginning at 6th level, your quick wits are a deep well of useful tactics that can save the day. Once per round, when a creature rolls a natural 1 on an ability check or attack roll, you can use your reaction to allow it to roll the dice once again and keep the new roll. You can use this feature a number equal to 1 + your Intelligence modifier before making a long rest.

At 14th level, you can use this feature when a creature scores a critical hit against a creature within 30 ft of you and turn the hit into a normal hit.

Comrade's Succour

At 9th level, the presence of your fellowship is a great boon when dealing with the hardship of the adventuring life. When taking a short rest, choose up to six friendly creatures (which can include

yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your proficiency bonus. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

At 15th level, when taking a short rest, creatures can choose to lose any number of Hit Die up to their Constitution modifier and select another participant to gain an equal number of Hit Die to spend during this short rest only, using its own Hit Die value. No creature can have more Hit Dice than his or her daily maximum.

Unassuming

Beginning at 10th level, you can use your bonus action on your turn to turn invisible, until you make an attack, cast a spell or force a creature to make a saving throw. Alternatively, you can use your reaction when rolling initiative (given you are not surprised) to use this feature. You cannot use this feature again until you make a short or a long rest.

Hammer and Anvil

At 11th level, teamwork makes your attack more deadly. Any time you hit a creature within 5 feet of one of your ally, you deal an extra 1d8 of the same type as your weapon damage.

Shared Success

At 13th, your successes benefit your comrade also. Once per round, when you succeed on an attack roll or an ability check, all creature within 30 ft of you that can see and hear you has advantage on the next check or roll of the same type it makes on its turn.

Legends Live On

Beginning at 18th, Fate allows you to continue just a little longer. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest. When you do so, all creatures of your choice within 30 ft that can see or hear you gain temporary hit points equal to your level.

A Light When All Other Lights Go Out

Beginning at 20th level, you are a beacon of hope and resilience, a light in the encroaching darkness.

- You must failed four death saving throws to die instead of three.
- All ally within 30 ft of you have advantage on death saving throws.

This feature lasts until you fall unconscious or die.

Companion's Expressions

Emissary

Paragon of Reconciliation

At 3rd level, you forswear the weapons of war in favor of simple tools. While wielding a simple weapon, you gain a special benefit if you reduce a creature to 0 hit points with that weapon and decide to spare the creature's life. Instead of falling unconscious, the creature is charmed by you for 1 minute. During that time, the charmed creature is peaceful and docile, refusing to move or to take actions or reactions, unless you command it to. You can't order the creature to attack, force someone to make a saving throw, or cause damage to itself or others. This charmed effect ends early if you are incapacitated or if you or your companions attack the creature, deal damage to it, or force it to make a saving throw. When the effect ends, the creature falls unconscious if it still has 0 hit points.

Armored by Peace

When you choose this expression at 3rd level, you can become an island of calm in even the most chaotic of situations. With this feature, you can cast the sanctuary spell on yourself, no material component required, and it lasts up to 8 hours. Its saving throw DC equals 8 + your proficiency bonus + your Charisma modifier. A creature that succeeds on the save is immune to this effect for 1 hour.

Once you cast the spell in this way, you can't do so again for 1 minute.

Envoy

At 7th level, your renown as an emissary of peace augments. You gain proficiency in one of the following skills of your choice: Animal Handling, Insight, Intimidation, or Performance.

Also, your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature.

Able Linguist

At 11th level, you can make yourself understood in every situation. You understand all spoken languages. Moreover, any creature that can understand a language can understand what you say.

Tower of Will

At 11th level, your peaceful dealings with dangerous situations have forged your mind like a well-made armour. You are immune to the frightened and charmed condition. Also, creatures have disadvantage on Wisdom (Insight) ability checks against you.

Spirit of Fire

At 17th level you are amongst the greatest emissaries in the world. You may replace any Charisma check you make with a natural roll 15 (before adding modifiers). You may do this a number of times equal to your Charisma modifier. You regain any expended uses when you finish a long rest.

Warden

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in medium armour, shields and

martial weapons.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

- **Archery:** You gain a +2 bonus to attack rolls you make with ranged weapons.
- **Dueling:** When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Rewarding Distraction

When you use your Communal Assault feature, the chosen ally gain 5 temporary hit points. The amount of temporary hit points increases to 10 at 15th level.

Warden Strike

At 7th level, your expertise in group fight allows you to avenge the pain inflicted on your ally. When an enemy within range of your weapon makes hits an ally, you can use your reaction to make an attack against it.

Group Beatdown

Beginning at 11th level, you are quick thinker that can change the flow of the battle in a moment. When you use your Gift of Fellowship to help attacking, you can target two creatures instead of one.

Greater Opportunity

Beginning at 17th level, your ability to spot flaw in your enemies actions allows your companions to make vicious attacks against them. When you use your Communal Assault feature, the enemy has disadvantage on the check made to resist your distractions.

Also, when an enemy within 5 ft of you would provoke an attack of opportunity, you can use your Communal Assault feature as a reaction instead of the usual attack.

Vagrant

Bonus Proficiency

You gain proficiency in with improvised weapons and your choice of Vehicle(Land) or Vehicle (Water). You have an excellent memory for maps and geography and can always determine your cardinal directions while travelling.

Impovised Item

At 3rd level, your deep pockets contain a myriad of improvised healing salves, powders, oils and reagents, that you use to create a variety of concoctions. Your personal bag and its contents allow you to pull out exactly the right materials you need for your Improvised Item options, described below. If you lose this satchel, you can create a new one over the course of three days of work (eight hours each day) by expending 100 gp worth of leather, glass, and other raw materials.

Item Recipe

At 3rd level, you learn three Item Recipe options of your choice. You learn an additional formula of your choice at 3rd, 9th, 14th, and 17th levels. To use any of these options, your backpack must be within reach. If an Item Recipe option requires a saving throw, the DC is 8 + your proficiency bonus + your Wisdom modifier. When you create an using this feature, it breaks down if you don't use it by the end of the current turn.

Dragon's Bile Cocktail. As an action, you can reach into your backpack, pull out a vial of volatile stuff, and hurl the vial at a creature, object, or surface within 30 feet of you. On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage.

This recipe's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 10th level (4d6), 13th level (5d6), 16th level (6d6), and 19th level (7d6).

Ankheg's Kiss. As an action, you can reach into your backpack, pull out a vial of acid, and hurl the vial at a creature or object within 30 feet of you. The vial shatters on impact. A creature must succeed on a Dexterity saving throw or take 1d6 acid damage. An object automatically takes that damage, and the damage is maximized.

This formula's damage increases by 1d6 when you reach certain levels in this class: 3rd level (2d6), 5th level (3d6), 7th level (4d6), 9th level (5d6), 11th level (6d6), 13th level (7d6), 15th level (8d6), 17th level (9d6), and 19th level (10d6).

Blinding Pot. As an action, you can reach into your backpack and pullout a clay pot filled with explosive flash powder, and hurl it at a point on the ground within 30 feet of you. The pot explodes on impact, producing a bright flash. Each creature within ten feet of the point of impact must succeed on a Constitution saving throw or become blinded until the end of your next turn. After using this formula, you can't do so again for 1 minute.

Healing Draught. As an action, you can reach into your backpack and pull out a vial of healing liquid. A creature can drink it as a free action to regain 1d8 hit points. Once a creature regains hit points from this recipe, the creature can't do so again until it finishes a long rest. This formula's healing increases by 1d8 when you reach certain levels in this class: 3rd level (2d8), 5th level (3d8), 7th level (4d8), 9th level (5d8), 11th level (6d8), 13th level (7d8), 15th level (8d8), 17th level (9d8), and 19th level (10d8).

Breath of the Green. As an action, you can reach into your backpack and pullout a glass vial greenish brown fluid, and hurl it at a point on the ground within 30 feet of you. The vial shatters on impact, producing a cloud of poisonous fumes. Each creature within 15 feet of the point of impact must succeed on a Constitution saving throw or become poisoned for 1 minute an take 1 poison damage at the start of its turn. After using this formula, you can't do so again for 1 minute.

Fog Pot. As an action, you can reach into your backpack and pull out a pot that produces a thick plume of smoke. You can hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the pot is filled with thick smoke that blocks vision, including darkvision. The pot and smoke persist for 1 minute and then breaks down. After using this formula, you can't do so again for 1 minute.

Displacer Beast Musk. As a bonus action, you can reach into your backpack and pull out a vial filled

with a bubbling, brown liquid. As an action, a creature can't spray its feet with it. Doing so increases the creature's speed by 20 feet for 1 minute, and the item breaks down. If not used, the pot and its contents disappear after 1 minute. After using this recipe, you can't do so again for 1 minute.

Tanglefoot Bag. As an action, you can reach into your backpack and pull out a bag filled with writhing, sticky black tar and hurl it at a point on the ground within 30 feet of you. The bag bursts on impact and covers the ground in a 5-foot radius with sticky goo. That area becomes difficult terrain for 1 minute, and any creature that starts its turn on the ground in that area has its speed halved for that turn. After using this recipe, you can't do so again for 1 minute.

Thunderstone. As an action, you can reach into your backpack and pull out a crystalline shard and hurl it at a creature, object, or surface within 30 feet of you. The shard shatters on impact with a blast of concussive energy. Each creature within 10 feet of the point of impact must succeed on a Constitution saving throw or be knocked prone and pushed 10 feet away from that point.

Pack Rat

Beginning at 3rd level when you choose this expression, you count as one size larger when determining your carrying capacity and you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. In you already have darkvision, its range increases by 30 ft.

Endless Haversack

At 7th level, your hoarding tendencies and careful planning allow you to always have an useful item on hand. You can spend one use of your Resourceful feature as an action to grab an inanimate object from your backpack. This object can be no larger than 2 feet on a side and weigh no more than 10 pounds, with a maximum value of 25 gp, and it must be a nonmagical object that you have seen.

Maximize Consumables

At 11th level, you have the knack to make the most of consumable items. When you or an ally within 15 feet use an potion of healing or a antitoxin, you can spend one use of your Resourceful feature to:

- Re-roll the die and keep the highest one.
- Forgo one die of healing from a potion to remove a level of exhaustion.
- Use a vial of antitoxin to automatically remove the *poisoned* condition in addition to its usual effect.

Deep Resources

Beginning at 17th, you are never left without an option or a solution. Once per day when you finish a short rest, you regain all uses of your Resourceful feature.

Brave

Bravura Strike

Beginning at 3rd, you can risk you own safety to create an opening for your comrades. When you make your first melee attack on your turn, you can decide to attack with bravura. You grant advantage to all attacks against you but your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you.

Bonus Proficiencies

When you choose this expression at 3rd level, you gain proficiency in medium armour, shields and

martial weapons.

Fighting Style

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

- **Defense:** While you are wearing armor, you gain a +1 bonus to AC.
- **Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.
- **Great-Weapon Fighting:** When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Reckless Charge

At 7th level, you and your friends are quick on your feet and never shy for a good fight. When you roll for initiative, choose up to 5 creatures who can hear or see you. They can add a bonus to their initiative roll equal to your Charisma modifier. Also, they can use their reaction to move 15 feet without provoking attacks of opportunity.

Hope Resurgent

At 11th level, your friends and companions can more easily find their second wind. When you use your Stirring Words feature, the creature also gain a bonus to its next damage roll equal to your Charisma modifier.

Sacrifice

Beginning at 17th level, when a creature within 5 feet of you takes damage, you can use your reaction to interpose yourself, causing that creature not to take the damage. Instead, you take the damage. This damage to you can't be reduced or prevented in any way. The creature has advantage on attack roll against the attacker until the end of its next turn.