



EXPERIENCE 15

DUNGEONS & DRAGONS

HOMEBREW

A compressed advancement system for 5E D&D.

ADVANCEMENT

Advancement is slower in Tier 1 to allow players more time to become familiar with not only how the game is played and how rules work, but also what features their characters are capable of using.

However, the latter part of Tier 2 and through Tier 3 advancement is slightly more rapid. This decreases the “slog” feeling very often met with advancing through the second tier.

MAXIMUM 15TH LEVEL

Advancement stops at 15th level instead of 20th. Most higher-level features are gained earlier, so capstone features are often still present (if altered). But this limits Hit Dice to 15 and removes the most powerful spells (8th- and 9th-level spells) and some features from the game.

This allows the higher CR creatures to still pose a very real threat to 15th-level characters. In addition, since play continues even after reaching 15th-level, players can really enjoy the satisfaction of playing a fully developed character longer.

BEYOND 15TH LEVEL

Play doesn't have to end shortly after the capstone features are gained since characters aren't as strong as their *rules as written* 20th-level equivalent.

Also, for every 30,000 experience points earned after 15th level, you gain an ability score improvement or a feat of your choice. Ability scores can also now be increased to 30 (instead of 20) after 15th level.

CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus	Ability Score Improvement
0	1st	+2	—
1,000	2nd	+2	—
3,000	3rd	+2	—
6,000	4th	+2	ASI (or Feat)
10,000	5th	+3	—
15,000	6th	+3	—
22,000	7th	+3	—
31,000	8th	+3	ASI (or Feat)
42,000	9th	+4	—
55,000	10th	+4	—
70,000	11th	+4	—
88,000	12th	+4	ASI (or Feat)
109,000	13th	+5	—
133,000	14th	+5	—
160,000	15th	+5	—

ABILITY SCORE IMPROVEMENT

This is now determined by your character level.

Otherwise, it remains unchanged with the exception that your maximum score is 30 after reaching 15th level.

NOTABLE CLASS CHANGES

Barbarians. Rage damage affects thrown weapons.

Bards. Bards are half-casters (but with quicker spellcasting progression) and do not gain Expertise. They gain earlier magical secrets and a stronger Countermagic to replace Countercharm.

Clerics. Maximum spell level is 7th. Destroy Undead is altered to deal damage. A new Channel Divinity (Rebuke Otherworldly) allows clerics to turn or destroy celestials, elementals, fey, and fiends.

Druids. Maximum spell level is 7th. Druids have an additional Wild Shape improvement increasing the max CR to 2 and adding the monstrosity creature type to Wild Shape. Archdruid now allows extended duration for Wild Shape instead of unlimited uses.

Fighter. Second Wind improves more with level. Champion has an altered Improved Critical and Superior Critical, and Eldritch Knight has a quicker spellcasting progression.

Monk. Monks gain additional ki points.

Paladin. Lay on Hands has improvements gained at higher levels and quicker spellcasting progression.

Ranger. This class has numerous changes, along with quicker spellcasting progression. Most notable is damage to favored enemies, advantage on ability checks in favored terrains, more useful features moved to be gained at lower levels.

Rogue. None. Arcane Trickster has a quicker spellcasting progression.

Sorcerer. Sorcerers no longer have a spell list, but have random sources for their spells. Metamagics can now be applied to other casters and changed more often. Sorcerers gain additional sorcery points.

Warlock. This class is now a half-caster (but with a faster spellcasting progression), but gains Pact Boon improvements. Eldritch Master allows changing of known invocations.

Wizard. Maximum spell level is 7th. Signature spells are gained sooner along with a slightly earlier Spell Mastery.

GENERAL CHANGES

We removed Ability Score Improvements from the class tables to compress the class features to 15 levels.

FEATURES AT DIFFERENT LEVELS

Generally, most features are awarded in the order they would normally be gained. However, many features are awarded at slightly different levels due to having fewer levels. Unless otherwise noted, features remain as written in the books.

For example, barbarians now gain Indomitable Might before Persistent Rage. Both features remain unchanged, however, only when they are gained is now different.

UNIFIED SUBCLASS SCHEDULE

With the exception of the Bard and Fighter, all other classes receive subclass features at 2nd, 6th, 10th, and 14th levels.

Bards lack an award at 10th level due to only having three subclass awards. Fighters have five subclass awards and gain them at 2nd, 5th, 8th, 11th, and 14th levels.

SPELLCASTING

ALL KNOWN SPELLCASTERS

All spellcasters gain known spells, not prepared spells, and once learned a known spell can only be changed by spending downtime learning a new spell. You cannot change a known spell when you gain a new level.

SPILLS KNOWN AT 1ST LEVEL AND HIGHER

Each class table with spellcasting has a Spellcasting Progression section. The numbers here serve two purposes:

1. **Spell Slots.** As normal, they are the number of spell slots you have available at any spell level.
2. **Spells Known.** This number is *also* the number of spells you know at each particular spell level. Each class with spellcasting receives one or two *default* spells which do not count towards your spells known.

For example, a 6th-level bard has an entry of 2, 2, 2 for their spellcasting progression. This means the bard will know two 1st-, two 2nd-, and two 3rd-level spells as well as having two 1st-, two 2nd-, and two 3rd-level spell slots with which to cast their spells. Note bards also have *charm person*, *comprehend languages*, or *Tasha's hideous laughter* as a default spell, which won't count as one of the six spells they know.

You can cast a known spell multiple times, even using higher-level spell slots, as normal.

HOUSE-RULES

This version assumes the use of a couple house-rules, but you can choose to ignore these changes and adjust accordingly.

CRITICAL DAMAGE

Whenever a damage die rolls the maximum for the die type, roll an additional die and add the result to the damage. If the additional damage die also rolls maximum, you do *not* roll another die.

SPELLCASTING ABILITIES

Clerics and Warlocks use different ability for their spellcasting abilities: clerics use Charisma, and warlocks use Intelligence.

CLASSES

THE BARBARIAN

Level	Features	Rages	Rage Damage
1st	Rage, Unarmored Defense	2	+2
2nd	Primal Path	2	+2
3rd	Reckless Attack, Danger Sense	2	+2
4th	Extra Attack, Fast Movement	2	+2
5th	Feral Instinct	3	+2
6th	Primal Path feature	3	+2
7th	Brutal Critical (1 die)	3	+2
8th	Relentless Rage	3	+2
9th	Brutal Critical (2 dice)	4	+3
10th	Primal Path feature	4	+3
11th	Indomitable Might	4	+3
12th	Brutal Critical (3 dice)	4	+3
13th	Persistent Rage	5	+3
14th	Primal Path feature	5	+3
15th	Primal Champion	5	+3

RAGE

The damage bonus from rage applies to thrown weapons, unarmed strikes, and grapples using Strength.

THE BARD

Level	Features	Cantrips Known	— Spellcasting Progression —				
			1st	2nd	3rd	4th	5th
1st	Bardic Inspiration (d6), Jack of All Trades, Spellcasting	2	1	—	—	—	—
2nd	Bardic College	2	2	—	—	—	—
3rd	Song of Rest (d6)	2	2	1	—	—	—
4th	Magical Secrets	2	2	2	—	—	—
5th	Bardic Inspiration (d8), Font of Inspiration	2	2	2	1	—	—
6th	Bard College Feature	2	2	2	2	—	—
7th	Countermagic , Song of Rest (d8)	3	2	2	2	1	—
8th	Magical Secrets	3	3	2	2	1	—
9th	Bardic Inspiration (d10)	3	3	2	2	1	1
10th	Bardic Inspiration and Song of Rest improvements	3	3	3	2	1	1
11th	Song of Rest (d10)	3	3	3	2	2	1
12th	Magical Secrets	3	4	3	2	2	1
13th	Bardic Inspiration (d12)	4	4	3	3	2	1
14th	Bard College Feature	4	4	3	3	3	1
15th	Superior Inspiration, Song of Rest (d12)	4	4	3	3	3	2

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing two cantrips and one 1st-level spell of your choice from the Bard Spell list.

You also know one of the following spells of your choice: *charm person*, *comprehend languages*, or *Tasha's hideous laughter*.

Once you choose this spell it is a known spell for you but does not count towards the number of spells you can know as shown on the Bard table under Spellcasting Progression.

COUNTERMAGIC

You gain the ability to use music or words of power to disrupt spells. As an action, you target a spell or magical effect within 60 feet of you and start a special ritual that lasts until the end of your next turn. The target spell or effect must remain within 60 feet of you until you finish the special ritual.

At the end of your next turn you expend one of your Bardic Inspiration dice. Make a DC 20 spellcasting ability check and on a success the spell ends. Permanent magical effects are suppressed for 24 hours.

You can make only one attempt to dispel an instance of a spell or magical effect.

BARDIC INSPIRATION IMPROVEMENT

Beginning at 10th Bard level, you can grant a creature a Bardic Inspiration die using your reaction or as a bonus action.

SONG OF REST IMPROVEMENT

Starting at 10th level, when a creature benefits from your Song of Rest, the creature can also remove one level of exhaustion or can remove one condition affecting it.

A creature can only benefit from this feature once and must finish a long rest before it can do so again.

THE CLERIC

Level	Features	Cantrips	— Spellcasting Progression —						
		Known	1st	2nd	3rd	4th	5th	6th	7th
1st	Spellcasting , Channel Divinity (1/rest)	3	2	—	—	—	—	—	—
2nd	Divine Domain	3	4	—	—	—	—	—	—
3rd	Destroy Undead (3d6)	3	4	2	—	—	—	—	—
4th	Channel Divinity (2/rest)	3	5	3	—	—	—	—	—
5th	—	3	5	3	2	—	—	—	—
6th	Destroy Undead (6d6), Divine Domain feature	4	5	4	3	—	—	—	—
7th	—	4	5	4	3	2	—	—	—
8th	Channel Divinity (Rebuke Otherworldly)	4	6	4	4	2	—	—	—
9th	—	4	6	4	4	2	2	—	—
10th	Destroy Undead (10d6), Divine Domain feature	4	6	5	4	3	2	—	—
11th	Divine Intervention	5	7	5	4	3	3	—	—
12th	—	5	7	5	4	3	3	1	—
13th	Channel Divinity (3/rest)	5	7	6	4	4	3	1	—
14th	Divine Domain feature	5	7	6	5	4	3	2	—
15th	Destroy Undead (15d6)	5	7	6	5	4	3	2	1

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing three cantrips and two 1st-level spells of your choice from the Cleric Spell list.

You also know two of the following spells of your choice: *cure wounds*, *inflict wounds*, or *sanctuary*.

Once you choose these spells they are known spells for you but does not count towards the number of spells you can know as shown on the Cleric table under Spellcasting Progression.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your cleric spells.

DESTROY UNDEAD

When an undead fails its saving throw against your Turn Undead feature by 5 or more, it suffers 3d6 radiant damage in addition to the effects of the Turn Undead.

The amount of radiant damage increases to 6d6 at 6th level, 10d6 at 10th level, and 15d6 at 15th level.

REBUKE OTHERWORLDLY

Beginning at 8th level, your ability to rebuke foes expands to certain creature types other than undead: celestials, elementals, fey, and fiends.

When one of these creatures fails its saving throw against your Rebuke Otherworldly by 5 or more, it suffers radiant damage as if affected by your Destroy Undead feature.

NEUTRAL AND EVIL CLERICS - DESTROY UNDEAD

Neutral clerics can deal force damage and evil clerics can deal necrotic damage with their Destroy Undead feature.

CONTROLLING EVIL UNDEAD (OR OTHERWORLDLY)

Evil clerics who deal enough damage to an evil undead (or otherworldly creature) to reduce it to 0 hit points can forego the damage and instead gain control of the creature until the cleric finishes a short or long rest.

THE DRUID

Level	Features	Cantrips Known	— Spellcasting Progression —						
			1st	2nd	3rd	4th	5th	6th	7th
1st	Spellcasting , Wild Shape (CR 1/4)	3	2	—	—	—	—	—	—
2nd	Druidic, Druid Circle	3	4	—	—	—	—	—	—
3rd	—	3	4	2	—	—	—	—	—
4th	Wild Shape improvement	3	5	3	—	—	—	—	—
5th	—	3	5	3	2	—	—	—	—
6th	Druid Circle feature	4	5	4	3	—	—	—	—
7th	—	4	5	4	3	2	—	—	—
8th	Wild Shape improvement	4	6	4	4	2	—	—	—
9th	—	4	6	4	4	2	2	—	—
10th	Druid Circle feature	4	6	5	4	3	2	—	—
11th	Timeless Body	5	7	5	4	3	3	—	—
12th	Wild Shape improvement	5	7	5	4	3	3	1	—
13th	Beast Spells	5	7	6	4	4	3	1	—
14th	Druid Circle feature	5	7	6	5	4	3	2	—
15th	Archdruid	5	7	6	5	4	3	2	1

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing three cantrips and two 1st-level spells of your choice from the Druid Spell list.

You also know two of the following spells of your choice: *animal friendships*, *entangle*, or *speak with animals*.

Once you choose these spells they are known spells for you but does not count towards the number of spells you can know as shown on the Druid table under Spellcasting Progression.

WILD SHAPE IMPROVEMENT

When you reach 12th level, the maximum CR for your wild shape increases to CR 2 and you can change into creatures with the monstrosity type as shown on the Wild Shapes table.

ARCHDRUID

You can remain in a Wild Shape form until you finish a long rest. You can remain in your current Wild Shape form after finishing a long rest if you immediately expend a use of your Wild Shape feature.

WILD SHAPES

Level	Max CR.	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle
12th	2	—	Griffon

THE FIGHTER

Level	Features
1st	Fighting Style, Second Wind
2nd	Martial Archetype
3rd	Action Surge (one use)
4th	Extra Attack
5th	Martial Archetype feature
6th	Ability Score Improvement
7th	Indomitable (one use)
8th	Martial Archetype feature
9th	Extra Attack (2)
10th	Indomitable (two uses)
11th	Martial Archetype feature
12th	Ability Score Improvement
13th	Action Surge (two uses), Indomitable (three uses)
14th	Martial Archetype feature
15th	Extra Attack (3)

SECOND WIND

The amount of damage healed when using this feature is increased to 1d10 + double your level in this class.

CHAMPION

IMPROVED CRITICAL

You gain an additional critical damage die.

SUPERIOR CRITICAL

You gain another additional critical damage die.

ELDRITCH KNIGHT

SPELLCASTING

Spells Known of 1st-Level and Higher. You know two 1st-level wizard spells of your choice, both of which you must choose from the abjuration and evocation spells on the Wizard spell list. Additional spells you learn according to the Spellcasting Progression of the Eldritch Knight Spellcasting table must also be from either the abjuration or evocation schools.

However, the spells you learn at 3rd, 6th, 9th, and 14th level can come from any school of magic.

ELDRITCH KNIGHT SPELLCASTING

Caster Level	Cantrips Known	— Spellcasting Progression —			
		1st	2nd	3rd	4th
1st	—	—	—	—	—
2nd	2	2	—	—	—
3rd	2	3	—	—	—
4th	2	4	—	—	—
5th	2	4	1	—	—
6th	2	4	2	—	—
7th	2	4	2	—	—
8th	2	4	2	1	—
9th	3	4	2	2	—
10th	3	4	3	2	—
11th	3	4	3	2	1
12th	3	4	3	2	1
13th	3	4	3	3	1
14th	3	4	3	3	2
15th	3	4	3	3	2

THE MONK

Level	Features	Martial Arts	Ki Points	Unarmored Movement
1st	Martial Arts, Unarmored Defense	1d4	—	—
2nd	Monastic Tradition, Ki, Unarmored Movement	1d4	4	+10 ft.
3rd	Deflect Missiles, Slow Fall	1d4	5	+10 ft.
4th	Extra Attack, Stunning Strike	1d6	6	+10 ft.
5th	Ki-Empowered Strikes, Stillness of Mind	1d6	8	+15 ft.
6th	Monastic Tradition feature	1d6	9	+15 ft.
7th	Evasion, Unarmored Movement improvement	1d6	10	+15 ft.
8th	Purity of Body	1d8	11	+20 ft.
9th	Tongue of the Sun and Moon	1d8	13	+20 ft.
10th	Monastic Tradition feature	1d8	14	+20 ft.
11th	Diamond Soul	1d8	15	+25 ft.
12th	Timeless Body	1d10	16	+25 ft.
13th	Empty Body	1d10	18	+25 ft.
14th	Monastic Tradition feature	1d10	19	+30 ft.
15th	Perfect Self	1d10	20	+30 ft.

KI

Your number of ki points equals your proficiency bonus + your level in this class, as indicated under the ki points column of the Monk table.

INSTANT STAND

You can spend 1 ki point and use your reaction to instantly stand up from the prone position. Standing in this way costs you no movement.

THE PALADIN

Level	Features	Cantrips Known	— Spellcasting Progression —				
			1st	2nd	3rd	4th	5th
1st	Divine Sense, Lay on Hands, Spellcasting	2	1	—	—	—	—
2nd	Fighting Style, Sacred Oath	2	2	—	—	—	—
3rd	Divine Health, Divine Smite	2	2	1	—	—	—
4th	Extra Attack	2	2	2	—	—	—
5th	Aura of Protection	2	2	2	1	—	—
6th	Sacred Oath feature	2	2	2	2	—	—
7th	Lay on Hand improvement	3	2	2	2	1	—
8th	Aura of Courage	3	3	2	2	1	—
9th	Improved Divine Smite	3	3	2	2	1	1
10th	Sacred Oath feature	3	3	3	2	1	1
11th	Lay on Hand improvement	3	3	3	2	2	1
12th	Cleansing Touch	3	4	3	2	2	1
13th	Lay on Hand improvement	4	4	3	3	2	1
14th	Sacred Oath feature	4	4	3	3	3	1
15th	Aura improvements	4	4	3	3	3	2

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing two cantrips and one 1st-level spell of your choice from the Paladin Spell list.

You also know one of the following spells of your choice: *command*, *compelled duel*, *detect evil and good*

Once you choose this spell it is a known spell for you but does not count towards the number of spells you can know as shown on the Paladin table under Spellcasting Progression.

LAY ON HANDS IMPROVEMENT

You gain the following improvements to your Lay on Hands feature at the indicated levels.

At 7th level, you can use your bonus action or action for this feature.

Beginning at 11th level, you can affect a target up to 30 feet away with your Lay on Hands feature.

At 13th level, you can spend 50 hit points from your Lay on Hands pool to cast *revivify* without the need for any material components.

EVIL PALADINS

Evil Paladins can choose to inflict damage (or a disease or poison) on a creature using their Lay on Hands feature instead of curing them. Do to so the character must make a successful unarmed strike.

The creature makes a Constitution saving throw equal to the paladin's spell save DC or take damage determined by the hit points spent from the Lay on Hands pool (or is diseases or poisoned).

If the target is diseased or poisoned by the evil paladin, it repeats the saving throw at the end of each of its turns. If it fails three times, the condition is permanent until cured by a *lesser restoration* or similar magic (including a normal use of Lay on Hands).

THE RANGER

Level	Features	Cantrips	— Spellcasting Progression —				
		Known	1st	2nd	3rd	4th	5th
1st	Favored Enemy, Natural Explorer, Spellcasting	2	1	—	—	—	—
2nd	Ranger Archetype, Fighting Style	2	2	—	—	—	—
3rd	Primeval Awareness	2	2	1	—	—	—
4th	Extra Attack	2	2	2	—	—	—
5th	Vanish	2	2	2	1	—	—
6th	Ranger Archetype feature	2	2	2	2	—	—
7th	Natural Explorer improvement	3	2	2	2	1	—
8th	Hide in Plain Sight	3	3	2	2	1	—
9th	Many Leagues	3	3	2	2	1	1
10th	Ranger Archetype feature	3	3	3	2	1	1
11th	Vanish improvement	3	3	3	2	2	1
12th	Feral Senses	3	4	3	2	2	1
13th	Legendary Explorer	4	4	3	3	2	1
14th	Ranger Archetype feature	4	4	3	3	3	1
15th	Foe Slayer	4	4	3	3	3	2

FAVORED ENEMY

Humanoids are a favored enemy type; you do not choose two types of humanoids as favored enemies.

Whenever you deal damage to a favored enemy, add your proficiency bonus to the amount of damage.

You choose an additional favored enemy at 6th, 10th, and 14th levels.

NATURAL EXPLORER

You have advantage on Intelligence and Wisdom checks (instead of double proficiency bonus) while in a favored terrain.

You gain an additional favored terrain at 5th, 9th, and 13th levels.

At 7th level, you choose another ability score to gain advantage when making ability checks with that ability.

SPELLCASTING

SPILLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing two cantrips and one 1st-level spell of your choice from the Ranger Spell list.

You also know one of the following spells of your choice: *beast bond*, *hunter's mark*, or *longstrider*.

Once you choose this spell it is a known spell for you but does not count towards the number of spells you can know as shown on the Ranger table under Spellcasting Progression.

PRIMEVAL AWARENESS

Your connection to your favored terrains has given you an awareness that is almost supernatural allowing you to react with speed. You add your proficiency bonus to your Initiative rolls.

VANISH

You can use your bonus action to move up to half your speed and take the Hide action.

When you reach 12th Ranger level, you can use your reaction instead of your bonus action to Vanish.

HIDE IN PLAIN SIGHT

While in a favored terrain, you can take the Hide action even if you are only lightly obscured.

MANY LEAGUES

Your travels have introduced you to many different folk. You gain proficiency in two languages and your choice of one of the following skills: History, Insight, or Persuasion.

LEGENDARY EXPLORER

While in a favored terrain, if you fail an ability check, you can choose to succeed instead. You can use this feature three times and must finish a long rest to regain expended uses.

FOE SLAYER

When you deal critical damage to a favored foe and reduce the target to less than half its hit point maximum, the creature must make a Constitution saving throw against a DC equal to 8 + your attack bonus for the attack or be reduced to 0 hit points.

Once you use this feature you cannot use it again until you finish a short or long rest.

THE ROGUE

Level	Features	Sneak Attack
1st	Expertise, Sneak Attack, Thieves' Cant	1d6
2nd	Roguish Archetype	1d6
3rd	Cunning Action	2d6
4th	Uncanny Dodge	2d6
5th	Expertise	3d6
6th	Roguish Archetype feature	3d6
7th	Evasion	4d6
8th	Ability Score Improvement	4d6
9th	Reliable Talent	5d6
10th	Roguish Archetype feature	5d6
11th	Blindsense	6d6
12th	Slippery Mind	6d6
13th	Elusive	7d6
14th	Roguish Archetype feature	7d6
15th	Stroke of Luck	8d6

ARCANE TRICKSTER

SPELLCASTING

Spells Known of 1st-Level and Higher. You know three cantrips (one of which must be *mage hand*) and two 1st-level wizard spells of your choice, both of which you must choose from the enchantment and illusion spells on the Wizard spell list. Additional spells you learn according to the Spellcasting Progression of the Arcane Trickster Spellcasting table must also be from either the enchantment or illusion schools.

However, the spells you learn at 3rd, 6th, 9th, and 14th level can come from any school of magic.

ARCANE TRICKSTER SPELLCASTING

Caster Level	Cantrips Known	— Spells Known per Spell Level —			
		1st	2nd	3rd	4th
1st	—	—	—	—	—
2nd	3	2	—	—	—
3rd	3	3	—	—	—
4th	3	4	—	—	—
5th	3	4	1	—	—
6th	3	4	2	—	—
7th	3	4	2	—	—
8th	3	4	2	1	—
9th	4	4	2	2	—
10th	4	4	3	2	—
11th	4	4	3	2	1
12th	4	4	3	2	1
13th	4	4	3	3	1
14th	4	4	3	3	2
15th	4	4	3	3	2

THE SORCERER

Level	Features	Sorcery Points	Cantrips Known	— Spellcasting Progression —						
				1st	2nd	3rd	4th	5th	6th	7th
1st	Spellcasting , Font of Magic	3	3	2	—	—	—	—	—	—
2nd	Sorcerous Origin	4	3	4	—	—	—	—	—	—
3rd	Metamagic	5	3	4	2	—	—	—	—	—
4th	—	6	3	5	3	—	—	—	—	—
5th	—	8	3	5	3	2	—	—	—	—
6th	Sorcerous Origin feature	9	4	5	4	3	—	—	—	—
7th	Metamagic	10	4	5	4	3	2	—	—	—
8th	Assist Spell	11	4	6	4	4	2	—	—	—
9th	—	13	4	6	4	4	2	2	—	—
10th	Sorcerous Origin feature	14	4	6	5	4	3	2	—	—
11th	Metamagic	15	5	7	5	4	3	3	—	—
12th	—	16	5	7	5	4	3	3	1	—
13th	Metamagic Exchange	18	5	7	6	4	4	3	1	—
14th	Sorcerous Origin feature	19	5	7	6	5	4	3	2	—
15th	Sorcerous Restoration	20	5	7	6	5	4	3	2	1

SPELLCASTING

Unlike other spellcasting classes, a sorcerer's magic is wild and the choice of the spells they learn is more random, known as their Spell Source.

SPELL SOURCE

For each spell or cantrip you learn, roll a d10. The result determines which spell list you learn the spell from, as shown on the Spell Source table.

SPELL SOURCE

d20 Roll	Spell Source	d20 Roll	Spell Source
1 – 2	Bard	11 – 12	Ranger
3 – 5	Cleric	13 – 14	Warlock
6 – 8	Druid	15 – 17	Wizard
9 – 10	Paladin	18 – 20	Any spell list

If you roll 18–20 you can choose *any* spell. Your choice must still be a spell level for which you have spell slots.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing three cantrips and two 1st-level spells of your choice from the Sorcerer Spell list.

You also know two of the following spells of your choice: *chaos bolt*, *disguise self*, or *mage armor*.

Once you choose these spells they are known spells for you but do not count towards the number of spells you can know as shown on the Sorcerer table under Spellcasting Progression.

SPELLCASTING ABILITY

Constitution is your spellcasting ability for your sorcerer spells, regardless of the spell source.

FONT OF MAGIC

SORCERY POINTS

You have a number of sorcery points equal to your proficiency bonus + your level in this class, as indicated under the Sorcery Points column on the Sorcerer table.

FLEXIBLE CASTING

You can only convert sorcery points to spells slots once and must finish a short or long rest before you can do so again.

METAMAGIC

The following is an additional metamagic option.

TRANSMUTED SPELL

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

ASSIST SPELL

When a creature you see within 30 feet of your casts a spell, you can use your reaction to influence the spell being cast with your metamagic. The creature casting the spell gains the benefits of the metamagic you choose to use, but you must spend the required sorcery points as usual.

You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

METAMAGIC EXCHANGE

When you finish a long rest, you can exchange a metamagic you know for a new metamagic.

THE WARLOCK

Level	Features	Invocations	Cantrips	— Spellcasting Progression —				
		Known	Known	1st	2nd	3rd	4th	5th
1st	Eldritch Invocations, Spellcasting	1	2	2	1	—	—	—
2nd	Otherworldly Patron	2	2	3	2	—	—	—
3rd	Pact Boon	2	2	4	2	1	—	—
4th	—	3	2	5	2	2	—	—
5th	—	3	2	6	2	2	1	—
6th	Otherworldly Patron feature	4	2	7	2	2	2	—
7th	—	4	3	8	2	2	2	1
8th	Pact Boon improvement	5	3	9	3	2	2	1
9th	—	5	3	10	3	2	2	1
10th	Otherworldly Patron feature	6	3	11	3	3	2	1
11th	—	6	3	12	3	3	2	2
12th	Pact Boon improvement	7	3	13	4	3	2	2
13th	—	7	4	14	4	3	3	2
14th	Otherworldly Patron feature	8	4	15	4	3	3	3
15th	Eldritch Master	8	4	16	4	3	3	3

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing two cantrips and one 1st-level spell of your choice from the Warlock Spell list.

You also know one of the following spells of your choice: *hellish rebuke*, *hex*, *protection from evil and good*.

Once you choose this spell it is a known spell for you but does not count towards the number of spells you can know as shown on the Warlock table under Spellcasting Progression.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your warlock spells.

PACT BOON IMPROVEMENTS

PACT OF THE BLADE

At 8th level, you can create your pact weapon as an action or using your bonus action. In addition, you add your Intelligence modifier to your attack rolls with your pact weapon and it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Beginning at 12th level, when you take the Attack action and attack with your pact weapon, you can use your bonus action to make an additional attack with your pact weapon.

PACT OF THE CHAIN

When you reach 8th level and you summon a familiar, it gains the following benefits:

- Increase its AC by your proficiency bonus.
- Increase its hit points by your level.
- It gains advantage on all saving throws.

At 12th level, your familiar gains resistance to all damage and truesight to a range of 30 feet.

PACT OF THE TOME

At 8th level, you can choose any two 1st-level spells and one 2nd-level spell from any spell list. These spells appear in your Book of Shadows and you can cast each spell once. Whenever you finish a long rest, you regain the use of these spells. If any of these spells have the ritual tag, you can cast them as rituals without it counting as your one use.

Beginning at 12th level, you add another 2nd-level spell and one 3rd-level spell from any spell list to your Book of Shadows. As long as you have your Book of Shadows on you, you can cast these spells once, and can cast them again after finishing a long rest. If any of these spells have the ritual tag, you can cast them as rituals without it counting as your one use.

ELDRITCH MASTER

When you reach 15th level, you can replace one eldritch invocation you know with a new one when you finish a long rest. You must meet any prerequisites for the new eldritch invocation as usual.

THE WIZARD

Level	Features	Cantrips	— Spellcasting Progression —						
		Known	1st	2nd	3rd	4th	5th	6th	7th
1st	Arcane Recovery, Spellcasting	3	2	—	—	—	—	—	—
2nd	Arcane Tradition	3	4	—	—	—	—	—	—
3rd	—	3	4	2	—	—	—	—	—
4th	Signature Spell (1st)	3	5	3	—	—	—	—	—
5th	—	3	5	3	2	—	—	—	—
6th	Arcane Tradition feature	4	5	4	3	—	—	—	—
7th	—	4	5	4	3	2	—	—	—
8th	Signature Spell (2nd)	4	6	4	4	2	—	—	—
9th	—	4	6	4	4	2	2	—	—
10th	Arcane Tradition feature	4	6	5	4	3	2	—	—
11th	Signature Spell (3rd)	5	7	5	4	3	3	—	—
12th	—	5	7	5	4	3	3	1	—
13th	Spell Mastery (1st)	5	7	6	4	4	3	1	—
14th	Arcane Tradition feature	5	7	6	5	4	3	2	—
15th	Spell Mastery (2nd)	5	7	6	5	4	3	2	1

SPELLCASTING

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You start at 1st level knowing three cantrips and two 1st-level spells of your choice from the Wizard Spell list.

You also know two of the following spells of your choice: *detect magic*, *find familiar*, *unseen servant*.

Once you choose these spells they are known spells for you but do not count towards the number of spells you can know as shown on the Wizard table under Spellcasting Progression.

SIGNATURE SPELLS

Through dedication and study you have become so practiced with some spells you can cast them once without expending spell slots.

When you reach 4th level in this class, choose a 1st-level wizard spell you know. You can cast this spell once as a 1st-level spell without expending a spell slot.

At higher levels in this class, you gain this ability with a wizard spell of 2nd-level and one of 3rd-level. Each signature spell may be cast once at its spell level without expending a spell slot.

If you want to cast a signature spell at a higher spell level, you must expend a spell slot as normal.

You regain all uses of this feature when you finish a long rest.

SPELL MASTERY

At 13th level, you have achieved such mastery over a certain spell that you can cast it at will. Choose a 1st-level wizard spell you know. You can cast that spell at 1st-level without expending any spell slots.

When you reach 15th wizard level, you can choose a 2nd-level wizard spell you know to gain this benefit.

If you want to cast either spell at a higher spell level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one of the spells you chose for different spells of the same level.