

BARBARIAN

MOVE IN THE WILD

When you reach 4th level in this class, you gain advantage on Strength (Athletics) checks involving climbing, jumping, and swimming.

REVEALING SIGHT

Starting at 5th level, you can *Detect Magic* (as per the spell) in an object or person by concentrating on it and making a DC 10 Wisdom (Insight) check.

MAGIC WEAPONS

Beginning at 6th level, your weapon attacks are magical.

MAGIC RESISTANCE

From 8th level on, you gain advantage on saves against spells and magical effects. You lose this ability if you are attuned to any magic item or if you are carrying any magic item that is not common or uncommon (i.e. rare, very rare, legendary, or artifacts).

VARIANT B

These variants replace Revealing Sight, Magic Weapons, and Magic Resistance for players who want a different flavor.

PRIMAL INTUITION

You have an instinctive ability to sense that something is off when your senses conflict. Starting at 5th level, you gain proficiency in Insight if you do not have it already.

Whenever you make a Wisdom (Insight) check to assess whether another creature is hiding hostile intentions, you can treat any roll of 9 or lower as a 10. In addition, when an illusion that affects a living creature would normally require an Intelligence (Investigation) check to detect its presence, you can choose to make a Wisdom (Insight) check instead.

POWERFUL STRIKE

Your rage allows you to use your might to topple your foes. Beginning at 6th level, if you successfully hit a creature with a melee weapon attack while raging, you can use your bonus action to shove the creature 5 feet away from you or knock it prone. The target must make a Strength saving throw or Dexterity saving throw (its choice) with a DC equal to 8 + your proficiency bonus + your Strength modifier.

DURABLE INSTINCTS

Your rage blocks off your mind from outside influence, making attempts to influence or control you difficult. Starting at 8th level, when you are raging you have advantage on saving throws against spells and effects that charm or dominate you.

BARD

TAUNTING JIBE

You can use your bonus action to make a Charisma (Intimidation) check against your target's Wisdom (Insight). If you succeed, your target has disadvantage on any attacks it makes against you until the start of your next turn.

You cannot use this ability if the target cannot see and understand you. You can use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all expended uses when you finish a short rest.

CLERIC

INVESTITURE

You choose to gain one of the following benefits:

Martial Training.

- You gain proficiency in two of the following skills: Animal Handling, Athletics, Intimidation, Survival.
- You also gain proficiency in Strength saving throws.
- You can bless one weapon, armor, or shield to grant it a +1 bonus until you finish a long rest. If the item is magical, it cannot benefit from this feature if it already has bonuses.

Scholastic Training.

- You gain proficiency with one language, one skill, and two tools or kits.
- You also gain proficiency in Intelligence saving throws.
- You can bless one creature, granting it a +1 bonus to all saving throws until you finish a long rest.

WARD OF THE FAITH

You can call on your god for protection. Starting at 3rd level, when you take damage, you can use your reaction to reduce the damage by 1d8 + your Wisdom modifier.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

WATCHED OVER

Beginning at 5th level, you can cast Commune as an action. Casting it with this feature does not use a spell slot, requires no material components, and you do not need to have the spell prepared.

In addition, you can choose to gain advantage on saving throw. You can choose to use this benefit once at any time before your next long rest.

You cannot use this feature again until you finish a long rest.

CHANNEL DIVINITY OPTIONS

In addition to Turning Undead (and Destroy Undead) you can use any of the following options when using your Channel Divinity. Your holy symbol must be presented for each.

Calming Influence. As an action, you invoke the name of your deity. Each hostile humanoid or beast that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate. When the charm ends, the creature is aware it was charmed and might act hostilely towards you. Creatures immune to charm cannot be affected by this feature.

Divine Guidance. As a reaction, when you, or a creature within 30 feet of you, make an ability check, attack roll, or saving throw, you can use your Channel Divinity to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses.

Preserve Life. As an action, you evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Radiance of the Dawn. As an action, any magical darkness within 30 feet of you is dispelled. Additionally, each hostile fey, fiend, or undead within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your cleric level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

TURN/DESTROY FIENDS

When you reach 7th level in this class, you can use your channel divinity to turn fiends as you would undead. At 11th level, you can destroy fiends up to CR 4.

EVIL CLERICS

Evil clerics reversed divine powers:

- **Ally (Command) Undead.** undead affected treat you as an ally or even obey your commands.
- **Hostile Nature.** targets failing their saving throw fight among themselves, ignoring you.
- **Cursed Attempt.** the target affected makes a Wisdom saving throw or take a -10 penalty.
- **Steal Life.** you can take hit points from your allies and gain that number of hit points, up to your maximum hit points possible.
- **Shroud of the Twilight.** Any magical light within 30 feet is dispelled. Evil fey, fiend, and undead within 30 feet of you gain hit points equal to 1d10 + your cleric level.
- **Summon (Command) Fiends.** You can summon a fiend of the same CR as you can affect undead. It is an ally but acts on its own. With Command Fiend, you control its actions.

DRUID

FEY BOND

You are immune to magical Charm and Sleep.

WILDERNESS EXPERT

You gain advantage when making Animal Handling, Nature, and Survival checks. In addition, you ignore difficult terrain and leave no discernible trail when traveling outdoors.

WILD SHAPE (IMPROVEMENT)

When you use your wild shape feature, you can fly or swim as the beast you turn into. You are only limited by the beast type and the CR as determined by your level in this class.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

NATURAL RESISTANCE

Choose one of the following types of damage: acid, cold, fire, lightning, poison, or thunder. You gain resistance to the chosen type.

WILD SHAPE (PLANT)

Your wild shape allows you to change into a creature with the plant type if you choose. You are still limited by the CR as determined by your level in this class.

WILD WALKER

When moving outdoors, you ignore difficult terrain and do not leave a trail unless you choose to.

CONJURE ELEMENTAL

You can cast the Conjure Elemental spell without the need for components. If your concentration is broken, the elemental disappears. You can also banish the elemental you conjure using this feature as a reaction. You do not need to have the spell prepared and using this feature doesn't cost you a spell slot. Once you use this feature, you must finish a long rest before you can use it again.

FIGHTER

WEAPON SPECIALIZATION

You choose one weapon or unarmed strikes. You gain a +1 attack bonus when you make an attack with that weapon. In addition, you gain a bonus to damage equal to half your proficiency bonus (round down). You also have advantage on any check or save made to maintain a hold on your chosen weapon.

At 6th level in this class, you can choose a second weapon or your unarmed strikes for specialization.

You can change a chosen weapon or unarmed strike to another by spending 3 days in intense practice. You cannot travel during this time and must be in a safe environment.

MANY LEAGUES

You gain proficiency in the History and Insight skills if you are not already proficient. If you already have proficiency in either or both of these skills, you may choose a language instead (including Reading/Writing).

In addition, you have advantage on your Constitution saving throws when making a *forced march*.

INDOMITABLE

When you use this feature, you add your proficiency bonus to the new roll if it is not already included.

MONK

KNOWLEDGE IS POWER

You gain proficiency in the Investigate and Perception skills. If you are already proficient in these skills, you gain expertise in these skills instead.

STILLNESS OF HEART

You can enter a catatonic-like sleep state. While in this state you do not need to eat or drink and you do not continue to bleed or make death saves if injured. You suffer one hit point of damage for each day you are in this state. This damage cannot be avoided, healed, or recovered while you remain in this state.

Once you awake, you cannot use this ability again for a number of days equal to the duration you were in this state.

PERFECT MIND

You are immune to features, spells, or magical effects that would compel or control your mind or actions.

PALADIN

MANTLE OF DEVOTION

You can choose one target that you can see within 60 feet of you. Against that target, you gain a +2 to your AC and saving throws for 1 minute. Once you use this feature, you cannot use it again until you finish a short or long rest.

LAY ON HANDS IMPROVEMENT

You no longer have to touch the target to use the Lay On Hands feature, but you must be able to see the target and it must be within 30 feet of you.

PURITY OF SPIRIT

As a bonus action, you can cast Protection from Evil and Good, targeting yourself only. You do not need to maintain concentration on the spell.

You can use this feature a number of times equal to your Charisma modifier and regain all expended uses after you finish a long rest.

RANGER

ONE WITH THE WILD

You can speak to animals and plants as if affected by those spells.

HEIGHTENED MIND

You cannot be surprised. You gain Expertise on the Perception skill and have advantage when making Wisdom (Perception) checks.

ROGUE

CIPHER SENSE

You can attempt to understand any written, non-magical text by making a DC 15 Intelligence (Investigate) check. You must study the text for one hour per page and cannot use this time as part of a short or long rest. Once you have made a successful check, you understand the writing without further study or need for further checks.

When you reach 10th level in this class, you can attempt to read magical writings as well.

Spell scrolls require one hour of study per spell level. The DC for the check is 14 plus one per spell level for spell scrolls or spell books. The check depends on the nature of the writing or spell:

- Arcane (Bard, Sorcerer, Warlock, Wizard) uses Intelligence (Arcana)
- Divine (Cleric, Paladin) uses Intelligence (Religion)
- Primal (Druid, Ranger) uses Intelligence (Nature)

Once you have successfully read a scroll, you can attempt to cast the spell on it by making the check again. If you fail by 5 or more, the spell backfires.

SORCERER

ARCANE ARMOR

When you cast a sorcerer spell, you can use your bonus action to gain a bonus to your AC equal to the spell level you cast. This bonus lasts until the start of your next turn.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short rest.

MAGIC IN ALL THINGS

When you cast a spell that targets one or more creatures or objects, you sense the magic which is inherent to them and can use this to enhance the spell. You can choose a number of creatures or objects up to your Charisma modifier (minimum of 1). You choose the enhancement for the targets:

- The targets you select have disadvantage on their saving throws against your spell.
- The targets receive the maximum possible benefit from your spell.

Once you use this feature you cannot do so again until you finish a long rest. When you reach 6th level, you can use this feature twice between long rests, and beginning at 9th level you can use it three times between long rests.

IMPROVED METAMAGIC

You can combine two metamagics when castings a spell on your turn. You must still spend the necessary sorcery points required by each metamagic you use.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

METAMAGIC MASTERY

You know all metamagic options.

WIZARD

FOCUSED CASTER

Beginning at 2nd level, you can choose to reroll a concentration check that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 4th level, and three times between long rests starting at 7th level.

VERSATILE CASTER

When you cast a spell with either verbal or somatic components, you can choose to cast it without one of those components by casting the spell using a spell slot two levels higher. The spell must be 5th level or lower. You cannot use this feature on a spell with only a verbal or somatic component.

SPELL RESISTANCE

You have hardened yourself to the effects of magic and spell-like effects. When you must make a saving throw against a spell or magical effect, you can gain advantage on the saving throw. You also gain resistance to any damage dealt by the spell or effect.

You can use this feature twice. You regain your expended uses when you finish a long rest.

UNSTOPPABLE CASTER

When you are casting a spell and another creature is attempting to stop it with *Counterspell*, you impose disadvantage on their spellcasting check for the *Counterspell*.

If the *Counterspell* check fails, the creature takes psychic damage equal to the spell level of the spell you are casting.

WIZARDRY

As an action, you can choose to expend one spell slot to regain two or more spell slots which total no more the one you choose to expend.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.