



Adventuring Day

The adventuring day can be divided in 4 phases.

Adventure. You do what you do best: you go out there and leave your mark upon the world. You can take a **short rest** while adventuring, but cannot enjoy the full effect of a warm fire, soft bed and safe environment while journeying or in a hostile land. A rest is a short period, about 10–15 minutes long, of relative calm where you eat, bandage your wounds and catch your breath a little. You can spend Healing dice to recover some HP (HD recovery is based on the HP die size of your adventurer's class), spending 1 use of a Healer's kit, and regain all features that recovers on a short rest. Even then, the adventure life is hard and, after a time, the small comfort of a rest isn't enough to restore your will to carry on. Unless the DM decides otherwise, you cannot benefit from more than 2 rests per Adventure phase.

Fellowship. You take some time off adventuring to share your tales, carouse like there's no tomorrow and recover from any hardship. The Fellowship phase is a **long rest** with the occasions for repose and a good night sleep in a safe and comfortable environment. A party with tents, plenty of food and a nice, warm fire can undertake a Fellowship phase in the wilderness at the DM's discretion. You recover from 1 level of exhaustion and can level up if you have gathered enough experience. You also regain HP equal to your CON score + your level and half your maximum Healing dice. You can spend HD like during a rest to recover the difference. You also regain all features when you end a Fellowship phase to begin the Adventure phase.

Audience. You can meet great people and try to sway them to your cause. Undertaking an Audience with a prominent NPC requires at least 1 exploration turn. The DM roll 3d6 to determine an NPC's initial reaction to a PC when confronted, with the higher the roll the more favorable. A result of 1–4 is hostile, 5–9 cautious, 10–14 curious, 15–18 positive or even friendly. Renown or other factors can modify the roll. At the end of the phase, one character makes a CHA check with +1 bonus for any concession or relation to the NPC personality and compare it to the following table.

DC Friendly Creature's Reaction

- | | |
|----|---|
| 0 | The creature does as asked without taking risks or making sacrifices. |
| 10 | The creature accepts a minor risk or sacrifice to do as asked. |
| 20 | The creature accepts a significant risk or sacrifice to do as asked. |

DC Cautious or Curious Creature's Reaction

- | | |
|----|--|
| 0 | The creature offers no help but does no harm. |
| 10 | The creature does as asked as long as no risks or sacrifices are involved. |
| 20 | The creature accepts a minor risk or sacrifice to do as asked. |

DC Hostile Creature's Reaction

- | | |
|----|--|
| 0 | The creature opposes the adventurers' actions and might take risks to do so. |
| 10 | The creature offers no help but does no harm. |
| 20 | The creature does as asked as long as no risks or sacrifices are involved. |

Combat. Undertaking a Combat phase uses the special rules as presented in the Combat section.

Group turns

In combat, each character has his own turn. In the other phases, turns work differently.

Exploration turn. An exploration turn occurs when exploring an environment. 1 turn is about 1 hour long. While exploring, consider that each 3–4 rooms explored or challenges undertaken takes one Exploration turn. At the end of the turn, mark off all lit torches, after 3 turns, mark off one flask of oil per lit lamp. At the DM's discretion, they can check for random encounter after each turn by rolling 1d20; if the result is equal or lower than the danger level, an encounter occurs.

Danger levels

- | | |
|---|--|
| 1 | Safe and civilised; A village, a barren desert, a well-defended plain. |
| 2 | Dangerous frontier; wild forest, treacherous swamp |
| 3 | Enemy territory; A monster's lair, an enemy camp, a haunted place |
| 4 | Heavily populated hostile territory; enemy settlement |
| 5 | Lethal and actively hunted; an fort under alert, a layer of hell. |

Journey turn. While traveling from one destination to another, use the Journey turn, which is 1 day per turn. When you start a journey, pick a destination. The DM decides how many turns it takes to reach your destination. Each character must spend one meal and 1 waterskin per turn. The group must spend 3 torches or 1 flask of oil. When the party begins the journey, distribute the following roles. If more than one character occupy the same roll, the check is made with an advantage. For each journey turn, the DM checks for encounters as explained above and roll 1d24: the encounter occurs at the rolled hours.

- ♦ **Guide:** The guide makes a INT (Cartographer's tools or Navigator's tools) check on the following table.

DC Terrain

- | | |
|----|--|
| 5 | Wide open plains; Clear landmarks; Obvious pathways; Calm waters. |
| 10 | Tall landmarks; Small hills; High waves. |
| 15 | Light rain or mist; Woods and hills. |
| 20 | Moonlight night; Heavy rain or mist; Forest with no clear pathway or markings. |
| 25 | Fog; Thick and obscure forest; Mountains. |
| 30 | Clouded night; Impossibly thick fog; Magically treacherous terrain. |

On a success, you reach your destination in the estimated time. On success by 5+, you reduce the number of turns required for the journey by 1. On a failed roll, the party is lost and the journey takes 1d3 additional turns. On a failed roll by 5+, the party also gains an exhaustion level unless they make a CON save against the above DC.

- ♦ **Scout:** The scout makes a number WIS (Perception) check equals to the number of turn required by the journey on the above table. On a failed roll, the DM roll 1d24. An encounter will occur at that hour. On a success, you noticed the threat and were able to warn the party in time. You have a chance to avoid the threat entirely, or encounter it at your own pace. On success by 5+, you reduce the number of encounters for the journey by 1. On a failed roll, you failed to spot the danger in time and the party are surprised

- ♦ **Hunter:** The guide makes a WIS (Survival) check on the following table.

DC	Terrain
5	Lush and verdant forest; Food and water are everywhere.
10	Forest; Coast; Abundant food and clean water.
15	Thin woodland. Food must be actively hunted and water is harder to find.
20	Dry, open plains; Very little food or clean water.
25	Barren or polluted land; Food is extremely rare and water may need treatment.
30	Toxic or corrupted deadlands; Food is inedible and water sources are poisoned.

On a success, you use in the estimated supplies during the journey. On success by 5+, you reduce the total number of meals and waterskins required for the party by 2d4. On a failed roll, the rations spoil and the journey require +1 meal and +1 waterskin per character. On a failed roll by 5+, the party also is also *poisoned* until the end of the Adventure phase unless they make a CON save against the above DC.

Death and Injuries

Adventuring is not the faint of heart or those that value their safety over anything else. When you fall to 0 HP, you are dying and *unconscious* until you recover at least 1 HP or are stabilized. At the start of your turn, you make a Death save. The DC equals 10 or half the damage from the source that reduced you to 0 HP, whichever number is higher. The DC increases by +1 for each time you fall to 0 HP during the Adventure phase due to injuries. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

If you take any damage while you have 0 hit points, you suffer a death save failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death. When you make a death save and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it by expending 1 use of a Healer's kit, which requires a successful WIS (Medicine) check against the Death save DC.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making Death

saves, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1 hour.

Suffocating. You can hold your breath a number of rounds equal to 1 + CON modifier. You lose 1 round of breath by successful attack suffered. If you are underwater or in thick smoke, you take 1d6 necrotic damage per round without air.

Combat

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise that would trigger an ability check.

- ♦ Make an **Attack** roll. 1/2 cover grants +2 bonus to AC and DEX saves, 3/4 cover grants +5 bonus to AC and DEX saves. Roll a d20 + relevant modifier (DEX for finesse or ranged weapon, STR for melee and thrown weapons) + proficiency bonus against a target's AC. On a hit you deal your weapon damage die.
- ♦ **Dodge:** Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make DEX saves with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.
- ♦ **Dash:** You gain extra movement equals to your speed.
- ♦ **Disengage:** your movement doesn't provoke opportunity attacks for the rest of the turn.
- ♦ **Help:** The creature you aid gains advantage on the next ability check or attack roll it makes to perform the task you are helping with.
- ♦ **Hide:** You make a DEX (Stealth) check in an attempt to hide from a creature that cannot see you.
- ♦ **Retreat:** At the start of your next turn, you make a DEX check against a DC equals to the highest passive perception of the opposing group. If you fail the check, fail a save or are successfully hit by an attack before the start of your next turn, the retreat attempt has failed. If successful, you manage to escape. Concentration effects are immediately lost when taking this action.
- ♦ Use an object.

Reactions: Reactions are actions taken out of turn when triggered by a feature or a special circumstances.

Free actions: Free actions can be taken at any time during your turn, at the DM's discretion, or when prompted by a spells, features or specials circumstances.

- ♦ **Interact** with a object, such a readying a weapon or opening a door.
- ♦ **Make a Save:** When prompted, you can make a roll with the required ability modifier + your proficiency bonus against a DC decided by the triggering effect.

Equipment

Load. You can carry a number of items equal to your STR score. The *Powerful build* trait increases this number by +5.

- ♦ 3 small items (flask of oil, meal, 1 battle worth of ammunitions) stack per load.
- ♦ All items use 1 load.
- ♦ Items with the *heavy* or *two-handed* trait use 2 loads.
- ♦ 300 coins stack per load.

Armors. There's 3 types of armor. In a regular shop, an armor costs 5 gp x its base AC. Cloaks, helms and shields costs 20 gp apiece.

Proficiency Required

Heavy armor

AC 17

Disadv to DEX (Acrobatics and Stealth), *heavy*, requires 13 STR

Ex: *Mail hauberk, plate armor*

Medium armor

AC 14 + DEX (max 2)

Disadv to DEX (Stealth)

Ex: *Chain shirt, brigandine*

Light Armor

AC 12 + DEX mod

Ex: *Leather jerkin, gambeson*

Others

Shield, +2 AC when wielded, requires 11 STR and proficiency

Helm, +1 AC, Disadv to WIS (Perception), requires 11 STR

Heavy cloak, advantage to resist effects of extreme cold, precipitations and winds.

Weapon. Weapons are divided in categories. In a regular shop, a weapon costs 5 gp + (3 x its maximum damage). Ammunitions cost 1 gp for 1 battle worth of arrows, bolts and stones.

- ♦ *Melee* works in close range (5'); two-handed have reach (10')
- ♦ *Ranged* suited for ranged attacks disadv in melee and beyond short range (2 x STR score in feet) up to max reach (5 x STR score in feet)

Proficiency Required

Natural

Natural weapon are not considered weapons when it comes to classes features. They cannot be removed from you or lost.

Ex: *breath weapons, claws and fangs*

Simple

Easy to use but weak

- ♦ One hand or ranged/thrown: 1d6 damage
- ♦ Two hand: 1d8 damage

- ♦ Dual 1h: 2d6 dmg, take best single d6 result

Ex: *Clubs, spears, hunter bows*

Martial

More complex and powerful

- ♦ One hand or ranged/thrown: 1d8 damage
- ♦ Two hand: 1d12 damage
- ♦ Dual 1h: 2d8 dmg, take best single d8 result

Ex: *Swords, halberds, war bows*

Traits: At the DM's discretion, some weapons gain trait allowing special abilities.

- ♦ **Finesse:** can be use DEX instead of STR for attack and damage rolls (ex: *dagger*).
- ♦ **Two-hands:** This weapon requires to hands to use (ex: *longbows*).
- ♦ **Heavy:** A small creature using this weapon has disadvantage on attack rolls. (*halberd*).
- ♦ **Bludgeoning/Piercing/Slashing/Silvered/Magic:** Some creatures have special resistances, immunities or vulnerabilities to specific damage types. (ex: skeletons are vulnerable to bludgeoning damage).

Light and darkness: There is 4 level of lighting: Darkness - Dim - Normal - Bright.

Dim light grants 1/2 cover to all creatures and gives disadvantage to ability checks relying in sight within it while darkness grants total cover.

Bright light makes it impossible to all creatures to hide and creatures have advantage on WIS (Perception) and INT (Investigation) checks. Creatures with darkvision increase the level of lighting by +1 in their vision range.

Supplies. Here you'll find a list of some sundries you may require on your adventures.

Acid (vial)	25 gp	Kit, poisoner's	50 gp
Alchemist's fire (flask)	50 gp	Lamp	5 gp
Antitoxin (vial)	50 gp	Magnifying glass	100 gp
Arcane focus	20 gp	Meal (1 day)	10 sp
Artisan's tools	40 gp	Musical instruments	30 gp
Backpack	2 gp	Navigator's tools	25 gp
Bedroll	1 gp	Oil (flask)	1 sp
Chest	5 gp	Paper (one sheet)	2 sp
Druidic focus	5 gp	Potion of healing	50 gp
Gambler's set	5 gp	Rope, hempen (50 feet)	1 gp
Grappling hook	2 gp	Spellbook	50 gp
Healer's Kit (5 uses)	25 gp	Spyglass	1,000 gp
Holy symbol	15 gp	Tent, two-person	2 gp
Holy water (flask)	25 gp	Thieve's tools	25 gp
Kit, climber's	25 gp	Tinderbox	5 sp
Kit, forgery	15 gp	Torch	1 cp
Kit, herbalism	5 gp	Vial	1 gp
		Waterskin	2 sp

Companions and Retainers

On your adventures, the DM might reveal that you've befriended a special character called a companion, who joins your party.

Companion: Companions are loyal friends of the adventurer; they are not paid to join your adventure. They use the following rules:

- ♦ The companion is generally a creature of CR 1 or lower.
- ♦ Add your proficiency bonus to the companion's weapon attack rolls, spell attack rolls and DC and all proficient rolls if it is higher than the creature's.
- ♦ Its HP maximum equals the companion's CON modifier + one of your modifiers (generally, CHA) + five times your class level and 1 Healing die per companion level.
- ♦ The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, Help, or Hide action.
- ♦ The companion use the normal rules for healing and dying.
- ♦ The companion gains all its racial specific features if its ancestry is different than the one in its stat block. As an example, NPC guard, written as Humanoid (any), can be a dwarven guard or a gnome guard, gaining the special traits of the race.

Retainer: Retainers are mercenaries, skilled artisans, pages and torchbearers paid to follow the party. Retainers use a regular NPC blocks; they never advance while adventuring. At the DM's discretion, a retainer can become a Companion after a time or special circumstances. Generally, a retainer costs 2 gp per day + 1 gp x its CR. When an party member falls to 0 HP, all retainers must check for morale or disband.

Loyalty

Loyalty is used to track Companions and Retainers fidelity towards you.

Loyalty score: An NPC's loyalty is measured on a numerical scale from 0 to 20. The NPC's maximum loyalty score is equal to the highest Charisma score among all adventurers in the party, and its starting loyalty score is half that number. If the highest Charisma score changes—perhaps a character dies or leaves the group—adjust the NPC's loyalty score accordingly.

Tracking loyalty: The DM keeps track of an NPC's loyalty score in secret so that the players won't know for sure whether an NPC party member is loyal or disloyal (even if the NPC is currently under a player's control).

An NPC's loyalty score increases by 1d4 if other party members help the NPC achieve a goal tied to its bond. Likewise, an NPC's loyalty score increases by 1d4 if the NPC is treated particularly well (for example, given a magic weapon as a gift) or rescued by another party member. An NPC's loyalty score can never be raised above its maximum.

When other party members act in a manner that runs counter to the NPC's alignment or bond, reduce the PC's loyalty score by 1d4. Reduce the NPC's loyalty score by 2d4 if the character is abused, misled, or endangered by other party members for purely selfish reasons.

An NPC whose loyalty score drops to 0 is no longer loyal to the party and might part ways with them. A loyalty score can never drop below 0.

An NPC with a loyalty score of 10 or higher risks life and limb to help fellow party members. If the NPC's loyalty score is between 1 and 10, its loyalty is tenuous. An NPC whose loyalty drops to 0 no longer acts in the party's best interests. The disloyal NPC either leaves the party (attacking characters who attempt to intervene) or works in secret to bring about the party's downfall.

Morale

Some combatants might run away when a fight turns against them. The DM use this rule to help determine when monsters and NPCs flee.

A creature might flee under any of the following circumstances:

- ♦ The creature is surprised.
- ♦ The creature is reduced to half its hit points or fewer for the first time in the battle.
- ♦ The creature has no way to harm the opposing side on its turn.

A group of creatures might flee under any of the following circumstances:

- ♦ All the creatures in the group are surprised.
- ♦ The group's leader is reduced to 0 hit points, incapacitated, taken prisoner, or removed from battle.
- ♦ The group is reduced to half its original size with no losses on the opposing side.

To determine whether a creature or group of creatures flees, the DM makes a DC 10 WIS save for the creature or the group's leader. If the opposition is overwhelming, the save is made with disadvantage. If a group's leader can't make the saving throw for whatever reason, the creature in the group with the next highest CHA score make the saving throw instead.

On a failed save, the affected creature or group flees by the most expeditious route. If escape is impossible, the creature or group surrenders. If a creature or group that surrenders is attacked by its conquerors, the battle might resume, and it's unlikely that further attempts to flee or surrender will be made.

A failed save isn't always to the adventurers' benefit. For example, an ogre that flees from combat might put the rest of the dungeon on alert or run off with treasure that the characters had hoped to plunder.

Rolling your character

- 1) **Ancestry:** Choose the ancestry of your character from the list and write down its adjustments on your character sheet.
- 2) **Background:** Choose a background for your character and add its feature to your character sheet. Choose the details of your personalities.
- 3) **Roll your abilities:** When rolling your original abilities scores , you roll 4d6 and drop the lowest die. Write down the result in order on your character sheet. You can swap two scores of your choice.
- 4) **Class:** Pick a class for your character and write its 1st level features on your character sheet
- 5) **Origins:** Using the “It’s your life” tables in Xanathar’s guide to everything, generate your life events. (optional)
- 6) **Life events:** Using the “It’s your life” tables in Xanathar’s guide to everything, generate your life events. (optional)

Level progression

Level	Experience	Features
1	0	<i>Ancestry adjustment:</i> you gain your ancestry bonus. <i>Background:</i> Choose a background and alignments. <i>Healing dice:</i> You gain 1 Healing die per character level per Adventure phase. You regain half your HD total at the end of a Fellowship phase. Proficiency bonus (+2),
2	900	-
3	2 700	-
4	6 500	<i>Ability improvement:</i> Increase two ability scores by 1.
5	14 000	Proficiency bonus increase (+3)
6	23 000	-
7	34 000	-
8	48 000	<i>Ability improvement:</i> Increase two ability scores by 1.
9	64 000	Proficiency bonus increase (+4)
10	85 000	-

Ancestries

Each ancestry know its own language and grants a list of benefits.

Common

Dwarf	+2 CON, +1 WIS, +1 HP per level, +1 damage with hammer, axes, sword or picks (choose one), poison resistance, advantage against being <i>poisoned</i> , add +1d4 to all checks made with proficient tools, darkvision 60 ft.
Gnome	+2 DEX, +1 INT, can move through or hide behind a medium or larger creatures, advantage on CHA, INT and WIS saves against magic, darkvision 90 ft, cast <i>minor illusion</i> cantrip.
Goblin	+2 DEX, +1 CON, can hide or disengage as a bonus action, 1d4 natural bite weapon proficiency, initiate <i>grapple</i> as a bonus action after a bite attack, immune to diseases, darkvision 30 ft.
High elf	+2 INT, +1 DEX, gain proficiency with Perception or Insight, +1 damage with bows, swords or spears (choose one), immune to sleep effects, advantage against being charmed, darkvision 30 ft.
Human	+1 to all ability scores, gain proficiency with 2 languages or tools and one skill, reroll result of 1 on checks, saves and attack rolls.

Uncommon

Drow	+2 DEX, +1 CHA, cast <i>dancing lights</i> cantrip, +1 damage with crossbows or swords (choose one), <i>poisoned</i> in daylight,, darkvision 120 ft, immune to sleep effects and, advantage against being charmed, ignore movement restriction caused by webs or cavernous terrain effects.
Duergar	+2 CON, +1 INT, psychic resistance, advantage against being frightened, darkvision 120 ft., <i>poisoned</i> in daylight, +1 damage with crossbows, picks or hammers (choose one), can become <i>invisible</i> 1/Aventure.
Clockwork	+2 CON, +1 to any, do not sleep, eat or breath, gain proficiency with 1 tools and +1 AC.
Goliath	+2 STR, +1 CON, cold and lightning resistance, reach + 5 ft, climb speed 30, proficiency in Athletic.
Half-elf	+2 CHA, +1 CON, gain proficiency with Persuasion and Insight, immune to sleep effects, advantage against being charmed, darkvision 30 ft.
Half-orc	+2 STR, +1 DEX, gain proficiency with Survival and Intimidation, carry +5 loads, deal +1 damage with weapons, fall to 1 HP instead of 0 HP 1/Adventure.
Wild elf	+2 DEX, +1 STR, gain proficiency with Perception or Survival, +1 damage with bows or spears (choose one) advantage on DEX (Stealth) checks, darkvision 30 ft.

Planetouched

Aasimar	+ 2 WIS, +1 CHA, shed norml light in 30 ft, radiant and necrotic resistance, cast remove <i>poison</i> or <i>blindness</i> 1/Adventure.
Air genasi	+2 DEX, +1 INT, can whisper message at 30 ft, can hold breath without restriction and resistance to falling damage, 15 ft fly speed.
Dragonborn	+2 STR, +1 CHA, gain a natural 1d10 (reach 10 ft) breath weapon using CON for attack and damage roll, choose 1 elemental damage type: breath deals that damage type and gain resistance to that damage type, advantage on Perception checks.
Earth genasi	+2 CON, +1 STR, +1 AC, ignore difficult terrain made of stones.
Fire genasi	+2 CON, +1 INT, shed bright light in 15 ft, fire resistance, cast Darkvision 1/Adventure.
Tiefling	+2 CHA, +1 CON, darkvision 30 ft, , fire resistance, can cause 1d4 fire damage as a reaction after being hit by a melee attack.
Water genasi	+2 WIS, +1 DEX, can breath underwater, 30 ft swim speed, gain 1/2 cover while in rain or underwater.

Backgrounds

A background is your character's past and vocations before the call to adventure. When choosing a background, you pick two skills proficiencies and two tools in relation to your background. Tools proficiencies can be replaced by a language if you so desire. Furthermore, your background grants you +1 Renown points with two factions, groups or faiths of your choosing; decide if they are positive or negative renown.

Renown

Renown is what you use to track your adventurer's standing within a particular faction or organization. Renown is a numerical value that starts at 0, then increases as a character earns favor and reputation within a particular organization.

An adventurer tracks renown separately for each organization his or her character is a member of or has a relation with. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign.

Gaining Renown: A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. The DM's award renown at their discretion as characters complete these missions or quests, typically at the same time as experience points.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

Losing renown: Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to the DM's discretion. A character's renown within an organization can never drop below 0

Benefits of Renown: The benefits of increasing renown within an organization can include rank and authority, friendly attitudes from members of the organization, and other perks.

Rank: Characters can earn promotions as their renown increases. The DM can establish certain thresholds of renown that serve as prerequisites (though not necessarily the only prerequisites) for advancing in rank. As the character's renown within the organization increases, he or she might be eligible for further increases in rank.

Attitudes and renown: As your character's renown within an organization grows, members of that organization are increasingly likely to have heard of the character. The DM's can add (or remove) your player's Renown to the reaction roll of NPC in relation or opposition to your affiliations. At DM's discretion you can add your Renown to the CHA check to influence the NPCs in an Audience phase.

Perks. Earning a rank within an organization comes with certain benefits, as defined by the DM. A character of low rank might gain access to a reliable contact and adventure leads, a safe house, or a trader willing to offer a discount on adventuring gear. A middle-ranked character might gain a Retainer, access to charms and scrolls, the ability to call in a favor, or marks of prestige (medals, lands or stronghold, recommendations etc). A high-ranking character might be able to call on a Companion, take custody of a rare magic item, or gain a blessing.

Psionic awakening

Psionics, known by monks and scholar as "the Way", is the mastery of the power from within. The source of this power is yet unknown: some will say it's a state of such mental fortitude that it awakens the mind to secrets beyond comprehensions, other will say they are the result of exposure to latent chaotic energy from spells or far realms beyond reality and yet others argue that psionics are the result of unseen before deep emotions or conviction in oneself. Whatever the true origin of psionics, they allow the character to develop powers similar to magic by a simple act of will.

At character creation, at the DM's discretion, you can roll a d100. If the result is equal or lower than 10 + the sum of all your abilities modifiers, you can decide to awaken your character's latent psionics and gain the following feature:

Awakening: You harbor a wellspring of psionic power within yourself, an energy that ebbs and flows as you channel it in various ways. This power is represented by your Psionic Talent die, the starting size of which is a d6.

Psionic Talent Options. You can use your Psionic Talent die in the following ways:

Focused ability: Choose one ability score. When you make an ability check with the ability increased by this feature, you can roll your Psionic Talent die and add the number rolled to

the check. You can choose to do so before or after rolling the d20, but before you know whether the check succeeded or failed.

Focused strike: Once on each of your turns when you hit with an attack roll that uses the ability increased by this feature, you can roll your Psionic Talent die after you make the damage roll and then replace one of the damage dice with the number rolled on the Psionic Talent die.

Changing the die's size: If you roll the highest number on your Psionic Talent die, it decreases by one die size after the roll. This represents you burning through your psionic energy. If it's a d4 and you roll a 4, it becomes unusable until you finish a Fellowship phase. Conversely, if you roll a 1 on your Psionic Talent die, it increases by one die size after the roll, up to its starting size. This represents you conserving psionic energy for later use. For example, if you roll a 1 on a d4, the die then becomes a d6.

Whenever you finish a Fellowship phase, your Psionic Talent die resets to its starting size. When you reach certain levels, the starting size of your Psionic Talent die increases: at 5th level (d8) and 10th level (d10).

Psi replenishment: As a bonus action, you can calm your mind for a moment and restore your Psionic Talent die to its starting size once per Adventure.

Mystic: A wielder of the Way can decide to forgo its class archetype to focus on its psionic mastery instead, choosing the Way of the Mystic.

Level	Mystic
1	<i>Disciple of the Way:</i> Choose one discipline.
3	<i>Deep control:</i> You can use Psi replenishment 2/Adventure.
7	<i>Awakened mind:</i> Choose a second discipline.

Disciplines	
Metabolic control	<p>If your Psionic Talent die is available, you can take an action to channel your psionic power to nourish yourself for the next 24 hours, as if you consumed sufficient food and water for a day. When you take this action, your Psionic Talent die decreases by one die size.</p> <p>If your Psionic Talent die is available, you can meditate for 1 minute, at the end of which you gain the benefits of finishing a short rest, and your Psionic Talent die decreases by one die size. This rest does not count against the rest limit. 1/Adventure.</p>
Telekinetic	<p>You learn the <i>mage hand</i> cantrip and you can make the hand invisible. If you already know this spell, its range increases by 30 feet when you cast it.</p>

Telepathic	<p>As a bonus action, you can try to telekinetically shove one creature you can see within 30 feet of you. When you do so, roll your Psionic Talent die, and the target must succeed on a STR save (DC 8 + your proficiency bonus + INT) or be moved toward you or away from you a number of feet equal to 5 times the number you rolled. A creature can willingly fail this save.</p>
	<p>You can speak telepathically to any creature you can see within 30 feet of you. Your telepathic utterances are in a language you know. Your communication doesn't give the creature the ability to respond to you telepathically.</p> <p>If your Psionic Talent die is available, you can cast the <i>detect thoughts</i> spell with a DC of 8 + your proficiency bonus + INT. When you start casting the spell, your Psionic Talent die decreases by one die size.</p>
Tower of iron will	<p>After you or another creature you can see within 30 feet of you fails a saving throw, you can use your reaction to roll your Psionic Talent die and add the number rolled to the saving throw, potentially causing it to succeed.</p>

Barbarian

“I have witnessed the indomitable performance of barbarians on the field of battle, and it makes me wonder what force lies at the heart of their rage.”

Hit Points: 1d12 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, shields

Weapons: simple weapons, martial weapons

Skills: Choose 2 from Animal Handling, Athletics, Intimidation, Nature, Perception, and Survival.

Level	Description
1	<p>Warpath: Choose between Berserker and Totem warrior.</p> <p>Reckless attack: When you make your first attack on your turn, you can decide to attack recklessly to give yourself advantage on attack rolls using during this turn and deals extra damage equals to your proficiency bonus, but attack rolls against you have advantage until your next turn.</p> <p>Toughness: You add your CON modifier to your AC when unarmored. You also reduce all weapon damage by an amount equals to your CON modifier while wearing light or no armor and your unarmed strikes deal 1d4 damage.</p>
2	<p>Danger sense: You have advantage on DEX saving throws against effects that you can see. To gain this benefit, you can't be blinded, deafened, or incapacitated.</p> <p>Great critical: You score a critical hit on a roll of 19–20</p>
5	You can make two attacks as an Action.
6	<p>Incredible might: If your total for a Strength check is less than your Strength score, you can use that score in place of the total. In addition, the distance you can cover with a long jump increases by a number of feet equal to your STR modifier</p>
9	<p>Brutal critical: You can roll one additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.</p>
10	<p>Reckless abandon: When you use <i>Reckless attack</i>, you also gain temporary HP equal to 1+ your CON modifier (minimum of 1) that last for 1 minute. Also, you can take the Dash action as a bonus action and while you have temporary HP, you gain +10 speed.</p>

Level	Berserker
1	<p>Frenzy: When you use Reckless Attack, you can make one additional weapon attack as a free action. You then take 5 necrotic damages that cannot be reduced.</p>
3	<p>Mindless rage: You can't be charmed or frightened.</p>
7	<p>Inspire frenzy: As a bonus action, up to 5 other creatures of your choice within 60 feet of you that can hear you gain advantage on attack rolls and saving throws until the start of your next turn. 1/Adventure</p>

Level	Totem warrior
1	<p>Hides and claws: You gain proficiency with a natural weapon that deals 1d8 damage based on your choice of totem beast (fangs, claws, antlers etc). Also, the damage reduction from <i>Toughness</i> also applies to acid, cold, fire and lightning damage.</p>
3	<p>Spirit seeker: As an action, you can see invisible creatures within 60 ft. You can also speak with undead creatures.</p>
7	<p>Bestial curse: When you hit a creature with your natural weapons, the target must succeed on a WIS save (DC equal to 8 + your CON modifier + your proficiency bonus) or suffer one of the following effects (your choice). CON/Adventure.</p> <p>♦ Infectious fury: The target must use its reaction to make a melee attack against another creature of your choice that you can see.</p> <p>♦ Howling fear: The target takes 2d12 psychic damage.</p>

Bard

“Music is the fruit of the divine tree that vibrates with the Words of Creation. But the question I ask you is, can a bard go to the root of this tree? Can one tap into the source of that power? Ah, then what manner of music they would bring to this world!”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: light armor

Weapons: simple weapons

Skills: Choose any 3 and three musical instruments of your choice

Level	Description
1	<p>College: Choose between Lore and Valor.</p> <p>Bonds of friendship: As an action, you can choose two willing creatures you can see within 30 feet of you (this can include yourself) and create a spirit bond between them. While either bonded creature is within 30 feet of the other, the creature can roll a d4 and add the number rolled to an attack roll, an ability check, or a save it makes. Each creature can add the d4 no more than once per turn. The bond lasts for 1 hour or until you use this feature again. 2/rest.</p> <p>Chant of help: You can take the Help action as a bonus action to help a creature within 30 ft of you.</p>
2	<p>Jack of all trades: You gain proficiency with three skills.</p> <p>Song of rest (1d6): If you or any friendly creatures who can hear you regain hit points by spending Hit Dice at the end of a rest, each creatures regains an extra 1d6 hit points.</p>
5	<p>Inspiring help (1d6): When the you use the <i>Chant of help</i> bonus action, the creature who receives the help also gains a 1d6 bonus to the d20 roll. If that roll is an attack roll, the creature can forgo adding the bonus to it, and then if the attack hits, the creature can add the bonus to the attack's damage roll against one target.</p>
6	<p>Song of healing (1d8): The extra hit points from Song of healing increase to 1d8.</p>
9	<p>Countercharm: As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being frightened or charmed.</p>
10	<p>Inspiring help (2d6): The bonus from <i>Inspiring help</i> increases to 2d6.</p>

Level	Lore
1	<p>Loremaster: You learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.</p>
3	<p>Words of warning: When an ally that can hear you within 30 ft makes a STR, DEX or WIS save, you can use a reaction to grant them advantage on the roll.</p>
7	<p>Shared inspiration: When you use <i>Inspiring help</i> on a ally affected by <i>Bonds of friendship</i>, both allies receive the bonus die to their roll.</p>

Level	Valor
1	<p>Warchanter: You gain proficiency with medium armors, shields and martial weapons. While both the targets of <i>Bonds of friendship</i> are within 15 ft of each other, they both deal 1d4 damage when they hit with a weapon attack.</p>
3	<p>Battle harmony: When an ally that can hear you within 30 ft makes an attack roll, you can use a reaction to grant them advantage on the roll.</p>
7	<p>Stirring shout: When you use <i>Inspiring help</i> on an ally, they gains 5 temporary HP. When a creature gains these temporary HP, it can immediately use its reaction to move up to its speed, without provoking opportunity attacks.</p>

Cleric

“To become a cleric is to become a messenger of the gods. The power the divine offers is great, but it always comes with tremendous responsibility.”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, shield

Weapons: simple weapons

Skills: Choose 2 from History, Insight, Medicine, Persuasion, and Religion.

Level	Description
1	<p>Domain: Choose between Creation and Fury.</p> <p>Channel divinity: You gain the following Channel divinity feature:</p> <p>Turn undead: As an action, each undead that can see or hear you within 30 feet of you must make a WIS save. If the creature fails its saving throw, it is <i>frightened</i> for 1 minute or until it takes any damage. If the creature's HP maximum is equal or less than 5 x your cleric level and fail its save, it is destroyed. 2/rest.</p> <p>Healing words: You have a pool of d6s that you spend to fuel healing prayers. The number of dice in the pool equals 1 + your cleric level. As a bonus action, you can heal one creature you can see within 60 feet of you, spending dice from the pool. The maximum number of dice you can spend at once equals your WIS modifier. Roll the dice you spend, add them together, and restore a number of hit points equal to the total. Your pool regains all expended dice when you finish a Fellowship phase.</p>
2	<p>Cast omens: Whenever you start an Adventure, roll a d6. You gain one of the following possible effect based on whether you rolled an even number or an odd number on the d6:</p> <ul style="list-style-type: none"> ♦ Weal (even) Whenever a creature you can see within 30 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and add the number rolled to the total. ♦ Woe (odd) Whenever a creature you can see within 30 feet of you makes an attack roll, a saving throw, or an ability check, you can use your reaction to roll a d6 and subtract the number rolled from the total. <p>You can use this reaction WIS/Adventure.</p>
5	Channel divinity can be used 3/rest
6	Divine might: Your weapon attacks deal +1d8 necrotic, radiant or thunder damage. 1/turn
9	Channel divinity can be used 4/rest
10	Divine intervention. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes.. If your deity intervenes, you can't use this feature again for 7 days. 1/Adventure.

Level	Creation
1	Herald of creation. You gain proficiency with a tool of your choice. When you target a creature with <i>Healing words</i> , you add half your cleric level to the HP restored and you can target objects with it. If the creature was at 0 HP the die is maximized.
3	Muse of clarity . Using <i>Channel divinity</i> as an action any magical darkness and illusion within 30 ft of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a CON save or takes radiant damage equal to 2d10 + your cleric level, and half as much damage on a successful one.
7	<p>Unmake the ruin: As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like modrons or other constructs of your choice. The spirits are intangible and invulnerable, work fast and efficiently, and create the following effects within the cube before vanishing:</p> <ul style="list-style-type: none"> ♦ The spirits restore up to 50 hit points, divided as you choose among any number of creatures of your choice in the cube. ♦ Any damaged objects entirely in the cube are repaired. ♦ Every spell of 5th level or lower ends on creatures and objects of your choice in the cube. <p>1/Adventure</p>

Level	Fury
1	Warpriest: You gain proficiency with martial weapons and heavy armors. As a bonus action, for 1 minute, you gain 5 temporary HP at the start of their turn and a +1 bonus to weapon damage rolls. This benefit lasts for one minute. 1/rest.
3	Blessed by war: When a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll, using your <i>Channel divinity</i> .
7	Wrathful rebuke: When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a DEX save. The creature takes 2d8 thunder damage on a failed saving throw, and half as much damage on a successful one, and is pushed back 15 ft. WIS/Adventure.

Druid

“Even in death, each creature plays its part in maintaining the Great Balance. But now an imbalance grows, a force that seeks to hold sway over nature. This is the destructive behavior of the mortal races.”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, shield

Weapons: simple weapons

Skills: Nature and choose 2 from Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, and Survival.

Level	Description
1	<p>Circle: Choose between Land and Moon..</p> <p>Healing herbs: You can spend 1 hour gathering herbs and preparing herbal poultices using treated bandages to create a number of such poultices equal to your WIS modifier. You can carry a number of poultices at one time equal to your WIS modifier. The poultices you create cannot be applied by anyone but you. After 24 hours, any poultices that you have not used lose their potency. If you spend 1 minute applying one of your poultices to a wounded humanoid creature, thereby expending its use, that creature regains 1d6 hit points for every two druid levels you have (rounded up).</p> <p>Wild companions: You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions.</p>
2	<p>Charm Animals and Plants: As an action each beast or plant creature that can see you within 30 feet of you must make a WIS save against a DC of 8 + proficiency bonus + WIS modifier or it is <i>charmed</i> by you for 1 minute or until it takes damage from you or your allies. While it is charmed by you, it is friendly to you and other creatures you designate. 2/Rest.</p>
5	<p>Dampen Elements: When you or a creature within 30 feet of you takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to grant resistance to the creature against that instance of the damage.</p>
6	<p>You can make two attack as and action.</p>
9	<p>Natural antivenom: Your allies have advantage on saves against poison and have resistance to poison damage. Additionally, you can use one of your poultices to cure one poison effect on the creature you are applying it to, in addition to restoring hit points.</p>
10	<p>Nature's Ward: You can't be charmed or frightened by beasts, elementals or fey, and you are immune to poison and disease.</p>

Level	Land
1	<p>Nature's growth: As a bonus action, you assume a primal guardian form, which lasts until you end it as a bonus action or until you are incapacitated. Any speed you have becomes 5 feet, unless the speed was lower, and your reach increases by 5 feet. You gain a number of temporary HP at the start of each of your turns equal to half your druid levels. When the form ends, you lose any temporary hit points you have from it. Your weapon attacks also deals +1d6 bludgeoning damage.</p>
3	<p>Rooted defense: While you are in your guardian form, the ground within 30 feet of you is difficult terrain for your enemies.</p>
7	<p>Healing growth: When any ally starts their turn within 30 feet of your guardian form, that ally regains a number of hit points equal to your druid level if they have less than half their HP.</p>

Level	Moon
1	<p>Wild shape: As an action, you take the form of a beast with temporary HP equal to 2 x your druid level for a number of hours equals to half your druid levels. The maximum CR of the beast you choose is your druid level divided by 3 (rounded down) You can revert back as a bonus action. Your equipment merges with you. 2/rest.</p>
3	<p>Combat wild shape: You can use <i>Wild shape</i> as a bonus action and you now gain 3 c your druid level. Your beast attack gains any special trait (silvered, magical etc) the weapon you had in hand has when you transformed.</p>
7	<p>Beast lord: When you use <i>Wild shape</i>, you can decide to have your beast form be large if its size was lower and have your natural attack deals +1d4 damage. When a beast or monstrosity creature attacks you, that creature must make a WIS save against a DC of 8 + proficiency bonus + WIS modifier. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.</p>

Fighter

“Let me know when you're all done talking.”

Hit Points: 1d10 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, heavy armors, shield

Weapons: simple weapons, martial weapons

Skills: Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight,

Intimidation, Perception, and Survival.

Level	Description
1	<p><i>Path:</i> Choose between Knight and Vanguard.</p> <p><i>Fighting styles:</i> You select a Fighting style.</p> <p><i>Rally:</i> Use a bonus action to regain hit points equal to 1d10 + your fighter level. At 3rd level, allies within 60 ft that can hear you also regain HP equal to your level. 1/rest.</p>
2	<p><i>Action surge:</i> On your turn, you can take one additional action. At 10th level, you can choose one ally within 60 ft that can hear you. That creature can make one melee or ranged weapon attack with its reaction. 1/rest.</p> <p><i>Student of war:</i> You gain proficiency with one language and one type of tools of your choice.</p>
5	You can make two attacks as an Action.
6	<i>Resilience:</i> When you make a saving throw, roll 1d6 and add the die to your saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20 on the d20.
9	<i>Fighting styles:</i> You gain another Fighting style.
10	You can make three attacks as an Action.

Fighting styles

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Point blank: You do not have disadvantage on the attack roll with ranged or thrown while within 5 ft of a hostile creature.

Defense: +1 AC while you are wearing armor.

Dueling: +2 damage with 1-handed weapons.

Great Weapon: Deal STR modifier on a miss.

Houndmaster: Gain a mastiff Companion using your WIS to determine its HP.

Interception: When a creature you can see hits a target that is within 5 ft of you with an attack, you can use your reaction to reduce the damage the target takes by 1d10 + your proficiency bonus.

Two-Weapon Fighting: +1 critical range with dual 1-handed weapons.

Level

Knight

- | | |
|---|---|
| 1 | <i>Defender's mark:</i> When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. |
| 3 | <i>Hold the line:</i> Creatures provoke an opportunity attack from you when they move 5 feet or more while within your reach, and if you hit a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. |
| 7 | <i>Warding maneuver:</i> If you or a creature you can see within 5 feet of you is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. Roll the die, and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. CON/Adventure. |

Level

Vanguard

- | | |
|---|---|
| 1 | <i>Power strike:</i> You add 1d4 extra damage to your damage rolls. As a bonus action on your turn, you can give yourself advantage on weapon attack rolls until the end of the current turn. When you do so, you also gain 2 temporary hit points per fighter levels. 3/Adventure. |
| 3 | <i>Cascading strike.</i> When you roll damage for an attack and roll the highest number possible on any of the dice, choose one of those dice, roll it again and add that roll to the damage. 1/turn. |
| 7 | <i>Improved power strike:</i> You now add 1d6 extra damage to your damage rolls. When you roll initiative and have no uses of <i>Power strike</i> remaining, you regain one use. |

Mage

Hit Points: 1d6 + your Constitution modifier (Maximum at 1st level)

Armor: light armor

Weapons: simple weapon

Skills: Choose 3 from Arcana, History, Insight, Investigation, Medicine, and Religion.

Level	Description
1	<i>Order</i> : Choose between Alchemist and Magus. <i>Scholar</i> : You add 1d4 to all Arcana, History, Nature and Religion checks. Mage's lore: You gain the <i>Wise raven</i> lore.
2	You gain the <i>Homely house</i> lore
5	You gain the <i>Scholar of the past</i> lore
6	You gain the <i>Possession</i> lore
9	You gain the <i>Revelation</i> lore
10	You gain the <i>Astral sojourn</i> lore

Level	Alchemist
1	<i>Elixir</i> : You learn the <i>Experimental elixir</i> lore
3	<i>Stone of power</i> : You learn the <i>Transmuter's stone</i> lore
7	<i>Master alchemist</i> : Whenever a creature drinks an <i>experimental elixir</i> you created, the creature gains temporary HP equal to 2d6 + INT modifier. Also, you can use your action to consume your Transmuter's stone. When you do so, choose one of the following effects. Your transmuter's stone is destroyed and can't be remade until you finish a long rest. ♦ <i>Major Transformation</i> . You can transmute one nonmagical object—no larger than a 5-foot cube—into another nonmagical object of similar size and mass and of equal or lesser value. You must spend 10 minutes handling the object to transform it. ♦ <i>Panacea</i> . You remove all curses, diseases, and poisons affecting a creature that you touch with the transmuter's stone. The creature also regains all its hit points. ♦ <i>Restore Youth</i> . You touch the transmuter's stone to a willing creature, and that creature's apparent age is reduced by 3d10 years, to a minimum of 13 years. This effect doesn't extend the creature's lifespan.

Level	Magus
1	<i>Wandering scholar</i> : You gain proficiency with martial weapons and shield. Your walking speed increases by 10 ft and you can speak 2 more languages. You always know which direction your facing and can find North even underground.
3	<i>There and Back Again</i> : When you finish a rest, you can open a portal to the last location where you finished a long rest on your current plane of existence. If you haven't taken a long rest on your current plane, the spell fails but isn't wasted. 1/Adventure.
7	<i>Effortless Journey</i> : Once on each of your turns, you can forfeit up to 30 feet of your movement to teleport the distance you forfeited. You must teleport to an unoccupied space you can see.

Mage's Lores

Experimental elixir: Whenever you finish a Fellowship phase, you can magically produce an experimental elixir in an empty flask you touch. Roll on the Experimental Elixir table for the elixir's effect, which is triggered when someone drinks the elixir. Any elixir you create with this feature lasts until it is drunk or until the end of your Fellowship phase.

Experimental Elixir

d6	Effect
1	Healing. The drinker regains a number of hit points equal to 2d4 + your Intelligence modifier.
2	Swiftess. The drinker's walking speed increases by 10 feet for 1 hour.
3	Resilience. The drinker gains a +1 bonus to AC for 10 minutes.
4	Boldness. The drinker can roll a d4 and add the number rolled to every attack roll and saving throw they make for the next minute.
5	Flight. The drinker gains a flying speed of 10 feet for 10 minutes.
6	Transformation. The drinker can breath underwater and gain a swim speed and climb speed of 30 for 1 hours.

Homely house: At the start of a rest or Fellowship phase, you touch a point in space, and an invisible, 30-foot-radius sphere of magic appears, centered on that point. Total cover blocks the sphere. While within the sphere, you and your allies gain a +5 bonus to DEX (Stealth) and WIS (Perception) checks, and any light from open flames in the sphere (a campfire, torches, or the like) isn't visible outside it. The sphere vanishes at the end of the rest or when you leave the sphere.

Possession: As a bonus action when your raven is perched on your shoulder, your body merges with your raven's form. While merged, you become Tiny, you replace your speed with the raven's, and you can use your action only to Dash, Disengage, Dodge, Help, Hide, or Search. During this time, you gain the benefits of your raven being perched on your shoulder. As an action, you and the raven return to normal.

Scholar of the past: You spend at least 1 minute in observation of a scene or object. You can focus in this way for a number of minutes equal to your WIS score.

- ♦ **Object Reading:** Holding an object as you focus, you can see visions of the object's previous owner. After meditating for 1 minute, you learn how the owner acquired and lost the object, as well as the most recent significant event involving the object and that owner. If the object was owned by another creature in the recent past (within a number of days equal to your WIS score), you can spend 1 additional minute for each owner to learn the same information about that creature.
- ♦ **Area Reading.** As you focus, you see visions of recent events in your immediate vicinity (a room, street, tunnel, clearing, or the like, up to a 50-foot cube), going back a number of days equal to your WIS score. For each minute you meditate, you learn about one significant event, beginning with the most recent.

Revelation: When you or a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to ignore the die roll and decide whether the number rolled is the minimum needed to succeed or one less than that number (your choice). When you use this feature, you gain one level of exhaustion.

Transmuter's stone: You can spend 8 hours creating a transmuter's stone that stores

transmutation magic. You can benefit from the stone yourself or give it to another creature. A creature gains a benefit of your choice as long as the stone is in the creature's possession. When you create the stone, choose the benefit from the following options:

- ♦ Darkvision out to a range of 60 feet, as described in chapter 8.
- ♦ An increase to speed of 10 feet while the creature is unencumbered.
- ♦ Advantage on Constitution saves.
- ♦ Resistance to acid, cold, fire, lightning, or thunder damage (your choice whenever you choose this benefit).

Wise raven: You gain the service of an intelligent raven. It always obeys your commands, which you can give telepathically while it is within 100 feet of you. While the raven is perched on your shoulder, you gain darkvision with a range of 30 feet and a bonus to your passive WIS(Perception) score and to WIS (Perception) checks. The bonus equals your INT modifier. While perched on your shoulder, the raven can't be targeted by any attack or other harmful effect; it can't take damage; and it is incapacitated. You can see through the raven's eyes and hear what it hears while it is within 100 feet of you. The raven vanishes when it dies, if you die, or if the two of you are separated by more than 5 miles. At the end of a short or long rest, you can call the raven back to you and it reappears within 5 feet of you.

Astral sojourn: By performing a special ritual over the course of 5 minutes, you shift yourself and up to ten willing creatures you can see to the Astral Plane. You and those creatures gain the benefits of a short rest while sequestered on the Astral Plane. You then return to the spaces you all occupied when you used this ability, with no time having passed in the world. During this short rest, you and the creatures you sequester can make use of any options available during a rest that affect only you and the creatures you sequester. 1/Adventure

Monk

“Do not mistake my silence for acceptance of your villainy. While you blustered and threatened, I've planned four different ways to snap your neck with my bare hands.”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: none

Weapons: simple weapons

Skills: Calligrapher's kit and choose 2 from Acrobatics, Athletics, History, Insight, Investigation, Medicine, Performance, Religion, and Stealth.

Level	Description
1	<p><i>Tradition:</i> Choose between Mountain and Order.</p> <p><i>Unarmed combatant:</i> Your unarmed attacks count as dual 1-handed simple weapons for the purpose of damage and all simple weapons gain the <i>finesse</i> weapon trait. Once on each of your turns when you miss with a simple weapon attack, you can make another unarmed attack as part of the same action.</p> <p><i>Unarmored defense:</i> You add your WIS modifier to your AC when unarmored.</p>
2	<p><i>Flurry of blows:</i> If you take the Attack action on your turn and have advantage on an attack roll against one of the targets, you can forgo the advantage for that roll to make an additional simple weapon attack against that target, as part of the same action. 1/turn.</p> <p><i>Pilgrim's steps:</i> You have advantage on DEX (Stealth) and Initiative rolls. In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your DEX modifier.</p>
5	You can make two attacks as an Action.
6	<i>Stillness of mind:</i> You can use your action to end one effect on yourself that is causing you to be <i>charmed</i> or <i>frightened</i> .
9	<i>Purity of body:</i> You are immune to disease and poison.
10	<i>Diamond soul:</i> You have advantage on all saves.

Level	Order
1	<i>Order's balance:</i> When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage, you can use your reaction to prevent the roll from being affected by advantage and disadvantage. WIS/Adventure.
3	<i>Equilibrium stikes:</i> When you use Flurry of blows, you can make instead 3 additional attacks, as long as they are made each against a different target within your weapon range.
7	<i>Mirror of equity:</i> As a bonus action, for the next minute, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, an ability check, or a saving throw, you can treat a d20 roll of 9 or lower as a 10. 1/Adventure.

Level	Mountain
1	<i>Grasp of stone:</i> You add your CON modifier to your unarmed strikes damage roll and grapple checks.
3	<p><i>Avalanche strike:</i> Whenever you hit a creature with the attack granted by your <i>Flurry of blows</i>, you can impose one of the following effects on that target. The DC to resist those effects is 8 + proficiency bonus + WIS modifier.</p> <ul style="list-style-type: none"> ♦ It must succeed on a DEX save or have its speed reduced to 10 ft. ♦ It must make a STR save or you can push it up to 15 feet away from you. ♦ It can't take reactions until the end of your next turn.
7	<i>Mountain roots stance:</i> As a bonus action, you give yourself resistance to bludgeoning, piercing and slashing damage. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

Champion

“The true worth of a champion is measured not in foes defeated or dungeons plundered. It is measured in lives saved and hearts turned to their causes”

Hit Points: 1d10 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, heavy armor, shield

Weapons: simple weapons, martial weapons

Skills: Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, and Religion.

Level	Description
1	<p><i>Oath</i>: Choose between <i>Devotion</i> and <i>Vengeance</i> .</p> <p><i>Roaring challenge</i>: The first creature you hit with an attack on your turn becomes the target of your inevitable challenge, shaking nearby attackers. Until the start of your next turn, that target has disadvantage on any attack roll that isn't against you, and when the target hits a creature other than you with an attack, that creature has resistance to the damage dealt by the attack.</p> <p><i>Champion's defense</i>: You can add your CHA modifier to all saves.</p>
2	<p><i>Mighty deeds</i>: Once per turn, whenever you score a critical hit or reduce a creature to 0 HP, you can choose one or more creatures that you can see within 30 feet of you, up to a number equal to your CHA modifier. All the chosen creatures are affected by one of the following effects of your choice:</p> <ul style="list-style-type: none"> ♦ The creature gains temporary hit points equal to 1d6 + your CHA modifier. ♦ The creature must succeed on a WIS save against a DC 8 + proficiency bonus + CHA modifier or be <i>frightened</i> of you until the start of your next turn. ♦ You and allies within 30 ft have cannot be frightened for 1 minute.
5	You can make two attacks as an Action.
6	<i>Inspiring exhortation</i> : You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to 5 friendly creatures within 30 feet of you. Each creature can gain temporary hit points equal to your level + your CHA modifier. A creature can't gain temporary hit points from this feat again until it has finished a rest.
9	<i>Call steed</i> : By concentrating 1 minute, you can call a warhorse Companion with the celestial, fey or fiend type to your side. 1/Adventure. You use your CHA to determine its HP.
10	<i>Liberating exhortation</i> : As an action you can cause one ally within 30 ft of you to end an effect causing them to be <i>frightened</i> , <i>restrained</i> or reducing their speed.

Level	Devotion
1	<i>Valiant strike</i> : You deal +1 damage with weapon attacks per ally within 5 ft of a creature under the effect of a <i>Roaring challenge</i> .
3	<i>Rebuke</i> : If you have challenged a creature and another creature you can see within 5 ft of you takes damage, you can use your reaction to reduce that damage by 2d6 and you have advantage on your next attack roll against your challenge's target.
7	<i>Shield bash</i> : When you use your <i>Sacred shield</i> to reduce the damage of an attack, the attacker takes an amount of force damage equal to the damage prevented.

Level	Vengeance
1	<i>Vow of enmity</i> : When you use <i>Roaring challenge</i> on a creature, you have advantage on all attack rolls against it until you damage another creature or challenge another one.
3	<i>Bond of pursuit</i> : When you hit a creature with an opportunity attack, you can move up to half your speed immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.
7	<i>Bond of retaliation</i> : When you take damage from a creature that is within 5 feet of you, you can use your reaction to make a melee weapon attack against that creature.

Ranger

“I spend a lot of my life away from civilization, keeping to its fringes to protect it. Don't assume that because I don't bend the knee to your king that I haven't done more to protect him than all his knights put together.”

Hit Points: 1d10 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, medium armor, shield

Weapons: simple weapons, martial weapons

Skills: Choose 3 from Acrobatics, Animal Handling, Athletics, History, Perception, Stealth and Survival.

Level	Description
1	<p>Conclave: Choose between Hunter and Beastmaster</p> <p>Rover: You have a climb and swim speed equal to half your speed. Also, choose one proficient skill; you can add double your proficiency bonus to ability checks using that skill.</p> <p>Favored foe: As an action, choose one creature you can see within 60 feet of you. You immediately learn if the creature has any immunities, resistances, or vulnerabilities unless protected from divination. You also deal +1d6 damage for 1 minute against that creature or until you use this feature again.</p>
2	<p>Campfire tales: You have advantage on History checks and you and your allies regain +2 HP per healing surges used while resting.</p> <p>Strider: You ignore difficult terrain and you have advantage on saves against terrains that are magically created or manipulated to impede movement.</p>
5	You can make two attacks as an Action.
6	Whispers on the wind: You can see and hear up to 1 mile away with no difficulty, able to discern even fine details as though looking or listening at something no more than 100 feet away from you. Additionally, dim light doesn't impose disadvantage on your WIS (Perception) checks.
9	Vanish: You can hide as a bonus action.
10	Call the hunt: When you use <i>Favored foe</i> , you can choose a number of willing creatures you can see within 30 feet of you equal to your WIS modifier. Until the effect ends, the chosen creatures gain the feature's bonus and you have advantage on saving throws against being frightened. You also gain 5 temporary hit points for each creature that accepts the benefit. WIS/Adventure.

Level	Hunter
1	Focused flurry: When you hit a creature, you can make another single weapon attack roll as a bonus action. When you damage a creature with a weapon attack, you deal +1d6 damage to the same creature until the start of your next turn.
3	Hunter's move: When a creature ends its turn within 15 feet of you, you can use your reaction to move up to half your speed. This movement doesn't provoke opportunity attacks.
7	Staggering momentum: When you hit a creature with a weapon attack, you have advantage on all weapon attack rolls against the same creature until the start of your next turn.

Level	Beastmaster
1	Wild companion: Choose a 1/4 (or lower) small or medium beast who becomes your Companion. The beast can be a riding horse or an elk instead. Your WIS is used to determine its HP. When you gain the ability to make a second attack on your turn, you the beast can make one of the attacks. You understand and can be understood by your companion without sharing a language. If the companion dies, you can find another one at the end of a Fellowship phase in the wilderness.
3	Shared bond: When you are subjected to a beneficial spell or effect, it can also affect your beast companion with the spell if the beast is within 30 feet of you. If you are wielding a magic weapon, your companion's attacks gain the same effect as the weapon.
7	Storm of Claw and Fangs: Your companion can use its action to make a melee attack against each creature of its choice within 5 feet of it, with a separate attack roll for each target when you command it to make an attack.

Rogue

“People forget that the entire point of venturing down into a dusty tomb is to bring back the prizes hidden away there. Fighting is for fools. Dead men can't spend their fortunes.”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: light armor, shield

Weapons: simple weapons,

Skills: Thieve's tools and choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth.

Level	Description
1	<p>Guild: Choose between Assassin and Thief</p> <p>Cunning: You can Dash, Disengage or Hide as a bonus action.</p> <p>Sneak attack: Once per round, when attack a creature with a 1-handed, dual 1-handed or ranged/thrown weapon, while you have advantage or the target is within 5 ft of one of your ally, you deal +1d6 damage on a hit. The damage increases by +1d6 at 3rd, 5th, 7th and 9th level.</p>
2	<p>Ingenuity: Choose two skills or tools proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. You add one more skill or tool to this feature at 6th level and 9th level.</p>
5	<p>Uncanny dodge: You can use your reaction to deflect an attack when you are hit with a weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your DEX modifier + your rogue level. If you reduce the damage to 0, you can force the attack to target another creature within 5 ft of you.</p>
6	<p>Evasion: When you are subjected to an effect that allows you to make a DEX save to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.</p>
9	<p>Slippery mind: You have advantage on WIS saves.</p>
10	<p>Roguish prowess: When you roll with advantage on an attack or an ability with a skill you are proficient with, you can reroll one of the die once.</p>

Level	Assassin
1	<p>Assassinate: You gain proficiency with poisoner's kit and disguise kit. You have advantage on attack rolls on the first round on combat and the first target you hit in combat takes +3d6 poison damage.</p>
3	<p>Shadow step: When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.</p>
7	<p>Death strike: When you roll a 6 on a Sneak attack damage roll, you can roll an extra d6 and add it to the total damage roll. INT/turn.</p>

Level	Thief
1	<p>Delver: When you spend 1 minute getting use to low light, you gain darkvision 30 ft until you spend at least 1 hour in bright light. You can carry +4 loads and have a climb speed equal to your walking speed.</p>
3	<p>Discerning eyes: You have advantage to all checks to spot traps and hidden doors. You have resistance to traps and falling damage.</p>
7	<p>Deceive magic items: You can make a DC 11 CHA (Deception) check to attune or use a magic item that has restrictions on its use. You can attune to 1 more magic item.</p>

Sorcerer

“Practice and study are for amateurs. True power is a birthright.”

Hit Points: 1d6

Armor: none

Weapons: simple weapons

Skills: Choose 2 from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Level	Description
1	<p>Origin: Choose between Draconic and Wild.</p> <p>Arcane blast: As an action, you can make an attack using your INT modifier against a creature within 30 ft. On a hit it deals 1d6 + INT force damage. This damage increases by +1d6 every odd level. You must recharge your focus as a bonus action to use this action again.</p> <p>Sorcerous disquiet: As a bonus action, you can target a creature within 30 ft of you. Until you use this feature on an other creature or after 1 minute has passed, you have advantage on CHA (Intimidation) checks against it and it has disadvantage on Concentration checks. 1/rest.</p>
2	<p>Warping surge: When you are hit by an attack or you fail a saving throw, you can use your reaction to gain a +2 bonus to your AC against that attack or a +4 bonus to that saving throw. CHA/Adventure</p>
5	<p>Spell throw: As an action, rather than making an attack roll, you cause your unleash a bolt of lightning, 5–feet wide and 30–feet long. Each creature in that area must make DEX save with a DC of 8 + your proficiency bonus + your CHA modifier or takes 3d6 lightning damage.</p>
6	<p>Devour magic: Immediately after a creature casts a spell that targets you or includes you in its area of effect, you can use your reaction to force the creature to make a saving throw with its spellcasting ability modifier. The DC equals 8 + your proficiency bonus + your CHA modifier. On a failed save, you negate the spell's effect against you, and you gain 3 x your sorcerer level temporary HP. The creature can't cast that spell until the 8 hours have passed. 1/Rest.</p>
9	<p>Furyfire: As an action, rather than making an attack roll, you can throw a flaming embers from your focus. They detonates in a 15–foot radius sphere at a point within range. Each creature in that area must make a DEX save with a DC of 8 + your proficiency bonus + your CHA modifier or takes 4d8 fire damage.</p>
10	<p>Spell Turning: You advantage on saves against spells, and any creature making a spell attack against you has disadvantage on the attack roll. If you succeed on a save against a spell or a spell attack misses you, an additional effect might occur, as determined by rolling a d6:</p> <p>1–2: If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only you, it has no effect on the you and is</p>

reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4: No additional effect.

5–6: You converts some of the spell's energy into a burst of destructive force. Each creature of your choice within 30 feet of you must make a CON save, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one. The DC equals 8 + your proficiency bonus + your CHA modifier.

Level	Draconic
1	<p>Draconic might: You gain +1 HP per level Your unarmored AC is 12 + you DEX modifier. Choose an elemental damage type; you gain resistance to that damage type.</p>
3	<p>Breath Weapon. You can use your action to exhale destructive energy. Your <i>Draconic might</i> determines the size damage type of the exhalation. When you use your breath weapon, each creature in a 15 ft cone makes a DEX save. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level. At the end of your turn, roll a d6. On a 5+, you can use this feature again on your next turn.</p>
7	<p>Dragonwing: You can gain a flying speed equal to your current speed. You can create dragon wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.</p>

Level	Wild
1	<p>Chaos shield: If the target of your Sorcerous disquiet hits you with an attack roll, you can use your reaction to roll a d6. On a 4 or higher, the attack instead misses you, regardless of its roll.</p>
3	<p>Surging flight: When you use Warping surge, you gain a fly speed of 15 ft until the end on your next turn.</p>
7	<p>Wild transposition: As an action, you conjure a burst of light in a 30–foot–radius sphere centered on a point you can see within 120 feet of you. You can immediately teleport each willing creature in the sphere to an unoccupied space within 30 feet of it. Each creature remaining in the sphere must succeed on a Constitution saving throw against your spell save DC or take 3d10 psychic damage and be blinded until the end of your next turn. 1/Adventure.</p>

Warlock

“You think me mad? I think true insanity is being content to live a life of mortal drudgery when knowledge and power is there for the taking in the realm beyond.”

Hit Points: 1d8 + your Constitution modifier (Maximum at 1st level)

Armor: light armors, medium armor

Weapons: simple weapons

Skills: Choose 2 from Arcana, Deception, Insight, Intimidation, Persuasion, and Religion

Level	Description
1	<p>Pact: Choose between Fey and Fiend.</p> <p>Binder: You can find a familiar as a ritual taking 1-hour and consuming 25 gp worth of incense. The familiar is your choice between an Imp (fiend) and or a Blink dog (fey). The creature is a Companion and use your CHA to determine its HP.</p> <p>Hexed blade: You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it and your CHA for its weapon attack rolls and damage rolls. This weapon gain the magical trait. You can transfer the enchantment to one magic weapon into your pact weapon by performing a special 1 hour ritual while you hold the weapon.</p>
2	<p>Eldritch essence: You have a pool of essence dice (d8s) which you can use to improve your attacks or ability checks equal to 1 + INT modifier. You recover all essence dice when you finish a rest. You know 2 essences at 1st level and gain 1 more at 5th, 7th and 9th level.</p>
5	<p>Shadowed steps. When you are in dim light or darkness, as a bonus action you can teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness. You then have advantage on the first melee attack you make before the end of the turn.</p>
6	<p>Lethal hexes: You hexed blade scores a critical hit on a roll of 19–20 and the size of your essence dice increases to 1d10.</p>
9	<p>Warlock’s query: If you familiar is within 10 ft of you, you can dismiss it to cast a 10 minutes rituals to ask your patron 3 question it answers to the best of its knowledge.</p>
10	<p>Relentless hexer: When you roll initiative and do not have any essence die remaining, you regain 1 die. The size of your essence dice increases to 1d12.</p>

Level	Fey
1	<p>Fey presence: As an action, you can cause each creature in a 10-foot cube originating from you to make a WIS save with a DC of 8 + proficiency bonus + CHA . The creatures that fail their saving throws are all <i>charmed</i> or <i>frightened</i> by you (your choice) until the end of your next turn. 1/rest.</p>
3	<p>Beguiling defense: You are immune to being <i>charmed</i>, and when another creature attempts to charm you, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a WIS save against a DC of 8 + proficiency bonus + CHA or be charmed by you for 1 minute or until the creature takes any damage.</p>
7	<p>Hidden pathways: As a bonus action on your turn, you can teleport up to 60 feet to an unoccupied space you can see. Alternatively, you can use your action to teleport one willing creature you touch up to 30 feet to an unoccupied space you can see. CHA/Adventure.</p>

Level	Fiend
1	<p>Dark Ones blessing: When you reduce a hostile creature to 0 hit points, you gain temporary HP equal to your CHA modifier + your warlock levels.</p>
3	<p>Noxious aura: As a bonus action, you spend 1 essence to turn the air into an aura of toxic miasma. The aura extends 5 feet from you in every direction, but not through total cover. It lasts for 1 minute, until you're incapacitated, or you dismiss it (no action required). While your aura is active, ranged attacks have disadvantage against you. Any other creature that starts its turn in the aura must succeed on a CON save with a DC of 8 + proficiency bonus + CHA or become <i>poisoned</i> until the end of your next turn and take poison damage equal to your CHA modifier</p>
7	<p>Harmful doom: When you hit a creature with you hexed blade, you can spend 1 essence point to deal extra necrotic damage equal to one roll of your die. If the creature is <i>incapacitated</i> or <i>poisoned</i>, the creature instead takes necrotic damage equal to three rolls of die instead. You can use this feature only once on each of your turns.</p>

Warlock's Essences

Fumbling hex: When you hit a creature with with a weapon attack with your hexed blade, you can expend one superiority die to attempt to disarm the target, forcing it to drop one item of your choice that it's holding. You add the essence die to the attack's damage roll, and the target must make a STR save. On a failed save, it drops the object you choose. The object lands 15 ft away from it.

Disorienting hex: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to distract the creature, giving your allies an opening. You add the essence die to the attack's damage roll. The next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Shadow walk: When you move, you can expend one essence die, rolling the die and adding the number rolled to your AC until you stop moving.

Hex of fury: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to attempt to goad the target into attacking you. You add the essence die to the attack's damage roll, and the target must make a WIS save. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

Eldritch spear: When you make an attack against a creature with with a weapon attack with your hexed blade, you can expend one essence die to increase your reach for that attack by 15 ft. If you hit, you add the essence die to the cantrip's damage roll.

Frightening hex: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to attempt to *frighten* the target. You add the essence die to the attack's damage roll, and the target must make a WIS save. On a failed save, it is *frightened* of you until the end of your next turn.

Eldritch aim: When you make a spell attack roll with a cantrip against a creature, you can expend one essence die to add it to the roll. You can use this essence before or after making the attack roll, but before any effects of the attack are applied.

Repelling blast: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to attempt to drive the target back. You add the essence die to the attack's damage roll, and if the target is Large or smaller, it must make a STR save. On a failed save, you push the target up to 15 feet away from you.

Draining hex. When you hit a creature with with a weapon attack with your hexed blade, you can use a bonus action and expend one essence die to cure of one of your ally. When you do so, choose a friendly creature who can see or hear you. That creature gains temporary hit points equal to the essence die roll + your Charisma modifier.

Vengeful rebuke: When a creature misses you with a melee attack, you can use your reaction and expend one essence die to make a melee weapon attack against the creature. If you hit, you add the superiority die to the attack's damage roll.

Eldritch burst: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to attempt to damage another creature with the same action. All creatures of your choice within 5 feet of the original target and within your reach; it takes damage equal to the number you roll on your essence die. The damage is of the same type dealt by the original attack.

Sapping hex: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die to attempt to knock the target down. You add the essence die to the attack's damage roll, and if the target is Large or smaller, it must make a STR save. On a failed save, you knock the target prone.

Darkfire step: When you make a Dexterity (Stealth) check or an initiative roll, you can expend one superiority die and add the die to the roll.

Monstrous grasp: When you hit a creature with with a weapon attack with your hexed blade, you can expend one essence die and use a bonus action to grapple the target at distance. Add the superiority die to your Strength (Athletics) check. The target is also restrained while grappled in this way.

Beguiling tongue: When you make a Charisma (Deception) check or a Charisma (Persuasion) check, you can expend one essence die, and add the result to the ability check.

Eldritch sight: When you make a Wisdom (Insight) check or an Intelligence (Investigation) check, you can expend one essence die, and add the result to the ability check.