

WARRIOR				
Level	HD	Proficiency	Feature	Description
1	1d10	2	Second Wind, Warrior Skills (2)	Once per rest, the warrior can use a bonus action on its turn to regain hit points equal to 1d10 + their level in this class. The warrior trains in two skills of their choice.
2	2d10	2	Defensive stance	When taking the Dodge action, other creatures provoke an opportunity attack from you when they enter the warrior's reach.
3	3d10	2	Press the attack (1)	The warrior can make one more attack when taking the Attack action or when making an attack of opportunity.
4	4d10	2	Weapon mastery	Pick a weapon; the damage dealt with those weapons deal d4 more damage and being within 5 feet of a hostile creature doesn't impose disadvantage on ranged attack rolls.
5	5d10	3	Field triage	When the warrior use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point. Also, as an action, the warrior can spend one use of a healer's kit to tend to a creature and restore 1d6 + 4 hit points to it, plus additional hit points equal to the creature's maximum number of Hit Dice. The creature can regain hit points from this feature again until it finishes a rest.
6	6d10	3	Warrior skills (3)	The warrior trains in a third skill.
7	7d10	3	Resilience	Whenever the warrior makes a saving throw, roll d6 and add the die to the saving throw total. If applying this bonus to a death saving throw increases the total to 20 or higher, the warrior gains the benefits of rolling a 20 on the d20.
8	8d10	3	Warrior skills (4)	The warrior trains in a fourth skill.
9	9d10	4	Weapon grandmastery	The increased damage of the mastered weapon is now d6. The weapon deals a critical hit on a roll of 19-20.
10 +	10d10	4	Press the attack (2)	The number of attacks from <i>press the attack</i> improves to two.

DELVER				
Level	HD	Proficiency	Feature	Description
1	1d8	2	Darkvision, Pack Rat Delver Skills (4)	The delver gain darkvision out to a range of 60 feet. If the delver already have darkvision from their race, its range increases by 30 feet. The delver count as one size larger when determining their carrying capacity. The delver trains in 4 skills of their choice and thief's tools.
2	2d8	2	Expertise (2), Light step	Two of the delver's skills or tools have their proficiency doubled. As a bonus action, for the rest of of the delver's turn, their walking speed increases by 10 feet, they don't provoke opportunity attacks, they have a climbing speed equal to their walking speed. and the first time standing up this turn, they do so without expending any of movement if their speed is greater than 0.
3	3d8	2	Trap sense	The delver has advantage on checks made to detect the presence of secret doors. Also, they have advantage on saving throws made to avoid or resist traps and resistance to the damage dealt by traps.
4	4d8	2	Blindspot	As a bonus action, the delver erase their image from the sight of one creature they can see within 120 feet; the target must succeed on a Wisdom saving throw against 8 + proficiency + Dexterity, or the delver is <i>invisible</i> to it until the end of your its turn.
5	5d8	3	Quick attack	The delver can make one more attack when taking the Attack action.
6	6d8	3	Evasion	When the delver is subjected to an effect that allows a Dexterity saving throw to take only half damage, it instead take no damage on a save, and only half damage on a failed save.
7	7d8	3	Expertise (4)	Two more skills benefit from <i>expertise</i> .
8	8d8	3	Obfuscation	While in darkness, the delver is invisible to any creature that relies on darkvision to see in that darkness.
9	9d8	4	Slippery mind	The delver has advantage on Intelligence and Wisdom saves.
10 +	10d8	4	Reliable talent	Whenever the delver makes an ability check with a trained skill, they can treat a d20 roll of 9 or lower as a 10.

ROVER					6	4	3	2
Level	HD	Proficiency	Feature	Description				
1	1d10	2	Skirmisher, Favoured foes, Rover Skills (2)	The rover can move up to half its speed as a reaction when an enemy ends its turn within 5 feet of them. This movement doesn't provoke opportunity attacks. The rover chooses 3 creatures types; they have advantage on checks to track and spot those creatures. The rover trains in 2 skills of its choice				
2	2d10	2	Hunter's mysticism, Survivor	The rover trains in the Nature and Survival skills if it don't already have it. The delver proficiency bonus is doubled for those skills.				
3	3d10	2	Campfire tales	When the rover and their allies roll a Hit Die to regain hit points, the minimum number of hit points they regain from the roll equals twice their Constitution modifier. Also, the rover has advantage on History checks.				
4	4d10	2	Tireless	Once per rest, the rover can gain 2d6 temporary hp. Also, exhaustion levels decrease by 1 every rest.				
5	5d10	3	Horde breaker	Once per turn, the rover can make another attack with the same weapon against a different creature that is within 15 feet of the original target. Swarms take the full damage from the rover's attacks.				
6	6d10	3	Strider	The rover's walking speed increases by 5, and they gain a climbing speed and a swimming speed equal to their walking speed.				
7	7d10	3	Dispatch the horde	Once per rest, the rover can destroy all favoured foes or CR 1 or lower within 30 feet of them on a failed dexterity save against the rover's ability DC. On a save the creatures are <i>frightened</i> of the rover until the end of their next turn.				
8	8d10	3	Natural anti-venom	The rover is immune to poison and diseases.				
9	9d10	4	-	-				
10 +	10d10	4	Foebane	<i>Dispatch the horde</i> now affects creatures of CR 2 and lower. The rover damage die deal maximum damage against its favoured foes, instead of rolling them.				

HUNTER'S MYSTICISM

Level	Spell known	1 st Circle	2 nd Circle	3 rd Circle
1	-	-	-	-
2	2	2	-	-
3	3	3	-	-
4	3	3	-	-
5	4	4	2	-
6	4	4	2	-
7	5	4	3	-
8	5	4	3	-
9	6	4	3	2

MAGE				
Level	HD	Proficiency	Feature	Description
1	1d6	2	Spellbook, Ritual caster, Mage's skills (2)	Mages can cast a wizard spell as a ritual if that spell has the ritual tag and they have the spell in their spellbook. They don't need to have the spell prepared. The mage trains in two skills of their choice.
2	2d6	2	Spell defence	Pick a magic school; the mage saves against spells from this school with advantage.
3	3d6	2	-	-
4	4d6	2	Spell focus	Pick a magic school; the spells DC and attack rolls for spells from this school increases by +1.
5	5d6	3	Create wands	Whenever the mages finish a long rest, they can touch a wand, and store a spell in it, choosing a 1st- or 2nd-level spell from the mage's spell list that requires 1 action to cast. While holding the object, a creature can take an action to produce the spell's effect from it, using the mage's spellcasting ability modifier. If the spell requires concentration, the creature must concentrate. The spell stays in the object until it's been used a number of times equal to twice the mage's Intelligence modifier (minimum of twice) or until you use this feature again to store a spell in a wand.
6	6d6	3	Spell recall	As a bonus action once per rest, the mage can replace one spell they have prepared with another spell from their spellbook
7	7d6	3	-	-
8	8d6	3	Greater spell focus	<i>Spell focus</i> improves to +2.
9	9d6	4	-	-
10 +	10d6	4	Signature spells	Pick one spell from 1 st , 2 nd and 3 rd Circles. The mage always have these spells prepared, they don't count against the number of spells they prepared. They can cast each of them once without expending a spell slot. When they do so, they can't do so again until you finish a rest.

SPELLBOOK

Level	Cantrip	Spell known	1 st Circle	2 nd Circle	3 rd Circle	4 th Circle	5 th Circle
1	3	6					
2	3	8					
3	3	10					
4	4	12					
5	4	14					
6	4	16					
7	4	18					
8	4	20					
9	4	22					
10	5	24					