

WARRIOR-MAGE

Warrior-mages are initiates of a revered elven tradition that combines the combat prowess of the fighter with the spellcraft of the wizard. Rather than focusing on either path, they train in both equally, sacrificing the fighter's depth of prowess and the wizard's depth of knowledge in exchange for the core capabilities of both.

RESTRICTION: ELVEN TRADITION

On most worlds, only elves and half-elves can become warrior-mages. DMs may decide to allow characters of other races to become warrior-mages on worlds where such traditions exist amongst other races.

In addition, warrior-mages cannot multiclass. Their training involves blending the features of both fighters and wizards as an alternative to multiclassing.

QUICK BUILD

You can make a warrior-mage quickly by following these suggestions. First, make either Strength or Intelligence your highest ability score, followed by the other. (Some warrior-mages who focus on archery or finesse weapons make Dexterity higher than Strength.) Second, choose the folk hero background. Third, choose the *green-flame blade* and *prestidigitation* cantrips, along with the following 1st-level spells for your spellbook: *absorb elements*, *burning hands*, *detect magic*, *magic missile*, *shield*, and *sleep*.

CLASS FEATURES

As a warrior-mage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per warrior-mage level

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

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per warrior-mage level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Choose two from Acrobatics, Animal Handling, Arcana, Athletics, History, Insight, Intimidation, Investigation, Medicine, Perception, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a chain shirt or (b) leather armor
- (a) one simple weapon or (b) a shield
- (a) a component pouch or (b) an arcane focus
- One martial weapon and an explorer's pack
- A spellbook, a longbow, and a quiver of 20 arrows

INITIATE OF BLADE AND TOME

You are considered to be both a fighter and a wizard for the purpose of using or attuning to magic items.

SPELLCASTING

As a student of wizardry, you study and cast spells like a wizard, and you use the same spell list.

CANTRIPS

At 1st level, you know two cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the warrior-mage table.

SPELLBOOK

At 1st level, you have a wizard spellbook containing six 1st-level wizard spells of your choice.

PREPARING AND CASTING SPELLS

You prepare and cast spells as if you were a wizard.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your wizard spells, and functions as it does for wizards.

RITUAL CASTING

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus (found in chapter 5) as a spellcasting focus for your wizard spells.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a warrior-mage level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the Warrior-Mage table. On your adventures, you might find other spells that you can add to your spellbook (see the "Your Spellbook" sidebar in the wizard class entry sidebar).

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the options available to fighters.

THE WARRIOR-MAGE

Level	Proficiency		Cantrips Known	—Spell Slots per Spell Level—								
	Bonus	Features		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Initiate of Blade and Tome, Spellcasting	2	2	—	—	—	—	—	—	—	—
2nd	+2	Fighting Style, Second Wind	2	3	—	—	—	—	—	—	—	—
3rd	+2	—	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	3	4	3	—	—	—	—	—	—	—
5th	+3	—	3	4	3	2	—	—	—	—	—	—
6th	+3	Extra Attack, Arcane Specialization	3	4	3	3	—	—	—	—	—	—
7th	+3	—	3	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement, War Magic	3	4	3	3	2	—	—	—	—	—
9th	+4	—	3	4	3	3	3	1	—	—	—	—
10th	+4	Indomitable Spirit	4	4	3	3	3	2	—	—	—	—
11th	+4	—	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	—	—	—
13th	+5	—	4	4	3	3	3	2	1	1	—	—
14th	+5	Improved War Magic	4	4	3	3	3	2	1	1	—	—
15th	+5	—	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	—
17th	+6	—	4	4	3	3	3	2	1	1	1	1
18th	+6	Extra Attack (2)	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Spell Mastery	4	4	3	3	3	3	2	2	1	1

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d6 + your warrior-mage level.

Once you use this feature, you must finish a short or long rest before you can use it again.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by one. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increase to three when you reach 18th level in this class.

ARCANE SPECIALIZATION

Starting at 6th level, your study of wizardry allows you deeper insight into one school of magic of your choice.

You gain one of the following abilities of your choice from the wizard's Arcane Tradition feature: Arcane Ward*, Grim Harvest, Improved Minor Illusion, Instinctive Charm, Minor Alchemy, Minor Conjunction, Portent, Potent Cantrip.

*The ward has hit points equal to 12 + your Intelligence modifier, regardless of your level.

WAR MAGIC

Beginning at 8th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

INDOMITABLE SPIRIT

Beginning at 10th level, you can reroll a Strength or Wisdom saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

IMPROVED WAR MAGIC

Starting at 14th level, when you use your action to cast a spell, you can make one weapon attack as a bonus action.

SPELL MASTERY

At 20th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

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