

# FIGHTER FEATURES

## ~ LEVEL UP ~

**Hit Points.** Add 8 + Con to Hit Points.

**Ability Increase.** At levels 4 and 8, add +1 to any Ability Score (+5 max), or add one proficiency, or gain a Level 2 spell that you can cast once per Long Rest.

**Proficiency.** At levels 5 and 9, add +1 to all of your proficiencies and attacks.

## ~ LEVEL 1 ~

**Second Wind: 1d10 + Level.** On your turn, you can use a bonus action to regain 1d10 + Level hit points. Once you use this feature, you must finish a short or long rest before you can use it again.

## ~ LEVEL 2 ~

**Action Surge.** On your turn, you can take one additional action on top of your regular action and bonus action. Once you use this feature, you must finish a short or long rest before you can use it again.

## ~ LEVEL 3 ~

**Improved Critical: 19-20.** Your weapon attacks score a critical hit on a roll of 19 or 20.

## ~ LEVEL 5 ~

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

## ~ LEVEL 7 ~

**Remarkable Athlete: +2.** You can add +2 to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, you have Advantage on the roll.

## ~ LEVEL 9 ~

**Indomitable.** You can reroll a 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.

## ~ LEVEL 10 ~

**Add a 2nd Fighting Style.** See the official rules for a list of fighting styles.

# ROGUE FEATURES

## ~ LEVEL UP ~

**Hit Points.** Add 6 + Con to Hit Points.

**Ability Increase.** At levels 4 and 8, add +1 to any Ability Score (+5 max), or add one proficiency, or gain a Level 2 spell that you can cast once per Long Rest.

**Proficiency.** At levels 5 and 9, add +1 to all of your proficiencies and attacks.

## ~ LEVEL 1 ~

**Sneak Attack: +1d6.** Once per turn, you can deal an extra damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

## ~ LEVEL 2 ~

**Cunning Bonus Action.** You can take a bonus action on each of your turns in combat, only to take the Dash, Disengage, or Hide action.

**Cunning Fast Hands.** You can use your Cunning Action to perform sleight of hand (Stealth), Disarm Devices, or the Use an Object action.

## ~ LEVEL 3 ~

**Sneak Attack: +2d6**

**Second-Story Work.** Climbing does not cost you extra movement. In addition, when you make a running jump, you gain Advantage on the roll.

## ~ LEVEL 5 ~

**Sneak Attack: +3d6**

**Uncanny Dodge: 1/2 damage.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

## ~ LEVEL 6 ~

**Expertise.** Add a proficiency (+3) to one skill.

## ~ LEVEL 7 ~

**Sneak Attack: +4d6**

**Evasion (Reflex).** When you are subjected to an effect that allows you to make a Reflex 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.

## ~ LEVEL 9 ~

**Sneak Attack: +5d6**

**Supreme Sneak.** You have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

# PALADIN FEATURES

## ~ LEVEL UP ~

**Hit Points.** Add 8 + Con to Hit Points.

**Ability Increase.** At levels 4 and 8, add +1 to any Ability Score (+5 max), or add one proficiency.

**Proficiency.** At levels 5 and 9, add +1 to all of your proficiencies, attacks, Spellcasting, and Spell Save DC.

**Spells.** At levels 3+, gain a Level 2 spell, or upgrade 1 spell. Gain the number of Spell Points determined by the chart on your spell record sheet.

## ~ LEVEL 1 ~

**Divine Sense (1 + Cha, Long Rest).** As an action, you can open your awareness to sense strong evil and powerful good. You can use this feature a number of times equal to your Charisma + 1.

**Lay on Hands (Level x 5 HP, Long Rest).** As an action, you can touch a creature and restore hit points to that creature, by expending any number of hit points from a pool of healing equal to your level x 5.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of a disease or poison.

## ~ LEVEL 2 ~

**Fighting Style - Defense.** +1 to Armor Class

**Divine Spellcasting.** Learn three Level 2 spells. Spellcasting: Charisma + 2.

**Divine Smite: (+2d8, 2 SP).** When you hit a creature with a melee weapon attack, you can expend 2 spell points to deal an extra 2d8 radiant damage to the target (3d8 radiant damage if it is undead or a fiend).

## ~ LEVEL 3 ~

**Divine Health.** You are immune to disease.

**Channel Divinity (Any Rest)** Once per rest, you can use one of the following options:

- **Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy. For 1 minute, you add a +4 bonus to attack rolls made with that weapon. The weapon also emits light in a 30-foot radius. If the weapon is not already magical, it becomes magical for the duration.

- **Turn the Unholy.** As an action, you present your holy symbol and speak a prayer. Each fiend or undead that can see or hear you within 30 feet of you must make a DC 16 Will save. If it fails, it is turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can.

## ~ LEVEL 5 ~

**Extra Attack.** You can attack twice instead of once whenever you take the Attack action on your turn.

## ~ LEVEL 6 ~

**Aura of Protection.** Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a +4 bonus to the saving throw. You must be conscious to grant this bonus.

## ~ LEVEL 7 ~

**Aura of Devotion.** You and friendly creatures within 10 feet of you can't be charmed or frightened while you are conscious.

# WIZARD FEATURES

## ~ LEVEL UP ~

**Hit Points.** Add 4 + Con to Hit Points.

**Ability Increase.** At levels 4, 6, and 8, add +1 to any Ability Score (+5 max), or add one proficiency.

**Proficiency.** At levels 5 and 9, add +1 to all of your proficiencies, attacks, Spellcasting, and Spell Save DC.

**Spells.** Gain one Level 2 spell, or upgrade 3 different spells. Gain the number of Spell Points determined by the chart on your spell record sheet.

## ~ LEVEL 1 ~

**Magic Arrow: 1d8.** You may use an Action to make a ranged energy attack without using Spell Points.

Attack Roll: Spellcasting, Damage: 1d8

## ~ LEVEL 2 ~

**Spell Extension (1 SP).** When casting a spell with a temporary duration, you may spend an additional Spell Points to extend the duration by 1 hour each.

**Detect Magic (1 SP).** You may spend 1 SP to detect magic objects and creatures that are visible and within 60 feet.

**Scholar.** You may make a Lore check to read any written language.

## ~ LEVEL 3 ~

**Dispel Magic (1+ SP).** As an Action, you may attempt to cancel the effects of a spell or other magical effect. Make an Intelligence check, and add +2 for each Spell Point you spend (minimum: 1 SP). The DC is 10 + SP of the magical effect.

## ~ LEVEL 5 ~

**Spellcraft (+3 SP).** You may cast custom, improvised spells that are based on a spell you already know, per DM approval. It is still limited by the level you have attained for that spell.

Custom spells cost 3 extra spell points.

If you know another spell that is relevant, subtract 1 SP from the cost.

Examples:

- *Animal 3 (6 SP):* Polymorph into a wolf.
- *Heal 5 (8 SP):* Create nourishing food for a large group of villagers.
- *Illusion 2 + Sleep (4 SP):* Cause a minor NPC to see a specific vision in their dreams.

**Magic Arrow (2x): 1d8.** You may make two magic arrow attacks: either two arrows at one creature, or one arrow at two different creatures.

Attack Roll: Spellcasting, Damage: 1d8 each

## ~ LEVEL 6 ~

**Expert Scholar.** You have Advantage on any Lore check to read any written language.

## ~ LEVEL 10 ~

**Master Scholar.** You can automatically read any written language.

**Identify Items.** You can automatically identify any magic item.