

FIGHTER FEATURES

~ WHEN YOU LEVEL UP ~

Hit Points. Add 8 + 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 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

~ WHEN YOU LEVEL UP ~

Hit Points. Add 6 + Con to Hit Points.

Ability Increase. At levels 4, 8, and 10, 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 and attacks.

~ LEVEL 1 ~

Sneak Attack: +1d6. Once per turn, you can deal an extra 1d6 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

~ WHEN YOU 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: Cha + 2. Spell Save DC: 8 + Cha.

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

~ WHEN YOU LEVEL UP ~

Hit Points. Add 4 + 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. 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 ~

Cantrip. Improvise a trivial “Level 0” spell, based on a spell that you know, per DM approval. These often used simply for roleplaying flavor.

Examples: Make a coin disappear (Illusion), Stop hiccups (Heal), Have a fly bother someone (Animal)

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 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.
- *Control Fire 8 + Spirit (10 SP):* Summon a minor Fire Elemental

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.