

Barbarian

Proficiencies: all melee weapons, light armor, medium armor, and shields

Rage: 1+your LVL times per long rest.

Part of an attack action. If not wearing heavy armor; adv. on STR checks, add PB to attack damage, take half damage from physical attacks. **Lasts 1 minute:** Unless; you end it earlier, you are knocked unconscious, you make no attack against an enemy, or if you have not taken damage.

Level 1

Feat: You get one feat of your choice.

Unarmored Defense: While not wearing armor (other than a shield) AC becomes 10 + DEX + CON (+ 2 if wielding a shield).

Level 2

Reckless Attack: Before making a STR based you can declare it reckless for adv. on that attack. Until your next turn all attacks against you have advantage.

Danger Sense: If not blinded, deafened or incapacitated, you have advantage on all DEX checks against affects you can see, e.g. traps, spells.

Level 3

Frenzy: You can go into a frenzy when you rage. If you do so, you can roll one additional weapon damage die to any successful melee weapon attack. When the frenzied rage ends, you suffer one level of exhaustion.

Level 4

Feat: You get another feat of your choice.

Level 5

Extra Damage: You can roll an additional weapon damage die on any successful melee weapon attack.

Level 6

Mindless Rage: You can't be charmed or frightened while raging. If you are charmed or frightened when you enter rage, the effect is suspended for the duration of the rage.

Level 7

Feral Instinct: You have advantage on initiative rolls. If you are surprised at the beginning of combat and aren't incapacitated, you can take your turn normally on the surprise round, but only if you enter your rage before doing so.

Level 8

Feat: You get another feat of your choice.

Level 9

Brutal Critical: You can roll an additional weapon damage die when determining the extra damage for a critical hit in a melee attack.

Level 10

Intimidating Presence: As an action, you can choose one creature that can see and hear you within 30 feet. It must make a WIS check or be frightened until the end of your next turn.

Rages	Uses:		Used:	
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Notes:

Cleric

Proficiencies: club, crossbow, dagger, mace, longsword, staff, Warhammer, and all armor, and shields.

Additional Language: Celestial, Infernal, or Primordial.

Deity: A god to serve who matches your alignment.

Holy Symbol: You have a holy symbol for your god.

Spellcasting: Divine spells only.

Level 1

Feat: You get one feat of your choice.

Spell Tiers: You can cast Cantrips and 1st tier spells.

Spells Learned: 3 Cantrips, the 1st tier spell *Turn*

Undead and two other 1st tier spells.

Level 2

New Spells Learned: One 1st tier.

Heal Near: Once per long or short rest, as an action, you can heal creatures you choose within 30 feet of you.

Divide a number of hit points equal to five times your cleric level among them.

Level 3

Spell Tiers: You can now cast 2nd tier spells.

New Spells Learned: One 1st tier and two 2nd tier.

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Level 4

New Spells Learned: 1 Cantrip and one 2nd

tier.

Feat: You get another feat of your choice.

Level 5

Spell Tiers: You can now cast 3rd tier spells.

New Spells Learned: Two 3rd tier.

Cantrip Improvement: Increase Cantrip damage by rolling 1 additional damage die.

Level 6

New Spells Learned: One 3rd tier.

Advanced Heal Near: You can now “Heal Near twice per long or short rest.

Level 7

Spell Tiers: You can now cast 4th tier spells.

New Spells Learned: One 4th tier.

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Level 8

New Spells Learned: One 4th tier.

Feat: You get another feat of your choice.

Level 9

Spell Tiers: You can now cast 5th tier spells.

New Spells Learned: One 4th tier and one 5th tier.

Advanced Cantrip Improvement: Increase Cantrip damage by rolling 1 additional damage die. (This is in addition to the increase to Cantrip damage you received at Level 5.)

Level 10

New Spells Learned: 1 Cantrip, the 5th tier spell *Raise Dead*, and one other 5th tier spell.

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Notes:

Fighter

Proficiencies: all weapons, all armor and shields

Hauler: Add your CON modifier, if positive, to your gear slots.

Level 1

Fighting Style: You get the *Fighting Style* feat.

Feat: You get one feat of your choice.

Second Wind: Once after a long or short rest, as an action, you can heal yourself 1d10+your PB.

Level 2

Action Surge: Once, after a long or short rest, you can roll an additional weapon damage die to any successful weapon attack.

Level 3

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

Level 4

Feat: You get another feat of your choice.

Level 5

Extra Damage: You can roll an additional weapon damage die to any successful melee weapon attack.

Fighting Style: You get another *Fighting Style* feat.

Level 6

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Level 7

Remarkable Athlete: Add your +1 to all STR, DEX and CON checks

Level 8

Feat: You get another feat of your choice.

Level 9

Indomitable: Once between long rests, you can reroll a failed saving throw.

Level 10

Additional Fighting Style: You can select a third fighting style from the *Fighting Style* feat.

Notes:

Paladin

Proficiencies: all weapons, all armor and shields

Additional Language: Celestial.

Alignment: Lawful Good alignment.

Deity: a Lawful Good god.

Spellcasting: Divine spells only, no cantrips.

Level 1

Feat: You get one feat of your choice.

Divine Sense: For 1 minute, you know the location of any Celestial, Fiend, or Undead within 60 feet of you. You know the creature's type but not which specific creature it is. You can use do this a number of times between long rests equal to your level + 2.

Lay on Hands: You can touch a creature and heal it of lost hit points. The number of hit points you can restore is drawn from a pool of hit points that renews itself after a long rest. The number of points available is equal to 5 times your level. You can also spend 5 hit points from the pool to cure one disease or neutralize one poison.

Level 2

Spell Tiers: You can now cast 1st tier spells.

Spells Learned: You learn two 1st tier spells.

Fighting Style: You get the Fighting Style feat.

Divine Smite: When you hit with a melee weapon, if the to-hit total equals or exceeds 10 + the monster's CR, you deal an extra 1d8 radiant damage, or an extra 2d8 damage to an undead or a fiend.

Level 3

New Spells Learned: You learn the 1st tier spell *Turn Undead* and one other 1st tier spell.

Divine Health: You are immune to disease.

Sacred Weapon: As an action, one weapon you are holding becomes magical for 1 minute. It emits bright light in a 20 foot radius and dim light 20 feet beyond that. You add your CHA to attack rolls made with it (minimum bonus of +1).

Level 4

Spells Exchanged: You can exchange one known spell with another of the same tier.

Feat: You get another feat of your choice.

Level 5

Spell Tiers: You can now cast 2nd tier spells.

New Spells Learned: One 1st tier and two 2nd tier.

Extra Damage: You can roll an additional weapon damage die to any successful melee weapon attack.

Level 6

Spells Exchanged: You can exchange one known spell with another of the same tier.

Aura of Protection: You and allies within 10 ft. gain a saving throw bonus = your CHA (min +1).

Level 7

New Spells Learned: One 2nd tier.

Aura of Devotion: You and allies within 10 feet can't be charmed.

Level 8

Spells Exchanged: You can exchange one known spell with another of the same tier.

Feat: You get another feat of your choice.

Level 9

Spell Tiers: You can now cast 3rd tier spells.

New Spells Learned: Two 3rd tier.

Beacon of Hope: You know the *Beacon of Hope* spell.

Level 10

Spells Exchanged: You can exchange one known spell with another of the same tier.

Aura of Courage: You and allies within 10 ft. can't be

Divine Sense	Uses:		Used:	
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Lay on Hands	HP Pool:		Spent:	
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Known Spells		
Tier	Spell	Page

Notes:

Rogue

Proficiencies: all light weapons, longswords, rapiers, and light armor.

Additional Language: If your background is thief, you know *Thieves' Cant*.

Sneak Attack: When you successfully attack with advantage, you can roll a number of extra dice to the damage equal to your PB. The attack must use a light, light-thrown, or light-ranged weapon.

Level 1

Feat: You get one feat of your choice.

Expertise: Select *thieves' tools* and one other thing with which you are proficient. When you would add your PB to an ability check or attack roll using either of these, add double your PB instead.

Level 2

Cunning Action: On your turn, in addition to moving and taking an action, you can make an additional move or attempt to hide.

Level 3

Fast Hands: You can use your Cunning Action to make a DEX check, use your thieves' tools, or use another object.

Second-Story Work: Climbing doesn't cost you extra movement and your running jump distance increases by a number of feet equal to your DEX.

Level 4

Feat: You get another feat of your choice

Level 5

Uncanny Dodge: Attacks against you do half damage.

Level 6

Expertise: Select two more things with which you are proficient. You get a bonus of double your PB when making checks or attacks with these as well.

Level 7

Evasion: When you make a DEX save to only take half damage, you take no damage if you save and half damage if you fail.

Level 8

Feat: You get another feat of your choice.

Level 9

Supreme Sneak: You have advantage on DEX checks to be stealthy if you only move 15 feet or less.

Level 10

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Notes:

Wizard

Proficiencies: daggers, darts, slings, quarterstaves and medium crossbows.

Additional Language: 2 standard and 2 exotic.

Spell Scrolls: You can learn an arcane spell from a spell scroll by studying it for one hour per the spell's tier and succeeding on a spellcheck, DC = 10 + the spell's tier. Whether you succeed or fail, you expend the spell scroll.

Spellcasting: Arcane spells only.

Level 1

Feat: You get one feat of your choice.

Spell Tiers: You can cast Cantrips and 1st tier spells.

New Spells Learned: 3 Cantrips and two 1st tier.

Arcane Recovery: After a long rest you can treat one spell's Critical Failure as a Serious Failure and re-learn that spell.

Level 2

New Spells Learned: One 1st tier.

Sculpt Spells: When you cast a spell that affects creatures in an area, you can choose creatures to not be affected.

Level 3

Spell Tiers: You can now cast 2nd tier spells.

New Spells Learned: One 1st tier and two 2nd tier.

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Level 4

New Spells Learned: One Cantrip and one 2nd tier.

Feat: You get another feat of your choice.

Level 5

Spell Tiers: You can now cast 3rd tier spells.

New Spells Learned: Two 3rd tier.

Cantrip Improvement: Increase Cantrip damage by rolling 1 additional damage die.

Level 6

New Spells Learned: One 3rd tier.

Potent Cantrip: Creatures that save against your cantrips still take 1/2 damage.

Level 7

Spell Tiers: You can now cast 4th tier spells.

New Spells Learned: One 4th tier.

Ability Improvement: Add 1 point to one Ability modifier (to a maximum of +5).

Level 8

New Spells Learned: One 4th tier.

Feat: You get another feat of your choice.

Level 9

Spell Tiers: You can now cast 5th tier spells.

New Spells Learned: One 4th tier and one 5th tier.

Spell Improvement: Increase spell damage by rolling 1 additional damage die. (This is in addition to the increase to cantrip damage you received at Level 5.)

Level 10

New Spells Learned: One cantrip and one 5th tier.

Empowered Spell: Add your INT to one damage die rolled for any spell you cast.

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