

## NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions.

When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in your favoured terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

## FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy

You have advantage on Wisdom (Survival) checks to track your favoured enemies, as well as on Intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favoured enemies, if they speak one at all. You choose one additional favoured enemy, as well as an associated language, at 6th and 14th level.

## HORDE BREAKER

Once per turn, when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

## PRIMEVAL AWARENESS

You can use your action and expend one ranger spell slot to focus your awareness on the region around you.

For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favoured terrain):

Aberrations, Celestials, Dragons, Elementals, Fey, Fiends, and Undead.

This feature doesn't reveal the creatures' location or number.

# Barbarian

## RECKLESS ATTACK

You can throw aside all concern for defence to attack with fierce desperation.

When you make your first attack on your turn, you can decide to attack recklessly.

Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

## DANGER SENSE

You gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.

You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells.

To gain this benefit, you can't be blinded, deafened, or incapacitated.

## RAGE

On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armour:

- Advantage on Strength checks and Strength saving throws.
- Bonus DMG with melee weapon attack using Strength.
- Resistance to bludgeoning, piercing, and slashing damage.

Lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action. Once you have raged the number of times shown for your barbarian level in the Rages column of the Barbarian table, you must finish a long rest before you can rage again.

## UNARMORED DEFENSE

While you are not wearing any armour, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier.

You can use a shield and still gain this benefit.

## FRENZY

You can go into a Frenzy when you Rage.

If you do so, for the duration of your Rage you can make a single melee weapon attack as a bonus action on each of your turns after this one.

When your Rage ends, you suffer one level of Exhaustion (condition).

## FONT OF MAGIC

You have Sorcery Points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table. You can never have more sorcery points than shown on the table for your level.

You regain all spent sorcery points when you finish a long rest.

**Flexible Casting:** You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

**Creating Spell Slots:** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn.

Level	Sorcery Point Cost
1	2
2	3
3	5

**Converting a Spell Slot to Sorcery Points:** As a bonus action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

## METAMAGIC - DISTANT SPELL

When you can cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 Sorcery Point to make the range of the spell 30 feet.

## METAMAGIC - TWINNED SPELL

When you can cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of Sorcery Points equal to the spell's level to target a second creature in range with the same spell (1 Sorcery Point if the spell is a Cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

## WILD MAGIC SURGE

Starting when you choose this origin at 1st level, your spellcasting can unleash surges of untamed magic. Immediately after you cast a sorcerer spell of 1st level or higher, the DM can have you roll a d20. If you roll a 1, roll on the Wild Magic Surge table to create a random magical effect.

## DRACONIC RESILIENCE

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge.

At 1<sup>st</sup> level your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, parts of your skin are covered by a thin sheet of dragon-like scales. When you aren't wearing armour, your AC equals 13+ your Dexterity modifier.

## TIDES OF CHAOS

Starting at 1st level, you can manipulate the forces of chance and chaos to gain advantage on one attack roll, ability check, or saving throw. Once you do so, you must finish a long rest before you can use this feature again. Any time before you regain the use of this feature, the DM can have you roll on the Wild Magic Surge table immediately after you cast a sorcerer spell of 1st level or higher. You then regain the use of this feature.

## TURN UNDEAD

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Refresh with short or long rest.

## CHANNEL DIVINITY

You gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.

Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC. Beginning at 6th level, you can use your Channel Divinity twice between

## **FIGHTING STYLE : DUELING**

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

## **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 1d10 + your fighter level. Once you use this feature, you must finish a short or long rest before you can use it again.

## **THIEVES' CANT**

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly. In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

## **EXPERTISE**

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

## **SNEAK ATTACK**

You know how to strike subtly and exploit a foe's distraction. 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.

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