

Custom Lineage

Instead of choosing one of the game's races for your character at 1st level, you can use the following traits to represent your character's lineage, giving you full control over how your character's origin shaped them:

Creature Type. You are a humanoid. You determine your appearance and whether you resemble any of your kin.

Size. You are Small or Medium (your choice).

Speed. Your base walking speed is 30 feet.

Ability Score Increase. One ability score of your choice increases by 2.

Feat. You gain one feat of your choice for which you qualify.

Variable Trait. You gain one of the following options of your choice: (a) darkvision with a range of 60 feet or (b) proficiency in one skill of your choice.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Artificer

Alchemist - X

Armorer - Defensive Field is now limited to proficiency uses per long rest. Second Skin changed to Dampening Field, now gives advantage on Stealth checks but *doesn't* negate disadvantage from armor, stating they cancel out. In function, straight roll if the armor normally gives disadvantage. Advantage if the armor doesn't provide disadvantage.

Artillerist - X

Battle Smith - Steel Defender wording changed. Brought in line with Drake ranger. Steel Defender can act while you're incapacitated etc.

Other - Armor of magical strength no longer requires level 10, artificers get Green Flame Blade and Booming Blade cantrips.

Barbarian

Path of the Beast - Bite now heals Prof mod instead of Con mod, it also only heals you if you are below half health. Tail attack is 1d8 instead of 1d12 and gives you a reaction with the tail that lets you roll a d8 to add the result to your AC against an attack that hit you. Lv10 Infectious Fury is prof mod uses instead of con mod. Lv14 Call of the hunt changed from granting reckless attack to granting a damage bonus, also prof mod uses instead of con mod now.

Path of Wild Magic - [As released at DndCelebration](#)

Other - Free barbarian skill proficiency at lv3 and lv7. Instinctive pounce is no longer a swap, its free at lv7 giving all barbs a burst of movement the turn they rage.

Bard

College of Creation - X

College of Eloquence - Unchanged from release.

Other - At ASI levels bards can now swap a cantrip OR swap an expertise skill for another skill they have proficiency in

Cleric

Optional Class Features

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a Cleric. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

Additional Cleric Spells

2nd-level cleric feature

The spells in the following list expand the cleric spell list in the Player's Handbook. The list is organized by spell level, not character level. If a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xanathar's Guide to Everything also offers more spells.

3rd Level

Aura of vitality

Spirit shroud*

4th Level

Aura of life

Aura of purity

5th Level

Summon Celestial*

6th Level

Sunbeam

8th Level

Sunburst

9th Level

Power word heal

Harness Divine Power

2nd-level cleric feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on your level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

Cantrip Versatility

4th-level cleric feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the cleric spell list.

Blessed Strikes

8th-level cleric feature, which replaces the Divine Strike or Potent Spellcasting feature

You are blessed with divine might in battle. When a creature takes damage from one of your cantrips or weapon attacks, you can also deal 1d8 radiant damage to that creature. Once you deal this damage you can't use this feature again until the start of your next turn.

Order Domain - X

Peace Domain - Lv1 gives prof in Insight, Performance, or Persuasion. emboldening bond is now PB creatures within 30ft for 10min, PB uses/LR, can't use spell slot to use it again. Protective bond now lets one bonded creature teleport next to another and take all damage for them. Shared Burden removed. CD is now Balm of Peace, you can move your speed without provoking AoOs, any creature within 5ft of you can be healed 2d6+WIS, each creature can only be healed by this once. Enduring Unity is gone, Peace Cleric 17 is now Emboldening Bond of 60ft + resistance to damage when using Protective Bond.

Twilight Domain - 2nd level domain spells are now moonbeam and see invisibility. Dream was replaced with Misperceive. Darkvision is 300ft instead of unlimited. Eyes of the Night now applies to wisdom mod number of creatures on use and lasts for an hour, once per long rest more via expending spell slots. CD temp hp increased to d6 + cleric level instead of d8. 6th level lost the frightened adv bonus, and the BA flight lasts for a minute but is now Prof LR limited. 17th level now grants you and allies half cover while in your CD aura.

Other -

Druid

Circle of Spores - Completely unchanged.

Circle of Stars - No longer has augury, bonus casings of guiding bolt linked to Prof mod instead of Wis mod. You can choose to end your starry form, apparently you couldn't before? Chalice form bonus is +Wis mod instead of +Half class level. Lv.6 Cosmic omen is unchanged. Lv10 Twinkling Constellations improves your starry form, archer and chalice become 2d8 and while dragon is active you have a fly speed of 20ft and can hover. Lv14 Full of stars gives your starry form resistance to bludgeoning, piercing and slashing damage.

Circle of Wildfire - Wildfire no longer has access to Fireball, wildfire spirit damage on summon down to 2d8 from 2d10. New spell list is Burning hands, cure wounds, flaming sphere, scorching ray, plant growth, revivify, aura of life, fire shield, flame strike, mass cure wounds.

Other -

Fighter

Psi Warrior - see Soulknife for Psi die

Rune Knight - Rune Knight saves based on con now instead of int. Giants Might bonus damage can only be applied to one attack per turn, it scales to d8 at lv10, d10 at lv18. Can go huge instead of large at lv18. Hill and Storm runes req lv7. Frost rune is +2 to skills and saving throws that use str or con, 10mins

Other - Snipe is now called Quick Toss and only works for thrown weapons

Monk

Way of Mercy - No info yet.

Way of the Astral Self - Lv3 feature now costs 1ki, when summoned creatures you choose within 10ft make a dex save or they take 2 martial die of damage. Word of the spirit moved from lv11 to lv6. Astral Self Arms now says the range is "5ft greater than normal" instead of just 10ft. Arms now deal force damage instead of radiant or necrotic. Lv17 now reads Your connection to your astral self is complete, allowing you to unleash its full potential. As a bonus action, you can spend 5 ki points to summon the arms, visage, and body of your astral self and awaken it for 10 minutes. This awakening ends early if you are incapacitated or die. While your astral self is awakened, you gain the following benefits. Armor of the Spirit. You gain a +2 bonus to Armor Class. Astral Barrage. Whenever you use the Extra Attack feature to attack twice you can instead attack three times if all the attacks are made with your astral arms.

Other - A new ki ability that lets you spend ki to increase attack bonus on a miss. So you activate it to turn a miss into a hit AFTER the dm says you miss. +2 per Ki, max 3 Ki.

Ranger

Swarmkeeper - Swarmkeeper gets mage hand at level 3, arcane eye instead of giant insect. Swarm lasts until you die. When you hit a creature, swarm can do once per turn: 1d6 piercing instead of force, force target to make a STR save or be moved up to 15ft, or move you 5ft horizontally. Writhing Tide is now just the fly speed with hover, requires BA, PB/LR. 11 feature increases swarm damage to 1d8, target can fall prone if it fails the STR save, or give you half cover when you're moved by the swarm. 15 you can give yourself resistance when you take damage and teleport 30ft, PB/LR.

Feats

Artificer Initiate

Chef

Crusher - Same

Eldritch Adept

Fey Touched

Fighting Initiate

Gunner

Metamagic Adept - swap only on ASI levels, not any level.

Piercer - Same

Poisoner - Bonus action application can be used on ammunition now.

Shadow Touched - gives invisibility instead of darkness.

Skill Expert

Slasher - Same

Telekinetic - Int,Wis,Cha+, Invis Mage Hand like UA, Bonus action to shove 5ft, Str save.

Telepathic - Int,Wis,Cha+, 60ft Telepathy. Does not give the creature the ability to respond. In a language you know, doesn't bypass language. Componentless detect thoughts once per day.

Other Information

Unarmed fighting style has different wording now mentioning shields being unavailable to use the d8. The extra d4 damage is applied to 1 grappled creature at the start of your turn rather than on attacks.

Spells included:

Cantrips: Booming Blade, Green-Flame Blade, Lighting Lure, Mind Sliver, Sword Burst.

1st Level: Tasha's Caustic Brew.

2nd Level: Summon Beast, Tasha's Mind Whip.

3rd Level: Intellect Fortress, Spirit Shroud, Summon Fey, Summon Shadowspawn, Summon Undead.

4th Level: Summon Aberration, Summon Construct, Summon Elemental.

5th Level: Summon Celestial

6th Level: Summon Fiend, Tasha's Otherworldly Gate.

7th Level: Dream of the Blue Veil.

9th Level: Blade of Disaster.

Dream of the Blue Veil spell allows you to travel to different settings (Oerth, Toril, Krynn or Eberron) Material component is something from that setting.

Spirit Shroud upcast damage reduced from 1d8 per level to 1d8 per two levels.

Booming Blade and Green Flame Blade now target Self. Notably, this locks them out of use with Twin Spell, Spellsniper and Warcaster.

New artificer magic item that can transform into an artisans tool of your choice; no matter what it turns into, you're prof in it. While holding it, it gives you save dc/spell attack roll bonus. Once per day, for 8 hours, cast any cantrip from any class list as if you know it. Available in +1, +2, +3 varieties.

Wizard book that comes in +1/+2/+3 variety; gives bonus to spell attacks & save dcs, and increases the number of spell slot levels you regain by 1 when using arcane recovery.

Sorcerer magic item that gives the bonus to spell attacks and save dc, also lets you regain 5 Sorcery points once per day when you roll hit dice.

A similar item for paladins and clerics. Details unknown.

A ranger/druid item that lets you hide in a lightly obscured area as a bonus action even if you're being observed.

A very rare wizard item with cantrips, free spells, the ability to a few times per day subtle spell a wizard spell you cast or spend a minute and swap a prepared spell for another

Paladin

Optional Class Features

Additional Paladin Spells

2nd-level paladin feature

The spells in the following list expand the paladin spell list in the Player's Handbook. The list is organized by spell level, not character level. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xanathar's Guide to Everything also offers more spells.

2nd Level

Gentle repose

Prayer of healing

Warding bond

3rd Level

Spirit Shroud*

5th Level

Summon celestial*

Harness Divine Power

3rd-level paladin feature

You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up). The number of times you can use this feature is based on your level you've reached in this class: 2nd level, once; 6th level, twice; and 18th level, thrice. You regain all expended uses when you finish a long rest.

Oath of Glory

No info yet.

Oath of the Watchers

Tenets of the Watchers

-soon

Oath Spells (Watcher)

3rd-level Oath of the Watchers feature

--soon

Channel Divinity

3rd-level Oath of the Watchers feature

--soon

Aura of the Sentinel

7th-level Oath of the Watchers feature

--soon

Vigilant Rebuke

15th-level Oath of the Watchers feature

--soon

Mortal Bulwark

Ranger

Optional Class Feature

You gain class features in the Player's Handbook when you reach certain levels in your class. This section offers additional features that you can gain as a ranger. Unlike the features in the Player's Handbook, you don't gain the features here automatically. Consulting with your DM, you decide whether to gain a feature in this section if you meet the level requirement noted in the feature's description. These features can be selected separately from one another; you can use some, all, or none of them. If you take a feature that replaces another feature, you gain no benefit from the replaced one and don't qualify for anything in the game that requires it.

Deft Explorer

1st-level ranger feature, which replaces the Natural Explorer feature

You are an unsurpassed explorer and survivor, both in the wilderness and in dealing with others on your travels. You gain the Canny benefit below, and you gain an additional benefit below when you reach 6th level and 10th level in this class.

Canny (1st Level)

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

You can also speak, read, and write two additional languages of your choice

Roving (6th Level)

Your walking speed increases by 5, and you gain a climbing speed and a swimming speed equal to your walking speed.

Tireless (10th Level)

As an action, you can give yourself a number of temporary hit points equal to $1d8 +$ your Wisdom modifier (minimum of 1 temporary hit points). You can use this action a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

In addition, whenever you finish a short rest, your exhaustion level, if any, is decreased by 1.

Favored Foe

1st-level ranger feature, which replaces the Favored Enemy feature and works with the Foe Slayer feature

When you hit a creature with an attack roll, you can call on your mystical bond with nature to mark the target as your favored enemy for 1 minute or until you lose your concentration (as if you were concentrating on a spell)

The first time on each of your turns that you hit the favored enemy and deal damage to it, including when you mark it, you can increase that damage by $1d4$.

You can use this feature to mark a favored enemy a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

This feature's extra damage increases when you reach certain levels in this class: to $1d6$ at 6th level and to $1d8$ at 14th level.

Additional Ranger Spells

2nd-level ranger feature

The spells in the following list expand the ranger spell list in the Player's Handbook. The list is organized by spell level, not character level. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xanathar's Guide to Everything also offers more spells.

1st Level

Entangle

Searing smite

2nd Level

Aid

Enhance ability

Gust of wind

Magic weapon

Summon beast*

3rd Level

Elemental weapon

Meld into stone

Revivify

Summon fey*

4th Level

Dominate beast

Summon elemental*

5th Level

Greater restoration

Fighting Style Options

2nd-level Ranger feature

When you choose a fighting style, the following styles are added to your list of options.

Blind Fighting

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

Druidic Warrior

You learn two cantrips of your choice from the druid spell list. They count as ranger spells for you, and Wisdom is your spellcasting ability for them. Whenever you gain a level in this class, you can replace one of these cantrips with another cantrip from the druid spell list.

Thrown Weapon Fighting

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. In addition, when you hit with a ranged attack using a thrown weapon, you gain a +2 bonus to the damage roll.

Spellcasting Focus

2nd-level ranger feature

You can use a druid focus as a spellcasting focus for your ranger spells. A druidic focus might be a sprig of mistletoe or holly, a wand or rod made of yew or another special wood, a staff drawn whole from a living tree, or an object incorporating features, fur, bones, and teeth from sacred animals.

Primal Awareness

3rd-level ranger feature, which replaces the Primeval Awareness feature

You can focus your awareness through the interconnections of nature: you learn additional spells when you reach certain levels in this class if you don't already know them, as shown in the Primal Awareness Spells table. These spells don't count against the number of ranger spells you know.

Primal Awareness Spells

3rd - Speak with animals

5th - Beast sense

9th - Speak with plants

13th - Locate creature

17th - Commune with nature

You can cast each of these spells once without expending a spell slot. Once you cast a spell in this way, you can't do so again until you finish a long rest.

Martial Versatility

4th-level ranger feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can replace a fighting style you know with another fighting style available to rangers. This replacement represents a shift of focus in your martial practice.

Nature's Veil

10th-level ranger feature, which replaces the Hide in Plain Sight feature

You draw on the powers of nature to hide yourself from view briefly. As a bonus action, you can magically become invisible, along with any equipment you are wearing or carrying, until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Beastmaster Companions

The Beast Master in the Player's Handbook forms a mystical bond with an animal. As an alternative, a Beast Master can take the feature below to form a bond with a special primal beast instead.

Primal Companion

3rd-level Beast Master feature, which replaces the Ranger's Companion feature

You magically summon a primal beast, which draws strength from your bond with nature. The best is friendly to you and your companions and obeys your commands. Choose its stat block - Beast of the Land, Beast of the Sea, or Beast of the Sky - Which uses your proficiency bonus (PB) in several places. You also determine the kind of animal the best is, choosing a king appropriate for the stat block. Whatever kind you choose, the beast bears primal markings, indicating its mystical origin.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. You can also sacrifice one of your attacks when you take the attack action to command the beast to take the attack action. If you are incapacitated, the beast can take any action of its choice, not just Dodge.

If the beast has died within the last hour, you can use your action to touch it and expend a spell slot of 1st level or higher. The beast returns to life after 1 minute with all its hit points restored.

When you finish a long rest, you can summon a different primal beast. The new beast appears in an unoccupied space within 5 feet of you, and you choose its stat block and appearance. If you already have a beast from this feature, it vanishes when the new beast appears. The beast also vanishes if you die.

Fey Wanderer

Dreadful Strikes

3rd-level Fey Wanderer feature

You augment your attacks with mind-scarring magic, drawn from the gloomy hollows of the Feywild. When you hit a creature with a weapon, you can deal an extra 1d4 psychic damage to the target, which can take this extra damage only once per turn.

The extra damage increases to 1d6 when you reach 11th level in this class.

Fey Wanderer Magic

3rd-level Fey Wanderer feature

You learn an additional spell when you reach certain levels in this class, as shown in the Fey Wanderer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Fey Wanderer Spells

3rd - Charm person

5th - Misty step

9th - Dispel magic

13th - Dimension door

17th - Mislead

Otherworldly Glamour

3rd-level Fey Wanderer feature

Your fey qualities give you a supernatural charm. As a result, whenever you make a charisma check, you gain a bonus to the check equal to your Wisdom modifier (minimum of +1).

In addition, you gain proficiency in one of the following skills of your choice: Deception, Performance, or Persuasion.

Beguiling Twist

7th-level Fey Wanderer feature

The magic of the Feywild guards your mind. You have advantage on saving throws against being charmed or frightened.

In addition, whenever you or a creature you can see within 120 feet of you succeeds on a saving throw against being charmed or frightened you can use your reaction to force a different creature you can see within 120 feet of you to make a Wisdom saving throw against your spell save DC. If the save fails, the target is charmed or frightened by you (your choice) for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Fey Reinforcements

11th-level Fey Wanderer feature

The royal courts of the Feywild have blessed you with the assistance of fey beings: you know summon fey (a spell in chapter 3). It doesn't count against the number of ranger spells you know, and you can cast it without a material component. If you do so, the spell's duration becomes 1 minute for that casting.

Misty Wanderer

15th-level Fey Wanderer feature

You can slip in and out of the Feywild to move in a blink of an eye: you can cast misty step without expending a spell slot. you can do so a number of times equal to your wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

In addition, whenever you cast misty step, you can bring along one willing creature you can see within 5 feet of you. That creature teleports to an unoccupied space of your choice within 5 feet of your destination space.

Swarmkeeper

Gathered Swarm

3rd-level Swarmkeeper feature

-soon

Swarmkeeper Magic

3rd-level Swarmkeeper feature

-soon

Writhing Tide

7th-level Swarmkeeper feature

-soon

Mighty Swarm

11th-level Swarmkeeper feature

-soon

Swarming Dispersal

15th-level Swarmkeeper feature

-soon

Rogue

Optional Class Features

Mostly unknown - Rogues get Steady Aim at lv3, use a BA to get advantage on your next attack. Works for ranged and melee.

Phantom

Many rogues walk a fine line between life and death, risking their own lives and taking the lives of others. While adventuring on that line, some rogues take knowledge from the dead and become immersed in negative energy, eventually becoming like ghosts. Thieves' guilds value them as highly effective information gatherers and spies.

Many shadar-kai of the Shadowfell are masters of these macabre techniques, and some are willing to teach this path. In place like That in the Forgotten Realms and Karrnath in Eberron, where many necromancer practice their craft, a Phantom can become a wizards confidant and gain knowledge that might otherwise be lost to the grave.

How did you discover this grim power? Did you sleep in a graveyard and awaken to your new abilities? Or did you cultivate them in a temple or thieves guild dedicated to a deity of death?

Whispers of the Dead

3rd-level Phantom feature

Echoes of those who have died cling to you. Whenever you finish a short or long rest, you can choose one skill or tool proficiency that you lack and gain it, as a ghostly presence shares its knowledge with you. You lose this proficiency when you use this feature to choose a different proficiency that you lack.

Wails from the Grave

3rd-level Phantom feature

As you nudge someone closer to the grave, you can channel the power of death to harm someone else as well. Immediately after you deal your Sneak Attack damage to a creature on your turn, you can target a second creature that you can see within 30 feet of the first creature. Roll half the number of Sneak Attack dice for your level (round up), and the second creature takes necrotic damage equal to the roll's total, as wails of the dead sound around them for a moment. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Tokens of the Departed

9th-level Phantom feature

When a life ends in your presence, you're able to snatch a token from the departing soul, a sliver of its life essence that takes physical form: as a reaction when a creature you can see dies within 30 feet of you, you can open your free hand and cause a Tiny trinket to appear there, a soul trinket. The DM determines the trinket's form or has you roll on the trinkets table in the Player's Handbook to generate it. You can have a maximum number of soul trinkets equal to your proficiency bonus, and you can't create one while at your maximum. You can use soul trinkets in the following ways:

- While a soul trinket is on your person, you have advantage on death saving throws and Constitution saving throws, for your vitality is enhanced by the life essence within the object.
- When you deal sneak attack damage on your turn, you can destroy one of your soul trinkets that's on your person and then immediately use Wails from the Grave, without expending a use of that feature.
- As an action, you can destroy one of your soul trinkets, no matter where it's located. When you do so, you can ask the spirit associated with the trinket one question. The spirit appears to you and answers in a language it knew in life. It's under no obligation to be truthful, and it answers as concisely as possible, eager to be free. The spirit knows only what it knew in life, as determined by the DM.

Ghost Walk

13th-level Phantom feature

You can phase partially into the realm of the dead, becoming like a ghost. As a bonus action, you assume a spectral form. While in this form, you have a flying speed of 10 feet, you can hover, and attack rolls have disadvantage against you. You can also move through creatures and objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside a creature or object. You stay in this form for 10 minutes or until you end it as a bonus action. To use this feature again, you must finish a long rest or destroy one of your soul trinkets as part of the bonus action you use to activate Ghost Walk.

Death's Friend

17th-level Phantom feature

Your association with death has become so close that you gain the following benefits:

- When you use your Wails from the Grave, you can deal the necrotic damage to both the first and second creature.
- At the end of a long rest, a soul trinket appears in your hand if you don't have any soul trinkets, as the spirits of the dead are drawn to you.

Soulknife

Most assassins strike with physical weapons, and many burglars and spies use thieves' tools to infiltrate secure locations. In contrast, a Soulknife strikes and infiltrates with the mind, cutting through barriers both physical and psychic. These rogues discover psionic power within themselves and channel it to do their roguish work. They find easy employment as members of thieves' guilds, though they are often mistrusted by rogues who are leery of anyone using strange mind powers to conduct their business. Most governments would also be happy to employ a Soulknife as a spy.

Amid the trees of ancient forests on the Material Plane and in the Feywild, some wood elves walk the path of the Soulknife, serving as a silent, lethal guardians of their woods. In the endless war among the gith, a githzerai is encouraged to become a Soulknife when stealth is required against the githyanki foe.

As a Soulknife, your psionic abilities might have haunted you since you were a child, only revealing their full potential as you experienced the stress of adventure. Or you might have sought out a reclusive order of psychic adepts and spent years learning how to manifest your power.

Psionic Power

3rd-level Soulknife Feature

You harbor a wellspring of psionic energy within yourself. This energy is represented by your Psionic Energy dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they fuel various psionic powers you have, which are detailed below. Some powers expend the Psionic Energy die they use, as specified in a power's description and you can't use a power if it requires you to use a die when your dice are all expended. You regain all your expended Psionic Energy dice when you finish a long rest. In addition, as a bonus action, you can regain one expended Psionic Energy die, but you can't do so again until you finish a short or long rest.

When you reach certain levels in this class, the size of your Psionic Energy dice increases; at 5th level (d8), 11th level (d10), and 17th level (d12). The powers below use your Psionic Energy dice.

Psi-Bolstered Knack. When your nonpsionic training fails you, your psionic power can help: if you fail an ability check using a skill or tool with which you have proficiency you can roll one Psionic Energy die and add the number rolled to the check, potentially turning failure into success. You expend the die only if the roll succeeds.

More info needed

Sorcerer

Optional Class Features

Metamagic Options

3rd-level sorcerer feature

When you choose Metamagic options, you have access to the following additional options.

Seeking Spell

If you make an attack roll for a spell and miss, you can spend 2 sorcery points to reroll the d20, and you must use the new roll. You can use Seeking Spell even if you have already used a different Metamagic option during the casting of the spell.

Transmuted Spell

When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Sorcerous Versatility

4th-level sorcerer feature

Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can do one of the following, representing the magic within you flowing in new ways:

- Replace one of the options you chose for the Metamagic feature with a different Metamagic option available to you.
- Replace one cantrip you learned from this class's Spellcasting feature with another cantrip from the sorcerer spell list.

Magical Guidance

5th-level sorcerer feature

You can tap into your inner wellspring of magic to try to conjure success from failure. When you make an ability check that fails, you can spend 1 sorcery point to reroll the d20, and you must use the new roll, potentially turning the failure into a success.

Aberrant Mind

Psionic Spells

1st-level Aberrant Mind feature

You learn an additional spell when you reach certain levels in this class, as shown in the Psionic Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a divination or enchantment spell from the sorcerer, warlock, or wizard spell list

Psionic Spells

1st - Arms of Hadar, Dissonant whisper, Mind sliver

3rd - Calm emotions, Detect thoughts

5th - Hunger of Hadar, Sending

7th - Evard's black tentacles, Summon aberration

9th - Rary's telepathic bond, Telekinesis

Telepathic Speech

1st-level Aberrant Mind feature

You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Charisma modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

The telepathic connection lasts for a number of minutes equal to your sorcerer level. It ends early if you are incapacitated or die or if you use this ability to form a connection with a different creature.

Psionic Sorcery

6th-level Aberrant Mind feature

When you cast any spell of 1st level or higher from your Psionic Spells feature, you can cast it by expending a spell slot as normal or by spending a number of sorcery points equal to the spell's level

If you cast the spell using sorcery points, it requires no verbal or somatic components, and it requires no material components, unless they are consumed by the spell.

Psychic Defenses

6th-level Aberrant Mind feature

You gain resistance to psychic damage, and you have advantage on saving throws against being charmed or frightened.

Revelation in Flesh

14th-level Aberrant Mind feature

You can unleash the aberrant truth hidden within yourself. As a bonus action, you can spend 1 or more sorcery points to magically transform your body for 10 minutes. For each sorcery point you spend, you can gain one of the following benefits of your choice, the effects of which last until the transformation ends:

- You can see any invisible creature within 60 feet of you, provided it isn't behind total cover. Your eyes also turn black or become writhing sensory tendrils.
- You gain a flying speed equal to your walking speed, and you can hover. As you fly, your skin glistens with mucus or shines with an otherworldly light.
- You gain a swimming speed equal to twice your walking speed, and you can breathe underwater. Moreover, gills grow from your neck or fan out from behind your ears, your fingers become webbed, or you grow writhing cilia that extend through your clothing.
- Your body, along with any equipment you are wearing or carrying, becomes pliable. You can move through any space as narrow as 1 inch without squeezing, and you can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Warping Implosion

18th-level Aberrant Mind feature

You can unleash your aberrant power as a space-warping anomaly. As an action, you can teleport to an unoccupied space you can see within 120 feet of you. Immediately after you disappear, each creature within 30 feet of the space you left must make a Strength saving throw. On a failed save, a creature takes 3d10 force damage and is pulled straight towards the space you left, ending in an unoccupied space as close to your former space as possible. On a successful save, the creature takes half as much damage and isn't pulled.

Once you use this feature, you can't do so again until you finish a long rest, unless you spend 5 sorcery points to use it again.

Clockwork Soul

The cosmic force of order has suffused you with magic. That power arises from Mechanus or a realm like it - a plane of existence shaped entirely by clockwork efficiency. You, or someone from your lineage, might have become entangled in the machinations of the modrons, the orderly beings who inhabit Mechanus. Perhaps your ancestor even took part in the Great Modron March. Whatever its origin within you, the power of order can seem strange to others, but for you, it is part of a cast a glorious system.

Clockwork Magic

1st-level Clockwork Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Clockwork Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or a transmutation spell from the sorcerer, warlock, or wizard spell list.

Clockwork Spells

1st - Alarm, Protection from evil and good

3rd - Aid, Lesser restoration

5th - Dispel magic, Protection from energy

7th - Freedom of movement, Summon construct

9th - Greater restoration, Wall of force

In addition, consult the Manifestations of Order table and choose or randomly determine a way your connection to order manifests while you are casting any of your sorcerer spells.

Restore Balance

1st-level Clockwork Soul feature

Your connection to the plane of absolute order allows you to equalize chaotic moments. When a creature you can see within 60 feet of you is about to roll a d20 with advantage or disadvantage you can use your reaction to prevent the roll from being affected by advantage or disadvantage. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Bastion of Law

6th-level Clockwork Soul feature

You can tap into the grand equation of existence to imbue a creature with a simmering shield of order. As an action, you can expend 1 to 5 sorcery points to create a magical ward around yourself or another creature you can see within 30 feet of you. The ward lasts until you finish a long rest or until you use this feature again. The ward is represented by a number of d8s equal to the number of sorcery points spent to create it. When the warded creature takes damage, it can expend a number of those dice, roll them, and reduce the damage taken by the total rolled on those dice.

Trance of Order

14-level Clockwork Soul feature

You gain the ability to align your consciousness to the endless calculations of Mechanus. As a bonus action, you can enter this state for 1 minute. For the duration, attack rolls against you can't benefit from advantage, and whenever you make an attack roll, ability check, or a saving throw, you can treat a roll of 9 or lower on the d20 as a 10. Once you use this bonus action, you can't use it again until you finish a long rest, unless you spend 5 sorcery points to use it again.

Clockwork Cavalcade

18th level Clockwork Soul feature

You summon spirits of order to expunge disorder around you. As an action, you summon the spirits in a 30-foot cube originating from you. The spirits look like modrons or other constructs of your choice. The spirits are intangible and invulnerable, and they create the following effects within the cube before vanishing:

- The sprites restore up to 100 hit points, divided as you choose among any number of creatures of your choice in the cube.
- Any damaged objects entirely in the cube are repaired instantly.
- Every spell of 6th level or lower ends on creatures and objects of your choice in the cube.

Once you use this action, you can't use it again until you finish a long rest, unless you spend 7 sorcery points to use it again.

Warlock

Warlock Misc Info - Can change pact boon at ASI levels. Investment of the chain master invocation now allows you to attack with your familiar as a bonus action each turn but they now need to breath, can use a reaction to give your familiar damage resistance. No new Pact of the Blade invocations. Eldritch Armor invocation has been cut. Eldritch Mind no longer requires Tome.

Optional Class Features

Additional Warlock Spells

1st-level warlock feature

The spells in the following list expand the warlock spell list in the Player's Handbook. The list is organized by spell level, not character level. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xanathar's Guide to Everything also offers more spells.

Cantrip (0 Level)

Booming blade*

Green-flame blade*

Lightning lure*

Mind Sliver*

Sword burst*

3rd Level

Intellect fortress*

Spirit shroud*

Summon fey*

Summon shadowspawn*

Summon undead*

4th Level

Summon aberration

5th Level

Mislead

Planar binding

Teleportation circle

6th Level

Summon fiend*

Tasha's otherworldly guise*

7th Level

Dream of the blue veil*

9th Level

Blade of disaster*

Gate

Weird

Pact Boon Option

3rd-level warlock feature

When you choose your Pact Boon feature, the following option is available to you.

Pact of the Talisman

Your patron gives you an amulet, a talisman that can aid the wearer when the need is great. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

If you lost the talisman, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous amulet. The talisman turns to ash when you die.

The Fathomless

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Expanded Spell List

1st-level Fathomless feature

The Fathomless lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Fathomless Expanded Spells

1st - Create or destroy water, Thunderwave

2rd - Gust of wind, Silence,

3th - Lightning bolt, Sleet storm

4th - Control water, Summon elemental (water only a spell in chapter 3)

5th - Bigby's hand (appears as a tentacle), Cone of cold

Tentacle of the Deeps

1st-level Fathomless feature

You can magically summon a spectral tentacle that strikes your foes. As a bonus action, you create a 10-foot-long tentacle at a location you can see within 60 feet of you. The tentacle lasts for 1 minute or until you use this feature to create another tentacle.

When you create the tentacle, you can make a melee spell attack against one creature within 10 feet of it. On a hit, the target takes 1d8 <missing> damage, and its speed is reduced by 10 feet until the start of your next turn. When you reach 10th level in this class, the damage increases to 2d8.

As a bonus action on your turn, you can move the tentacle up to 30 feet and repeat the attack.

You can summon the tentacle a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Gift of the Sea

1st-level Fathomless feature

You gain a swimming speed of 40 feet, and you can breathe underwater.

Oceanic Soul

6th-level Fathomless feature

You are now even more at home in the depths. You gain resistance to cold damage. In addition when you are fully submerged, <missing> that is also fully submerged can understand your speech, and you can understand theirs.

Guardian Coil

6th-level Fathomless feature

Your Tentacle of the Deep can defend you and others, interposing itself between them and harm. When you or a creature you can see takes damage while within 10 feet of the tentacle, you can use your reaction to choose one of those creatures and reduce the damage done to that creature by 1d8. When you reach 10th level in this class, the damage reduced by the tentacle increases to 2d8.

Grasping Tentacles

10th-level Fathomless feature

You learn the spell *Evard's black tentacles*. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell slot, and regain the ability to do so when you finish a long rest.

Whenever you cast this spell, your patron's magic bolsters you, granting you a number of temporary hit points equal to your warlock level.

Moreover, damage can't break your concentration on this spell.

Fathomless Plunge

14th-level Fathomless feature

You can magically open temporary conduits to watery destinations. As an action, you can teleport yourself and up to five other willing creatures that you can see within 30 feet of you. Amid a whirl of tentacles, you all vanish and then reappear up to 1 mile away in a body of water you have seen (pond size or larger) or within 30 feet of it, each of you appearing in an unoccupied space within 30 feet of the others.

Once you use this feature, you can't use it again until you finish a short or long rest.

The Genie - [As Released at DnDCelebration](#)

Wizard

Optional Class Features

Additional Wizard Spells

1st-level wizard feature

The spells in the following list expand the wizard spell list in the Player's Handbook. The list is organized by spell level, not character level. A spell's school of magic is noted, and if a spell can be cast as a ritual, the ritual tag appears after the spell's name. Each spell is in the Player's Handbook, unless it has an asterisk (a spell in chapter 3). Xanathar's Guide to Everything also offers more spells.

Cantrip (0 Level)

Booming blade* (evoc.)

Green-flame blade* (evoc.)

Lightning lure* (evoc.)

Mind Sliver* (ench.)

Sword burst* (conj.)

1st Level

Tasha's caustic brew* (evoc.)

2nd Level

Augury (divin., ritual)

Enhance ability (trans.)

Tasha's mind whip* (ench.)

3rd Level

Intellect fortress* (abjur.)

Speak with dead (necro.)

Spirit shroud* (necro.)

Summon fey* (conj.)

Summon shadowspawn* (conj.)

Summon undead* (conj.)

4th Level

Divination (divin., ritual)

Summon aberration* (conj.)

Summon construct* (conj.)

Summon elemental* (conj.)

6th Level

Summon fiend* (conj.)

Tasha's otherworldly guise* (trans.)

7th Level

Dream of the blue veil* (conj.)

9th Level

Blade of disaster* (conj.)

Unknown name

3rd-level wizard feature

Wizards can swap a cantrip they know for another from the wizard spell list when they finish a long rest.

Bladesinging

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Training in War and Song

2nd-level Bladesinging feature

You gain proficiency with light armor, and you gain proficient with one type of one-handed melee weapon of your choice.

You also gain proficiency in the Performance skill if you don't already have it.

Bladesong

2nd-level Bladesinging feature

You can invoke an elven magic called the Bladesong, provided that you aren't wearing medium or heavy armor or using a shield. It graces you with supernatural speed, agility, and focus.

You can use a bonus action to start the Bladesong, which lasts for 1 minute. It ends early if you are incapacitated, if you don medium or heavy armor or a shield, or if you use two hands to make an attack with a weapon. You can also dismiss the Bladesong at any time (no action required).

While your Bladesong is active, you gain the following benefits:

-You gain a bonus to your AC equal to your Intelligence modifier (minimum of +1).

-Your walking speed increases by 10 feet.

-You have advantage on Dexterity (Acrobatics) checks.

-You gain a bonus to any Constitution saving throw you make to maintain your concentration on a spell. The bonus equals your Intelligence modifier (minimum of +1).

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

Extra Attack

6th-level Bladesinging feature

You can attack twice, instead of once, whenever you take the Attack action on your turn. Moreover, you can cast one of your cantrips in place of one of those attacks.

Song of Defense

10th-level Bladesinging feature

You can direct your magic to absorb damage while your Bladesong is active. When you take damage, you can use your reaction to expend one spell slot and reduce that damage to you by an amount equal to five times the spell slot's level.

Song of Victory

14th-level Bladesinging feature

You can add your Intelligence modifier (minimum of +1) to the damage of your melee weapon attacks while your Bladesong is active.

Order of Scribes

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Wizardly Quill

2nd-level Order of Scribes feature

As a bonus action, you can magically create a Tiny quill in your free hand. The magic quill has the following properties:

- The quill doesn't require ink. When you write with it, it produces ink in a color of your choice on the writing surface.
- The time you must spend to copy a spell into your spellbook equals 2 minutes per spell level if you use the quill for the transcription.
- You can erase anything you write with the quill if you wave the feather over the text as a bonus action, provided the text is within 5 feet of you.

This quill disappears if you create another one or if you die.

Awakened Spellbook

2nd-level Order of Scribes feature

Using specially prepared inks and ancient incantations passed down by your wizardly order, you have awakened an arcane sentience within your spellbook. While you are holding the book, it grants you the following benefits:

- You can use the book as a spellcasting focus for your wizard spells.
- When you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook, which magically alters the spell's formula for this casting only. The latter spell must be of the same level as the spell slot you expend.
- When you cast a wizard spell as a ritual, you can use the spell's normal casting time, rather than adding 10 minutes to it. Once you use this benefit, you can't do so again until you finish a long rest.

If necessary, you can replace the book over the course of a short rest by using your Wizardly Quill to write arcane sigils in a blank book or a magic spellbook to which you're attuned. At the end of the rest, your spellbook's consciousness is summoned into the new book, which the consciousness transforms into your spellbook, along with all its spells. If the previous book still existed somewhere, all the spells vanish from its pages.

Manifest Mind

6th-level Order of Scribes feature

You can conjure forth the mind of your Awakened Spellbook. As a bonus action while the book is on your person, you can cause the mind to manifest as a Tiny spectral object, hovering in an unoccupied space of your choice within 60 feet of you. The spectral mind is intangible and doesn't occupy its space, and it sheds dim light in a 10-foot radius. It looks like a ghostly tome, a cascade of text, or a scholar from the past (your choice).

While manifested, the spectral mind can hear and see, and it has darkvision with a range of 60 feet. The mind can telepathically share with you what it sees and hears (no action required).

Whenever you cast a wizard spell on your turn, you can cast it as if you were in the spectral mind's space, instead of your own, using its senses. You can do so a number of times per day equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

As a bonus action, you can cause the spectral mind to hover up to 30 feet to an unoccupied space that you or it can see. It can pass through creatures but not objects.

The spectral mind stops manifesting if it is ever more than 300 feet away from you, if someone casts dispel magic on it, if the Awakened Spellbook is destroyed, if you die, or if you dismiss the spectral mind as a bonus action.

Once you conjure the mind, you can't do so again until you finish a long rest, unless you expend a spell slot of any level to conjure it again.

Master Scrivener

10th-level Order of Scribes feature

Whenever you finish a long rest, you can create one magic scroll by touching your Wizardly Quill to a blank piece of paper or parchment and causing one spell from your Awakened Spellbook to be copied onto the scroll. The spellbook must be within 5 feet of you when you make the scroll.

The chosen spell must be of 1st or 2nd level and must have a casting time of 1 action. Once in the scroll, the spell's power is enhanced, counting as one level higher than normal. You can cast the spell from the scroll by reading it as an action. The scroll is unintelligible to anyone else, and the spell vanishes from the scroll when you cast it or when you finish your next long rest.

You are also adept at crafting spell scrolls, which are described in the treasure chapter of the *Dungeon Master's Guide*. The gold and time you must spend to make such a scroll are halved if you use your Wizardly Quill.

One with the Word

14th-level Order of Scribes feature

Your connection to your Awakened Spellbook has become so profound that your soul has become entwined with it. While the book is on your person, you have advantage on all Intelligence (Arcana) checks, as the spellbook helps you remember magical lore.

Moreover, if you take damage while your spellbook's mind is manifested, you can prevent all that damage to you by using your reaction to dismiss the spectral mind, using its magic to save yourself. Then roll 3d6. The spellbook temporarily loses spells of your choice that have a combined spell level equal to that roll or higher. For example, if the roll's total is 9, spells vanish from the book that have a combined level of at least 9, which could mean one 9th-level spell, three 3rd-level spells, or some other combination. If there aren't enough spells in the book to cover this cost you drop to 0 hit points.

Until you finish 1d6 long rests, you are incapable of casting the lost spells, even if you find them on a scroll or in another spellbook. After you finish the required number of rests, the spells reappear in the spellbook.

Once you use this reaction, you can't do so again until you finish a long rest.