

5th Edition D&D Archetypes

Artificer

Artificer Specialist: **Prothesist**

Why restrict yourself to creating external works of arcane mechanics when you can replace your weak, fleshy body with superior parts? A prothesist isn't bound by the usual taboos regarding such actions, working diligently to augment themselves with artificial limbs to enhance their capabilities.

Prothesist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Prothesist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Prothesist Spells

Artificer Level	Spells
3 rd	<i>jump, longstrider</i>
5 th	<i>enlarge/reduce, spider climb</i>
9 th	<i>fly, water walk</i>
13 th	<i>arcane eye, freedom of movement</i>
17 th	<i>animate objects, bigby's hand</i>

Minds of their Own

At 3rd level, gain one bonus infusion that must be used for the Replicate Items infusion to create a prosthetic limb. Unlike basic prosthetic limbs, yours retain a degree of autonomy and mobility while detached, having a base speed equal to yours.

As a bonus action, can command all of your detached prosthetic limbs to move up to their speed and take one action each from the following list: dash, disengage, dodge, help, hide, or search. Your detached limbs must be within 100 feet of you for you to command them, though you do not require line of sight.

Call to Arms

At 5th level, you can effectively coordinate with all your detached limbs, calling upon them to attack your foes. You can use a bonus action to command all your detached limbs to make a melee attack. Their attacks are based on your Intelligence and deal 1d4 bludgeoning damage with a reach of 5 feet.

Fall to Pieces

At 9th level, you can dampen an otherwise mortal blow by falling to pieces. When you receive a critical hit, you can use a reaction to reduce the damage to 0 by immediately detaching all your currently attached prosthetic limbs. You must have at least one attached prosthetic limb to use this ability.

Technomorphosis

At 15th level, you gain two bonus infusions that must be used for the Replicate Items infusion to create prosthetic limbs. You can now use prosthetic limbs to replace any body part, even your head or torso. If

you replace all your body parts (head, torso, both arms, and both legs), you become a construct, gaining the following benefits:

- You have advantage on saving throws against being poisoned and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep and magic can't put you to sleep.

Barbarian

Primal Path: **Fury**

Known for their vicious and unpredictable fighting style, furious barbarians are almost impossible to pin down. Their rage truly knows no bounds, pushing back against foes on all sides and even against death itself.

Furious Action

At 3rd level, your rage is especially furious. You can take a bonus action on each of your turns while raging in combat. This action can be used only to take the Dash, Disengage, or Shove action.

Unstoppable Force

At 6th level, you become almost unstoppable on the battlefield. While raging, your movement ignores difficult terrain, standing up from being prone doesn't cost you any movement, and you can reduce the distance you're forced to move by any spell or effect by up to 10 feet.

Wild Flailing

At 10th level, you become a flurry of movement, lashing out in all directions with every part of your body. When you move at least 5 feet on your turn, you can use your action to make an unarmed strike against each creature you move close enough to attack during your movement. When you use this ability, your movement doesn't provoke opportunity attacks.

Deathless Rage

At 14th level, your blood continues to boil even when you're incapacitated. Your rage does not end if you're knocked unconscious. Furthermore, you have advantage on death saving throw while raging. If you become stable while raging, you immediately awaken and can roll a number of hit dice equal to half your level to regain hit points.

Bard

Bard College: **College of Poetry**

Unlike most other bards, who spin their tales to music, poets prefer to create their art using the written and spoken word. When weaved together with magic, these words take on a unique power capable of taking root in the minds of friends and foes alike.

Mighty Pen

When you join the College of Poetry at 3rd level, you gain proficiency with calligrapher's supplies and three languages of your choice. You add twice your proficiency bonus on all ability checks when using your calligrapher's supplies and can use them as a spellcasting focus for your bard spells.

Ode to Magic

At 3rd level, you gain the ability to put quill to parchment and turn your spells into scrolls. During a short or long rest, you can create a scroll of any spell you know, up to 5th level. To do this, you must use calligrapher's supplies. Though you can give this scroll to someone else to use, you can only have one scroll active at a time; if you use this ability again, your previous scroll becomes blank and loses its magic.

Rhyming Verses

At 6th level, you have the uncanny ability to bend reality with your words, causing certain circumstances to repeat. As a reaction, you can expend one use of your Bardic Inspiration to remember the result of a d20 roll, other than a natural 1 or 20, that you or a creature you can see or hear just made. On your next turn, you can use your reaction to change any d20 roll that you or a creature you can see or hear makes to that result.

Honeyed Words

At 14th level, you become a true font of pure poetry. You add twice your proficiency bonus on all ability checks that rely on Charisma. Additionally, you can expend one use of your Bardic Inspiration whenever you cast a spell with a verbal component that requires a saving throw, adding the result to your spell save DC.

Cleric

Divine Domain: **Sacrifice Domain**

Nothing stands between you and protecting others, not your enemies and not even your own physical limitations. The Sacrifice domain allows you to willingly throw your own safety before those of your companions, saving them even as you potentially doom yourself.

Sacrifice Domain Spells

Cleric Level	Spells
1 st	<i>cure wounds, shield of faith</i>
3 rd	<i>aid, lesser restoration</i>
5 th	<i>life transference, revivify</i>
7 th	<i>death ward, guardian of faith</i>
9 th	<i>greater restoration, mass cure wounds</i>

Gift of Pacifism

When you choose this domain at 1st level, you gain proficiency in the Medicine skill and your proficiency bonus is doubled for all checks you make using it.

Additionally, if you have caused no damage during your turn, you gain an amount of temporary hit points at the end of your turn equal to your cleric level + your Wisdom modifier.

Channel Divinity: Shoulder Burdens

At 2nd level, you can use Channel Divinity to take your allies' afflictions upon yourself. As an action, you can remove the impairment conditions caused by magic from creatures of your choice within 60 feet. You suffer from each condition removed until the end of your next turn.

Donate Health

At 6th level, you can pour your own life essence into your healing spells to empower them. Whenever you cast a spell that restores hit points to a creature, you can sacrifice up to a number of your own hit points equal to your cleric level + your Wisdom modifier and add it to the amount healed by the spell. You may choose how many of your own hit points to sacrifice after you know the amount of healing the spell will normally provide.

Succor Ally

At 8th level, you can willingly interject yourself between an ally and a potential threat. As a reaction, you can reduce the damage a creature within 5 feet of you just suffered by half, taking the prevented damage yourself instead.

Additionally, if you and a creature you can see are forced to make the same saving throw, against a *fireball* or dragon's breath, for example, you can use your reaction and make the saving throw with disadvantage to give that creature advantage on their saving throw.

Ultimate Sacrifice

At 17th level, you can make the ultimate sacrifice if need be. As an action, you can choose to immediately fall to 0 hit points, giving each creature of your choice within 30 feet of you one of the following options:

- If they are currently dying, they can treat their next death saving throw as a natural 20.
- Spend their action to roll as many hit dice as they like, regaining that many hit points.
- Gain a number of temporary hit points equal to twice your Cleric level.

Druid

Druid Circle: **Circle of the Swarm**

Your connection to nature knows no bounds, encompassing even the tiniest creatures: insects. Regarded by others as bothersome pests, they are valuable allies and an inspiration to bend the rules of what it means to be a shapeshifter.

Swarm Form

At 2nd level, you gain the ability to wild shape into a medium swarm of insects. At 4th level, you can wildshape into a swarm of beetles, centipedes, or spiders. At 6th level, you can wildshape into a swarm of wasps. While in this form, you can make one bite attack against every creature within your space.

While in this form or your normal form, insects will not attack you, and you can use Wisdom (Animal Handling) to influence them as you would any other animal.

Bottom Feeder

At 6th level, you gain the ability to eat anything and gain nourishment. Whenever you consume an amount of any organic matter of comparable size to a normal meal, you gain all the benefits of having eaten for the day, whether or not if what you consumed would normally be considered safe for eating. You also have advantage on all saving throws against being poisoned, resistance to poison damage, and immunity to nonmagical diseases.

Cloud of Vermin

At 10th level, you can wildshape into a large swarm of insects, increasing your damage dice to d6s. When you wildshape into a swarm of insects, you can do so as a bonus action.

Plague of Insects

At 14th level, you can wildshape into a huge swarm of insects, increasing your damage dice to d8s. When you wildshape into a swarm of insects, you can do so as a reaction.

Fighter

Martial Archetype: **Brawler**

There are highly trained and disciplined warriors, those who study the techniques required to make effective use of martial weapons and heavy armor on the battlefield – and then there are brawlers. These fierce combatants adapt to any situation, using creative tactics and dirty tricks to get the upper hand in a fight.

Rough and Tumble

Beginning at 3rd level, you're able to handle yourself better in a barroom brawl than just about anyone else. Your unarmed strikes deal bludgeoning damage equal to 1d4 + your Strength modifier. You also gain proficiency with all improvised weapons. When you use the Attack action with an unarmed strike or improvised weapon on your turn, you can make one unarmed strike as a bonus action.

Additionally, when you are wearing no armor and not wielding a shield, your AC equals 10 + your Constitution modifier + your Dexterity modifier.

Anything Goes

At 7th level, you become even more effective with improvised weapons. You treat tiny objects as though they had the finesse, light, and thrown properties. You deal 1d6 damage with small objects. You deal 1d8 damage with medium objects and treat them as though they had the versatile (1d10) property. You deal 2d6 damage with large objects and treat them as though they had the heavy and two-handed properties. Your attacks with improvised weapons score critical hits on a roll of 19 or 20, but after doing so they break and become useless.

Additionally, your improvised weapon attacks and unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Battle Hardened

At 10th level, your instincts for battle allow you to gain the upper hand in a variety of situations, using your skills in unorthodox ways. When you fail a death save, you can spend your Second Wind to treat your roll as a natural 20 instead.

Whenever you roll initiative, you can spend a use of your Action Surge to roll 3 times and choose the best result. When you do this, you have advantage on any attacks you make against enemies who have not yet acted in combat.

Veteran Brawling

At 15th level, your abilities continue to improve. Your unarmed strike damage increases to 1d6 + your Strength modifier and when you use the Attack action with an unarmed strike or improvised weapon on your turn, you can make two unarmed strikes as a bonus action.

Additionally, your attacks with improvised weapons score critical hits on a roll of 18, 19, or 20, though they still break and become useless after doing so.

The Endless Melee

At 18th level, your prowess in battle is nearly impossible to match. When you use your second wind to treat a failed death save as a natural 20 using your Battle Hardened ability, you can also spend up to a number of hit dice equal to your proficiency bonus, regaining those hit points immediately.

Monk

Monastic Tradition: **Way of the Philosopher**

Though often portrayed as silent martial artists or lone wanderers, some monks study a tradition that encourages thoughtful pursuit of intellectual studies and an emphasis on social skills. These philosophers can tap into the boundless energy of nature in new and unique ways.

Versatile Wisdom

Starting at 3rd level, you become able to apply your natural wisdom to a more diverse set of skills. Pick two skills that usually rely on Intelligence or Charisma. You gain proficiency in those skills and when you make a check using either of those skills, you may substitute your Wisdom modifier instead of Intelligence or Charisma. At 6th, 11th, and 17th levels, you may choose an additional Intelligence or Charisma skill to gain proficiency and use this ability.

Font of Inspiration

At 6th level, you tap into the deepest reaches of your mind for astounding revelations. If you spend an entire short rest meditating without interruption, you gain inspiration. Once you use this ability, you can't use it again until you finish a long rest.

Moral Compass

At 11th level, you learn two new ways to use your ki, each based off one axis of your alignment.

Good

When a creature you can see attacks a creature other than you that is within 5 feet of you, you can spend 1 ki point and use your reaction to impose disadvantage on the attack roll.

Neutral (Good/Evil axis)

You can spend 1 ki point as a bonus action to gain resistance to necrotic and radiant damage until the start of your next turn.

Evil

When you damage a creature suffering from any impairment condition, such as being prone or restrained, you can spend 1 ki point to deal an extra 2d6 damage.

Lawful

You can spend 1 ki point to treat an ability check result of 9 or lower as a 10.

Neutral (Lawful/Chaotic axis)

Whenever you make an ability check that doesn't include your proficiency bonus, you can spend 1 ki point to add your proficiency bonus.

Chaotic

When you roll a 1 on an attack roll, ability check, or saving throw, you can spend 1 ki point to reroll the die. You must use the new result, even if it is a 1.

If your alignment ever changes, the abilities granted by Moral Compass change to match it.

Critical Thought

At 17th level, your mind is so sharp it can cut through any magical assault. You have advantage on all saving throws against spells and other magical effects. You are also immune to being charmed or frightened.

Additionally, whenever you succeed on a saving throw against a harmful spell or magical effect, you can use your reaction to deal 5d6 psychic damage to your attacker.

Paladin

Sacred Oath: **Oath of Rebellion**

When tyrants unjustly rule over an oppressed people, often their only hope is for a hero to rise from their ranks and lead them. Paladins who swear the Oath of Rebellion take it upon themselves to rally those who would fight for their freedom.

Tenets of Rebellion

When a paladin adopts the Oath of Rebellion, they swear to uphold the following tenets.

Expose Corruption. Root out corruption wherever it festers. Bring it into the light of justice and let the truth burn it away.

Overthrow Tyrants. Depose those who would rule unjustly. Topple their regimes and replace them with worthy leaders.

Ensure Liberty. Above all else, people must be free. Slaves must always be freed and slavers punished.

Never Surrender. Vigilance is the key to victory. Silence and inaction are allies of the oppressor.

Engender Hope. Have faith in tomorrow and be a beacon that leads others to the dawn.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Rebellion Spells

Paladin Level	Spells
3 rd	<i>disguise self, illusory script</i>
5 th	<i>animal messenger, skywrite</i>
9 th	<i>beacon of hope, nondetection</i>
13 th	<i>arcane eye, freedom of movement</i>
17 th	<i>mass cure wounds, rary's telepathic bond</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Rousing Speech. As an action, you can grant nearby allies the courage and fortitude to press on against all odds using your Channel Divinity. All creatures of your choice within 60 feet of you gain a number of temporary hit points equal to your paladin level + your Charisma modifier. They are also immune to being frightened for 10 minutes.

Break Restraints. As an action, you can use your Channel Divinity to free nearby creatures of anything that impedes their movement. Any creature within 30 feet of you suffering from a condition that reduces their movement can immediately make a new saving throw with advantage to end that condition. Additionally, all creatures restrained by physical devices, such as shackles or ropes, can immediately make an ability check with advantage to break or escape those restraints.

Aura of Resistance

At 7th level, your mere presence helps your allies share their strengths and stay true to the cause. Whenever a spell or effect, such as a *fireball* spell or dragon's breath, would cause you and one or more allies within 10 feet of you to make the same saving throw, you can use your reaction to allow all your affected allies to use the highest saving throw result rolled among them.

At 18th level, the range of this aura increases to 30 feet.

Throne Breaker

At 15th level, your every attack has the ability to break magical bonds over other creatures. You have advantage on all attack rolls against creatures currently concentrating on spells that cause impairment conditions, and if you cause any damage, it has disadvantage on its concentration check.

Hero of the Rebellion

At 20th level, you can raise your weapon, banner, or holy symbol high and become the very symbol of rebellion. Using your action, you rally your allies to your cause. For 1 minute, you gain the following benefits:

- At the start of each of your turns, you and all creatures of your choice that can see or hear you gain 20 temporary hit points.

- Every creature of your choice that can see or hear you becomes immune to any spell or effect that would reduce their movement speed or cause them to become frightened or charmed.
- You can use your action to coordinate your allies' attacks. Choose a number of creatures equal to your Charisma modifier (minimum 1). They can immediately use their reactions to make one weapon attack.

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

Ranger (Revised)

Ranger Conclave: **Circuit Court Conclave**

Beyond the borders of civilized lands, far from the reach of the city watch, there's still a need for justice, whether by law or simple vengeance. The Circuit Court administers these adjudications by way of traveling officials, brave rangers who take on the role of judge, jury, and, if need be, executioner.

Judge of Character

You gain proficiency in the Insight and Investigation skills and your proficiency bonus is doubled for any ability check you make that uses either of those skills.

If you converse with an intelligent creature with whom you share a language for at least 1 minute, you can attempt both skill checks as part of the conversation. The DC for both is equal to the creature's passive Insight. If either check succeeds, you have advantage on any ability check you make to track, chase, or otherwise reveal the creature's location for the next 24 hours.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Take Them Alive

At 7th level, you become adept at taking targets down with nonlethal damage. You may choose to knock a creature out with a ranged or melee attack. If you successfully knock out the target of your Judge of Character ability, you gain inspiration.

Seeker of Truth

At 11th level, it becomes almost impossible to lie to you. You can cast *zone of truth* using this ability a number of times equal to your Wisdom modifier. You regain all uses of this ability after finishing a long rest. When you cast it using this ability, its duration is concentration, up to 1 hour and its area of effect increases to a 30-foot-radius.

Relentless Pursuit

At 15th level, you have an uncanny ability to subdue suspects. You have advantage on all attacks against the target of your Judge of Character ability.

Rogue

Roguish Archetype: **Scoundrel**

Why resort to burglary and backstabbing when one's goals can be achieved face-to-face? Scoundrels rely on their wits and charm just as much as their agility – perhaps more. With the right words and a flick of the wrist, they can get what they want out of any situation without spilling a drop of blood.

Tricks of the Trade

At 3rd level, your social skills are so keenly honed, you can read others with ease, on or off the gambling table. You gain proficiency in one gaming set of your choice.

Additionally, you learn new ways to use the following skills:

- **Deception.** As a bonus action, you can roll your Charisma (Deception) against the passive Insight of a creature within 5 feet. If you succeed, you may apply your sneak attack damage if you hit the creature with an attack this round.
- **Intimidation.** When you ready an action to make an attack, you may attempt a Charisma (Intimidation) skill check against your target's passive Insight as a free action before making the attack. If you succeed, you have advantage on the attack roll.
- **Persuasion.** You have advantage on Charisma (Persuasion) checks when using the research downtime activity and it doesn't cost you any gold to do so.

Read Opponent

At 9th level, you gain an uncanny understanding of an opponent after gambling against them. After participating in a game of chance or wagering on an event, you may choose one creature of your choice that also participated. For the next 24 hours, you have advantage on all attack rolls and opposed skill checks against that creature.

Full of Surprises

At 13th level, you know every trick of the trade. You gain proficiency in all gaming sets.

Additionally, you learn new ways to use the following skills:

- **Insight.** You have advantage on all opposed Wisdom (Insight) skill checks and your passive Insight increases by 5.
- **Sleight of Hand.** You can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) skill check.
- **Stealth.** When you make a Dexterity (Stealth) skill check to attempt to hide in a crowd, you can add your Charisma modifier as a bonus on the roll.

Time to Go

At 17th level, your instincts rarely fail you. You have advantage on initiative rolls. During the first round of combat, you can use your action to make a Charisma check against the highest passive Insight among all your enemies. If you succeed, each creature of your choice that can see or hear you can immediately use their reaction to take both the Dash and Disengage actions.

Sorcerer

Sorcerous Origin: **Vampirism**

There's a black mark on your heritage – vampirism. The living descendants of these legendary undead creatures can carry the curse in their blood for generations, and though it can remain dormant for some, it's especially potent in those who also manifest as sorcerers.

Shadowy Presence

As the descendant of an ancient vampire, your blood still carries their curse as well as some of their latent powers. You gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You also gain proficiency in the Persuasion and Stealth skills and your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Devious Darkness

At 6th level, your prowess with vampiric magic increases. Whenever you cast a Necromancy spell that deals damage, restores hit points, or provides temporary hit points, you add 2 + the spell's level to the effect.

Whenever you target an intelligent humanoid with an Enchantment spell, your spell save DC increases by 2.

Deathly Haste

At 14th level, you can use a bonus action to polymorph into a bat by spending 1 sorcery point. You can remain in this form until you use your action to change back to your normal form, though the effect immediately ends upon the next sunrise.

You can also spend 2 sorcery points to cast *gaseous form* as a reaction with no components, applying its effects immediately.

Eternal Beauty

At 18th level, your vampiric heritage has fully manifested. You no longer need to eat, drink, or breathe. You immediately stop aging and can't be aged magically.

Your Charisma score increases by 4 and your maximum for that score is now 24.

Warlock

Otherworldly Patron: **The Dreamer**

Somewhere out in the deepest, darkest reaches of the cosmos, an otherworldly entity of immense power slumbers. It reaches out through its dreams, touching the minds of mortals far away and granting them the power to do its bidding.

Expanded Spell List

The Dreamer 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.

Dreamer Expanded Spells

Spell Level	Spells
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1 st	<i>alarm, sleep</i>
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2 nd	<i>augury, locate object</i>
3 rd	<i>clairvoyance, sending</i>
4 th	<i>divination, locate creature</i>
5 th	<i>dream, legend lore</i>

Tireless Lucidity

Starting at 1st level, you gain the ability to cast spells in your sleep and still gain the benefits of a long rest. You can cast any spell on your expanded spell list as part of a long rest as a ritual, without the need to have it prepared, so long as you spend most of that time sleeping. The duration of any spell cast in this fashion changes to concentration, up to 8 hours.

Furthermore, if a spell or effect causes you to sleep against your will, you can cast any of your warlock spells while the spell or effect persists.

Dream Come True

At 6th level, you gain the ability to see the future in your dreams. When you finish a long rest, roll one d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll. You must choose to do so before the roll.

This roll can be used only once, and you can only have one recorded at a time.

Deep Slumber

At 10th level, you can improve the quality of sleep of those around you. Every creature of your choice within 100 feet of you gains temporary hit points equal to your warlock level + your Charisma modifier and all their spent hit dice when they finish a long rest, but only if they spend most of that time sleeping.

Sleepwalker

At 14th level, you can leave your body while sleeping, letting your mind roam the world without it and still receive the benefits of a long rest. Once per long rest, during which you must spend most of it sleeping, you can cast *etherealness*.

Wizard

Arcane Tradition: **School of Ritual Mastery**

Practitioners of the arcane arts tend to focus on flashy magical effects on the battlefield, but those who perfect the art of ritual casting have a much more diverse skillset. By the time they achieve mastery in their craft, these powerful wizards have an almost limitless access to utilitarian magic.

Student of Rituals

At 2nd level, you begin down the path to mastering ritual spellcasting. Choose three 1st-level spells that have the ritual tag from any class's spell list; these rituals needn't be from the same spell list. These spells appear in your spellbook and count as wizard spells for you.

Whenever you gain a wizard level, you may exchange one of the spells wizard spells you would normally learn for a spell that has the ritual tag from any class's spell list.

Effortless Casting

At 6th level, you learn how to cast rituals much more efficiently. When you cast a spell as a ritual, the casting time increase is only 1 minute instead of 10.

Double Ritual

At 10th level, you can weave two rituals together into one casting. You can cast two spells as a single ritual, so long as they have the same casting time. If the spells you cast as rituals require concentration, you may concentrate on both.

Master of Rituals

At 14th level, you become a true master of ritual casting. If a spell with the ritual tag has a base casting time of 1 action, you can use your action to cast it as a ritual.

You can use this ability a number of times equal to your Intelligence modifier. You can't use it again until you finish a long rest.