

CRUSADER

MARTIAL ARCHETYPE

A Crusader is a fighter who transforms faith into a weapon as deadly as any blade. Where clerics call upon miracles and paladins are anointed with divine grace, the Crusader requires no such gifts—their prayers are not pleas for power, but solemn vows that steel the mind and sharpen the body.

CRUSADER FEATURES

FIGHTER LEVEL	Features
3rd	Religious Studies, Humble Prayer, Battle Prayers
7th	Consecrated Arms
10th	Arrow Prayer
15th	Battle Rite
18th	Warrior of Faith

LEVEL 3: RELIGIOUS STUDIES

You gain proficiency in the Religion skill and learn to speak, read, and write Celestial or Infernal. If you are already proficient in the Religion skill, you can choose History instead.

LEVEL 3: HUMBLE PRAYER

You learn a short prayer for aid in your task at hand. As a Bonus Action on your turn, you may utter a short prayer which adds 1d4 to your next Ability Check you make before the end of your turn. If you are under the effect of the *Guidance* cantrip, you may roll both bonuses and choose the higher one, but you can't benefit from both. Once you reach 10th level the you add 1d6 to your next Ability Check instead.

LEVEL 3: BATTLE PRAYERS

Through daily devotion and study of sacred texts, you have learned prayers that prepare your body and spirit for the trials ahead.

Devotion. Your faith manifests as a tangible divine force that empowers your prayers. This force is represented by your Devotion Die. Your Devotion Die is a d4. It grows as you gain fighter levels, as shown in the Devotion Die table.



LEVEL	Devotion Dice
3rd	d4
7th	d6
10th	d8
15th	d10

Prayers. You can invoke a prayer as a Bonus Action. Once you invoke a prayer, you can't invoke another until the current combat ends or 1 minute has passed. You know the following prayers:

Prayer of Zeal.

"Guide my hand, that your will be done."

Until this prayer ends, when you make a weapon attack, you can roll your Devotion Dice and add it to the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Protection.

"I fear none, for I am clad in faith."

Until this prayer ends, when you take damage, you can roll your Devotion Dice and reduce the damage suffered by the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Salvation.

"In your mercy, preserve me."

Until this prayer ends, when you make a saving throw, you can roll your Devotion Die and add it to the result. Once you use this effect, you can't use it again until the beginning of your next turn.

Prayer of Vengeance.

"Let me deliver your judgement."

Until this prayer ends, when you hit a creature a creature that dealt damage to an allied creature you could see since the end of your last turn with a weapon attack, you deal additional damage equal to your Devotion Die. Once you use this effect, you can't use it again until the beginning of your next turn.

LEVEL 7: CONSECRATED ARMS

Your weapons become extensions of your faith. You gain the following benefits:

Blessed Weapon. Any weapon you wield that you are proficient in, including your Unarmed Strikes, ignore resistances to Bludgeoning, Piercing, and Slashing damage.

Righteous Wrath. Whenever you score a critical hit with a weapon you are proficient with, you deal additional Radiant damage equal to your Devotion Die, and the target must succeed on a Wisdom saving throw or gain the Frightened condition until the end of your next turn. The DC is equal to 8 + your Wisdom modifier + your Proficiency Bonus.

LEVEL 10: ARROW PRAYER

When the climax of battle reaches its zenith, your faith can channel the power of full prayers

from quick prayers, may they be fanatical shouts or breathless plea for help. You gain the following benefits:

Zealous Bellow. Whenever you use an Action Surge and use the additional action to attack, each attack you make as part of that action deals additional Radiant damage equal to your Proficiency Bonus. Additionally, when you use an Action Surge you can immediately invoke the Prayer of Zeal without expending a Bonus Action, possibly changing the prayer you currently have invoked.

In Times Of Need. When you use your Second Wind, you can change your active prayer to a different one as part of the same Bonus Action.

Fear Not. Whenever you use Zealous Bellow or In Times Of Need, you ignore any effects the Frightened condition until the beginning of your next turn (this does not end the condition).

LEVEL 15: BATTLE RITE

You learn the *Bless* spell and have it always prepared. You can perform a 10 minute sacred rite to prepare yourself and your companions for the trials ahead. You can do this as part of a Short Rest. Choose a number of creatures that participated in the rite with you, up to a number equal to your Proficiency Bonus. Each chosen creature gains Temporary Hit Points equal to your Devotion Die roll plus your Proficiency Bonus, and is affected by the *Bless* spell for 1 hour without requiring Concentration

When you are affected by this *Bless* and one of your active prayers would add your Devotion Die to the same roll, you cannot also add the 1d4 from *Bless* to that roll.

Once you use this feature, you can't do so again until you finish a Long Rest.

LEVEL 18: WARRIOR OF FAITH

After endless crusades, you truly have become the very idea of a warrior of faith. You can now have two different prayers active simultaneously. While you have two prayers active, you can use a bonus action to change one or both of your active prayers to different ones.

Your prayers no longer end when combat ends or when 1 minute passes. They persist until you choose to change them.

PHYSICIAN

ROGUSH ARCHETYPE

You are a rogue trained in the field of medicine. Those who become physicians do so for a wide array of reasons: back-alley surgeons patching up criminals for coin, disgraced doctors stripped of their licenses and their scruples, and battlefield medics who learned that the same knowledge keeping soldiers alive could just as easily do the opposite. Physicians wield an intimate understanding of the body to devastating effect in combat.

PHYSICIAN FEATURES

ROGUE LEVEL	FEATURES
3rd	Surgeon, Medical Treatment
9th	Surgical Strikes
13th	Specialized Treatment
17th	Emergency Procedure

LEVEL 3: SURGEON

When you choose this archetype at 3rd level, you gain the following benefits:

Medical Knowledge. Through your study of medicine and the living body you gain proficiency in the Medicine skill and proficiency with Herbalism Kits. If you are already proficient in Medicine, choose another skill among the list of Rogue Skills proficiencies. Whenever you make an ability check using the Medicine skill, you can use your Intelligence modifier in place of your Wisdom modifier.

Apothecarian. You learned to create a variety of common remedies. Over the course of a long rest, you can use your Herbalism Kit to refill one Healer's Kit, restoring it to its maximum number of uses.

LEVEL 3: MEDICAL TREATMENT

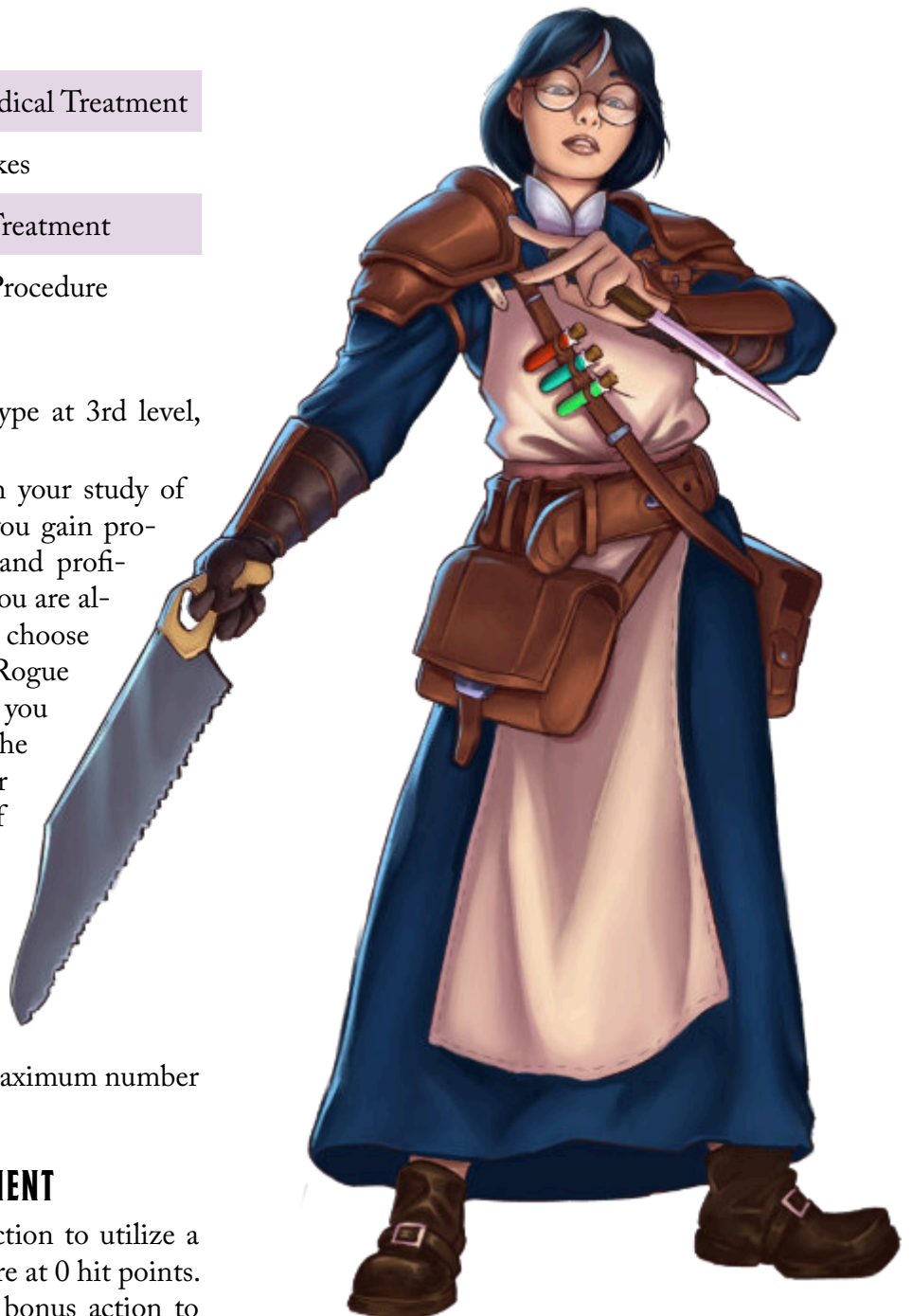
You can use your Cunning Action to utilize a Healer's Kit to stabilize a creature at 0 hit points. Additionally, you can use your bonus action to tend to a wounded creature within reach, ex-

pending one use of your Healer's Kit to restore a number of Hit Points equal to half your Sneak Attack dice, rounded up.

You can use this healing a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a short or long rest.

LEVEL 9: SURGICAL STRIKES

As a Bonus Action, you analyze the physiology of one creature you can see within 30 feet of you. For 1 minute, you can use your Sneak Attack against that creature without needing Advantage



on the attack roll or an ally within 5 feet of it, provided you don't have Disadvantage on the attack roll.

This effect ends early if you use this feature again or if you make a Sneak Attack against a different creature. While a creature is marked by this feature, the following options are added to your Cunning Strike list:

Artery (Cost: 2d6). You sever a critical blood vessel. The target must succeed on a Constitution saving throw or it takes 1d6 Necrotic damage at the start of each of its turns for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

Hamstring (Cost: 2d6). You strike a tendon or muscle in the target's leg. The target must succeed on a Constitution saving throw or its Speed is halved and it can't take the Dash action for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

Vocal Cord (Cost: 2d6). You deliver a precise strike to the target's throat. The target must succeed on a Constitution saving throw or it can't speak or cast spells with a Verbal component for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of hit points.

Ocular (Cost: 3d6). You strike at the target's eyes or visual organs. If the target relies on sight, it must succeed on a Constitution saving throw or gains the Blind condition for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. The effect also ends early if the creature regains any amount of Hit Points.

LEVEL 13: SPECIALIZED TREATMENT

Your Medical Treatment improves as your surgical expertise deepens. When you use Medical Treatment to restore hit points to a creature, you can forfeit any number of Sneak Attack dice (after halving) before rolling to instead end one condition affecting the creature, chosen from the table below. Roll the remaining dice as normal for healing. If no dice remain, the condition is removed but the creature regains no Hit Points.

When you forfeit dice to treat a condition, make a Medicine check against the DC of the effect that caused the condition, or DC 15 if no DC was specified. On a success the condition ends. On a failure the forfeited dice are still spent. This check cannot benefit from Reliable Talent unless you are outside of combat. Once you fail to heal a condition, you can only reattempt to heal it by performing an involved treatment that takes 10 minutes of uninterrupted work, at the end of which you make another Medicine check to end the condition.

CONDITION	COST
Deafened	1d6
Frightened	1d6
Poisoned	1d6
Blinded	2d6
Stunned	3d6
Paralyzed	4d6

LEVEL 17: EMERGENCY PROCEDURE

When a creature you can see within 30 feet of you drops to 0 Hit Points, you can use your Reaction to move up to your Speed toward that creature without provoking Opportunity Attacks. If you end this movement within reach of the creature, you can immediately expend one use of your Medical Treatment to restore Hit Points to it equal to your full Sneak Attack dice. If the hit points restored are enough to bring the creature above 0, it regains consciousness immediately and is no longer dying. The creature also gains Temporary Hit Points equal to your Rogue level, which last until the start of your next turn. Once you use this feature, you can't do so again until you finish a Short or Long Rest.

THE WILD HUNTER

WARLOCK PACT

Your patron is a wicked spirit of the hunt, a malevolent force that haunts the spaces between the hunter and the hunted, guiding every bolt, bullet, and arrow toward its mark with cruel inevitability. It cares nothing for loyalty or ambition—only for the thrill of the quarry brought low and the price extracted from those foolish enough to beg its favor.

THE WILD HUNTER FEATURES

WARLOCK LEVEL FEATURES

WARLOCK LEVEL	FEATURES
3rd	Expanded Spell List, Huntsman's Arms, Wild Hunter's Shot
6th	Profane Projectile
10th	Hunter's Cowl
14th	The 7th Bullet

LEVEL 3: WILD HUNTER SPELLS

The Wild Hunter 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.

WARLOCK LEVEL SPELLS

WARLOCK LEVEL	SPELLS
3rd	Ensnaring Strike, Zephyr Strike*, Pass Without a Trace, Silence
5th	Conjure Barrage, Lightning Arrow
7th	Freedom of Movement, Locate Creature
9th	Conjure Volley, Far Step*

LEVEL 3: HUNTSMAN'S ARMS

You gain proficiency with all ranged martial weapons and may use your Charisma modifier in place of your Dexterity modifier when making ranged attacks with a weapon. Once per turn as an action you can conjure a magic projectile and make a ranged attack with a ranged weapon. If that attack hits, it deals 1d8 + your Charisma modifier magical piercing damage, increasing

to 2d8 at level 5, 3d8 at level 11, and 4d8 at level 17.

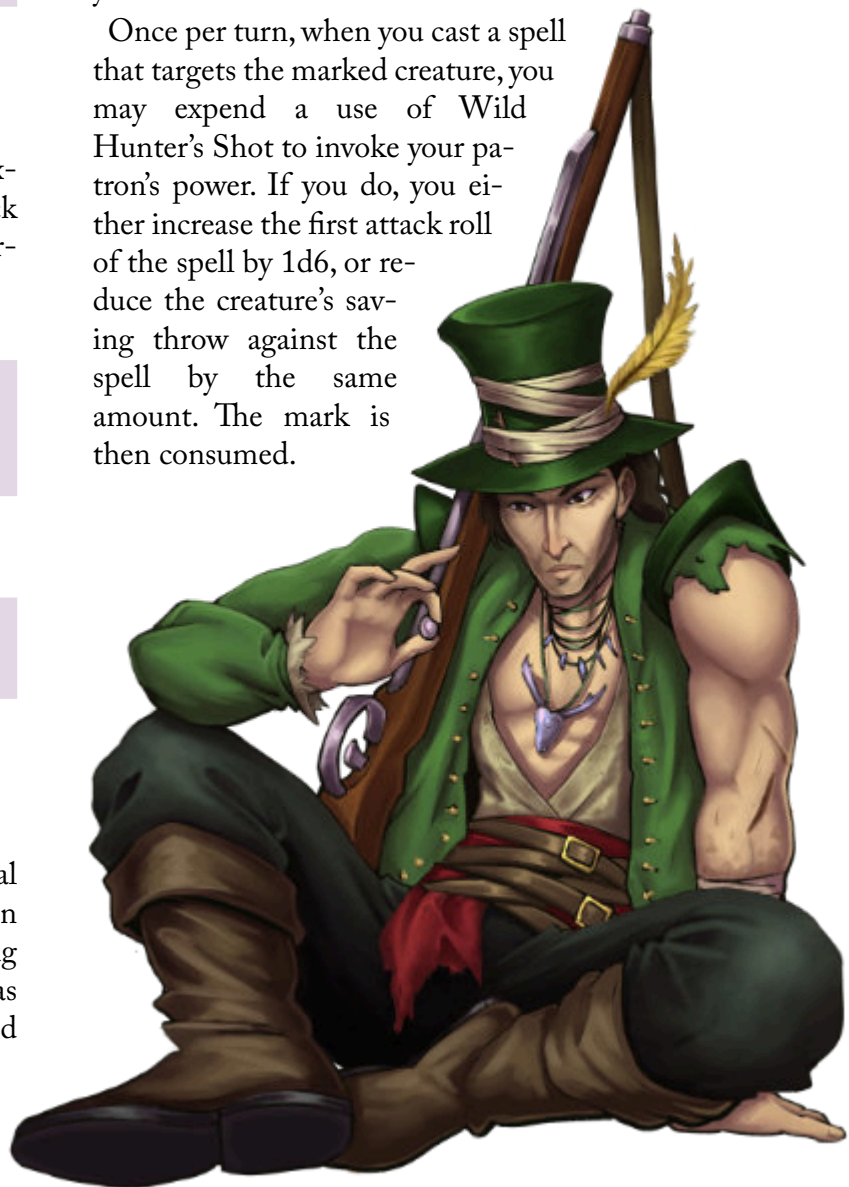
LEVEL 3: WILD HUNTER'S SHOT

Once per turn, when making a ranged weapon attack, you can invoke your patron's powers. You add 1d6 to your attack roll and the ranged attack ignores Half Cover. When the 1d6 rolls a 6, the attack scores a Critical Hit (if the target is immune to Critical Hits, it scores a normal hit instead). You can use this feature a number of times equal to your Charisma modifier, regaining all uses after finishing a Long Rest.

LEVEL 6: PROFANE PROJECTILE

When you hit a creature with a ranged weapon attack using your Huntsman's Arms it becomes marked until the end of your next turn. You are always aware of the marked creature's location and it cannot benefit from being invisible from you.

Once per turn, when you cast a spell that targets the marked creature, you may expend a use of Wild Hunter's Shot to invoke your patron's power. If you do, you either increase the first attack roll of the spell by 1d6, or reduce the creature's saving throw against the spell by the same amount. The mark is then consumed.



LEVEL 10: HUNTER'S COWL

Whenever you expend a Warlock spell slot, you provoke no Opportunity Attacks until the end of your turn. Additionally, whenever you end your turn 10 feet or further from where you started it, the next attack roll targeting you before the start of your next turn has Disadvantage.

THE 7TH BULLET

When you take the attack action using your Huntsman's Arms, you may invoke your patron's full power. You use Wild Hunter's Shot on this attack without expending a use. On each hit, the projectile marks the target with Profane Projectile and leaps to a new target of your choice within your weapon's range that you can see, and you make another ranged attack against the new target. You may invoke Wild Hunter's Shot on each of these attacks without expending uses. The projectile will weave and curve in the air, ignoring all types of cover unless there is no path to the target. This continues until you miss. You cannot choose the same target twice as a new target.

Once you use this feature, you can't use it again until you finish a Long Rest or expend a Warlock Spell slot (no action required).

ELDRITCH INVOCATION

The Wild Hunter grants unique Eldritch Invocations.

HUNTER'S COWL

Prerequisite: Level 6+ Warlock, Wild Hunter Patron

When you mark a creature with your Profane Projectile trait, you become aware of anything within 20 feet of that creature that can be perceived with your senses. When you cast a spell you can cast the spell targeting the marked creature regardless of its position as long as it is on the same plane of existence as yourself. If the spell cast this way targets an area of effect, the marked creature becomes the point of origin. Spells with a range of self are unaffected.

UNIQUE SPELLS

Until the Spells marked with * in the list of Wild Hunter Spells are receiving their official for the 2024 rule set, use these as stand-ins:

HUNTER'S COWL

1st-level Transmutation

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You move like the wind. When you cast this spell, your speed increases by 30 feet until the end of your turn and your movement doesn't provoke opportunity attacks for the duration of the spell.

Once before the spell ends, you can give yourself advantage on one weapon attack roll on your turn. That attack deals an extra 1d8 Force damage on a hit. When you do so the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the Force damage increases by 1d8 for each slot level above 1st.

FAR STEP

5th-level Conjuration

Casting Time: 1 Bonus Action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

You teleport up to 60 feet to an unoccupied space you can see. On each of your turns before the spell ends, you can use a Bonus Action to teleport in this way again.

