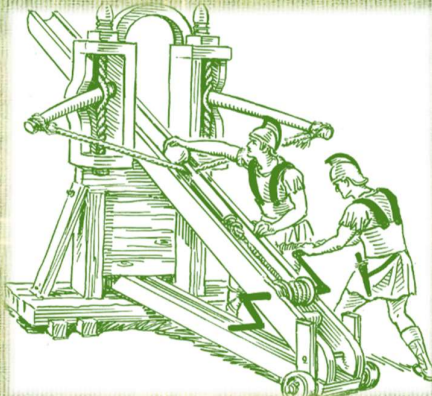*Rats in the Rain presents:*

Revisions of Origins

3 new races
2 new base classes
2 new options for existing classes
New feats, synergies and spells

A handbook of class options for the 5th edition of the world's greatest role playing game.

By G Christopher Dyson & K S Dyson

Rats
IN THE RAIN

5e
COMPATIBLE

Characters of Class

A character options handbook for 5E Dungeons and Dragons

Written by G Christopher Dyson & K S Dyson

Published by Rats in the Rain

Contents

Introduction

Welcome to the ninth and final volume in this series of class option manuals. The escalating complexity of adding rules and options weighs upon creativity, so from here on it is more likely that these books will be updated rather than new books produced.

In previous volumes, we have presented a handful of new classes and new class options. This volume contains everything else including new rules presented in Rats in the Rain adventures.

This was not intended as a release in its own right, but really serves as the bonus material going into the Compendium and the bundle of existing rules. If you already purchased those, this should pretty much be free.

Variety

In past volumes, we have attempted to provide a variety of classes and ideas, but for some reasons the two classes in this book are rogue variants and our new feats and ability synergies tend to add to roguish abilities such as sneak attack. This is not intentionally about rogues, but it certainly has become the theme of this volume. There other ideas and options here too.

Races

Half-ogre

"The Ogre does what ogres can,
Deeds quite impossible for Man,
But one prize is beyond his reach:
The Ogre cannot master speech.

About a subjugated plain,
Among it's desperate and slain,
The Ogre stalks with hands on hips,
While drivel gushes from his lips."

- W.H. Auden, Selected Poems

Monsters amongst us

The half ogre tends to share more traits with its human parent then other hybrid races. They appear as bulky humans with prodigious strength. They often carry the cunning of humans as well making them a devious and powerful race. It is a good thing they never band together.

Half-Ogre names

Half ogres will almost always have human names. Even if raised by humans, they will change their names the moment they wish to blend in with human society.

Half-Orge traits

Ability Score Increase: Your Strength score increases by 2 and your Constitution score increases by 2

Age: Half-Ogres mature slowly compared to a human reaching adulthood in twenty five to thirty years. They age slowly too, often living two hundred years.

Alignment: Half-ogres like to impose their strength on others and tend towards neutral or evil alignments..

Size: Half-ogres are the same height as humans but bulkier, often weighing ten to thirty pounds more than a human of their height. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Certain Surge: You gain advantage on Strength (athletics) checks

Strength Surge: You may muster your strength for a single extra powerful attack. For one round you gain the strength of an ogre (19). You must complete a short or long rest to use this ability again.

Languages: You speak Common and Giant.

Lizardfolk

It's an amazing thing to watch a lizard fold a moth into its mouth, like a sword swallower who specialises in umbrellas.

-Elizabeth McCracken

I love playing 'Madame Vastra.' Although I do suffer, spending three-and-a-half hours in make-up every morning to have her lizard skin put on. I was so excited the first day when we did the make-up test, but after six hours, I was like, 'Can we finish now?'

-Neve McIntosh

"The lizard brain is hungry, scared, angry, and horny. The lizard brain only wants to eat and be safe. The lizard brain will fight (to the death) if it has to, but would rather run away. It likes a vendetta and has no trouble getting angry. The lizard brain cares what everyone else thinks, because status in the tribe is essential to its survival."

- Seth Godin, Linchpin: Are You Indispensable?

The tribe is essential to survival

Though a primitive species, the lizardfolk are hardy and wise. They are tribal by nature, but some rare few do travel beyond their rivers and swamps. They value the company of others, their own kind is they can, but will join any group if it aids their survival.

Lizardfolk Names

Lizardfolk has a snakelike language, heavy in S's and L's. They string consonants together often needing apostrophes to make their names readable. Their names are unisex: L'Ssith, Kathoss, Slass'loss, Grass'la

Lizardfolk traits

Ability Score Increase: Your Strength score increases by 1 and your Wisdom score increases by 2

Age: Lizardfolk mature quickly reaching adulthood in less than a decade. They age quickly too, often living no longer than thirty or forty years.

Alignment: Lizardfolk value the tribe and tend towards lawful alignments.

Size: Lizardfolk are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet. You also gain a swim speed of 30 feet while you are not wearing heavy armour.

Bite: You gain a natural bite attack which does 1d4 damage

Chameleon: Your skin is able to change colour. You gain advantage on stealth checks.

Languages: You speak Common and Draconic.

Mantis Warrior

"I imagine the life of an atheistic praying mantis to be rather torturous."

-Brian Celio

"Think about Praying Mantis. The deadliest ninja predator. Why isn't his animus a lion or a polar bear? The answer is that these animals would not be right for him. Think how a praying mantis is invisible on a leaf, how they are carnivores who will devour their own species. These are the things that matter to Praying Mantis - and if you study his attributes, they are elements that will help you defeat him."

- Jane Prowse, The Revenge of Praying Mantis

Like an alien…

The Mantis Warrior, is a multi-limbed humanoid insect native to the deserts. They live like nomads avoiding all other races, but some rare ones do make friendships beyond their kind. Usually they must be unified in a common goal to do so, perhaps forced by circumstances

Mantis Warrior Names

Mantis Warriors have a complex language and translate their names into common more as simple concepts than labels: Wind, Thunder, Steel, Theft, Stealth, Darkness, Greed…

Mantiss Warrior traits

Ability Score Increase: Your Dexterity score increases by 2 and your Constitution score increases by 1

Age: Mantiss' mature quickly reaching adulthood in less than a decade. They can be long lived though, often living longer than a hundred and twenty years.

Alignment: Mantiss Warriors value solitude and tend towards chaotic alignments.

Size: Mantiss Warriors are taller and lighter than humans, standing well over 6 feet tall and averaging around 170 pounds. Your size is Medium.

Speed: Your base walking speed is 30 feet. You jump double the normal amount while you are not wearing heavy armour.

Hardy: You can survive high temperatures and without water for long periods

Extra limbs: Your extra limbs allow you to make more off-hand weapon attacks than normal. When using a bonus action to attack with off hand weapons you may make as many attacks as you made during your attack action to a maximum of three.

Languages: You speak Common and Primordial.

Base Classes

Eldritch Assassin

There were three Drow at the table, along with an empty seat. That should be enough to worry most people. It certainly worried the dwarven merchant. The dwarf summoned a guardian to keep him safe, but it was not enough as the assassin struck with magic. Guardian and dwarf both fell.

The Lightfoot was sharpening his blade. He could hide, he could strike with surprise and he could kill, but sometimes he knew he needed help. In his heart, he could hear the whisperings of an ally. He heard whispers, warnings and advice. He heard fear and hatred, so when the moment came to strike, he did not hold back, his conscience was clean and his victim was simply gone.

Death and magic

It is a lonely life being an assassin and some find solace in making pacts with greater, darker beings. Some simply need an edge or more power while others have been driven into dark places by the lives they have led. These killers are the eldritch assassins: Trained to kill, but with other powers at their command.

Building an Eldritch Assassin

Quick Build

Put your highest ability scores into Dexterity and Charisma.
Take the Urchin background.

Hit Points

Hit Dice: 1d8 per Eldritch Assassin level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per Eldritch Assassin level after 1st

Proficiencies

Armour: light armour

Weapons: All Simple and martial weapons.

Saving Throws: Intelligence, Charisma

Skills: choose three from acrobatics, arcana, deception, insight, investigation, perception, persuasion, sleight of hand, stealth

Equipment

You start with the following equipment, in addition to the equipment from your background

- A hand crossbow with 20 bolts
- Two dagger
- (a) a burglar's pack or (b) a dungeoneer's pack

Sneak Attack Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount o f the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Eldritch Assassin table.

Lvl	Sneak	C'rip	Spells	Slots	Lvl	Invoc	
1	1d6	2	2	1	1st	-	Pact Magic, Sneak Attack
2		2	2	2	1st	1	Invocations
3		2	3	2	2nd	1	Pact Blade
4	2d6	3	3	2	2nd	1	Ability Score Improvement
5		3	4	2	3rd	1	Assassinate, Poison Use
6		3	4	2	3rd	2	Necrotic Blade
7	3d6	3	5	2	4th	2	Hidden Casting
8		3	5	2	4th	2	Ability Score Improvement
9		3	6	2	5th	2	
10	4d6	4	6	2	5th	2	Eldritch Poison
11		4	6	3	5th	2	
12		4	7	3	5th	3	Ability Score Improvement
13	5d6	4	7	3	5th	3	Ghost Walk
14		4	7	3	5th	3	
15		4	8	3	5th	3	Mystic Arcanum (6)
16	7d6	4	8	3	5th	3	Ability Score Improvement
17		4	8	4	5th	3	Ghost Walk
18		4	8	4	5th	3	
19	8d6	4	9	4	5th	4	Ability Score Improvement
20		4	9	4	5th	4	Mystic Arcanum (7)

Pact Magic Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column o f the Eldritch Assassin table.

Spell Slots The Eldritch Assassin table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one o f your warlock spells o f 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

Spells Known of 1st Level and Higher At 1st level, you know two 1st-level spells of your choice from the warlock spell list. The Spells Known column of the Eldrtich Assassin table shows when you learn more warlock spells o f your choice o f 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level.

Additionally, when you gain a level in this class, you can choose one o f the warlock spells you know and replace it with another spell from the warlock spell list, which also must be o f a level for which you have spell slots.

Spell casting Ability Charisma is your spellcasting ability for your eldritch assassin spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for an eldritch assassin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spell casting Focus You can use an arcane focus as a spellcasting focus for your spells.

Eldritch Invocations In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability. At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are taken from the Warlock list. When you gain certain Eldritch Assassin levels, you gain additional invocations of your choice, as shown in the Invoc column of the Eldritch Assassin table.

Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Weapon You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course o f 1 hour, which can be done during a short rest.

You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Ability Score Improvement When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Bonus Proficiency At 5th level, you gain proficiency with the poisoner's kit.

Assassinate Starting at 5th level, you are at your deadliest when you get the drop on your enemies. You have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit you score against a creature that is surprised is a critical hit.

Necrotic Blade At 6th level, you gain the ability to infuse the magic of death into your blade. when you hit a creature with an attack a creature that hasn't taken a turn in combat, you can expend one spell slot to deal necrotic damage to the target, in addition to the weapon's damage. The extra damage is 4d8 for a 3rd level spell slot, plus 1d8 for each spell level higher than 3rd to a maximum o f 5d8.

Eldritch Poison At 10th level you can use an action to convert eldritch energy into a poison that can be applied to a blade. By sacrificing a spell slot, you create a poison upon a blade that does 3d10 poison damage. It remains on the blade for one minute and can be applied to the damage of any successful attack made during that time.

Ghost Walk At 13th Level, you can cast invisibility on yourself at will without using a spell slot. At 17th Level you may choose to gain the affects of GEsous Form when you do this.

Mystic Arcanum At 15th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th level spell from the warlock spell list as this arcanum. You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again. At 20th level you gain one 7th level spell in this way. You regain all uses of your Mystic Arcanum when you finish a long rest.

Multiclassing

An Eldritch Assassin must have Intelligence and Charisma of 13 to multiclass. If multi-classed with rogue, use the higher number of sneak attack dice of the two.

Blade Heart

The marge feather falling from his obnoxious hat, made the elf stand out. As he walked the street, he drew attention to himself, made himself a target.

He turned into an alley where two Halfling girls drew blades on him. The elf laughed as he draw his own blades and then proceeded to leap over the first one to deliver a blast of magic from his blades that sent both halflings to the ground.

Magic of the blade

A Blade Heart is a character that twists magic through steel. They are lithe, quick and deadly with blade, agile and acrobatic, capable of attacking with surprise, but using sword and magic.

You are not just a swashbuckler, not just a rogue and not just a sorcerer. As a Blade Heart you believe in yourself and your skills, you fear nobody, you train hard and enjoy life. You do not consider sword and magic to be separate disciplines but believe the two are interconnected.

Building a Blade Heart

Quick Build

Put your highest ability scores into Dexterity and Charisma. Take the Charlatan or entertainer background.

Hit Points

Hit Dice: 1d8 per Blade Heart level

Hit Points at 1st level: 8 plus your constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your constitution modifier per Blade Heart level after 1st

Proficiencies

Armour: light armour

Weapons: Simple, rapier, hand crossbow

Saving Throws: Dexterity, Charisma

Skills: choose three from acrobatics, arcana, deception, insight, investigation, perception, performance, persuasion, sleight of hand, stealth

Equipment

You start with the following equipment, in addition to the equipment from your background

- A rapier
- Two daggers
- (a) a burglar's pack or (b) a dungeoneer's pack
- Stylish clothing

Lvl	Sneak	Sorc	1st	2nd	3rd	4th	5th	Class features
1	1d6							Rapier/Dagger style
2			2					Spell Finesse
3		2	3					Expertise, Sorcery Points
4	2d6	2	3					Ability Score Improvement
5		3	4	2				True Striker, Metamagic
6		3	4	2				Enchant Blade
7	3d6	4	4	3				Uncanny Dodge
8		4	4	3				Ability Score Improvement
9		5	4	3	2			Acrobatic Spell
10	4d6	5	4	3	2			Ability Score Improvement
11		6	4	3	3			
12		6	4	3	3			Ability Score Improvement
13	5d6	7	4	3	3	1		Evasion
14		7	4	3	3	1		
15		8	4	3	3	2		Reliable Talent
16	7d6	8	4	3	3	2		Ability Score Improvement
17		9	4	3	3	3	1	Remarkable Athlete
18		9	4	3	3	3	1	
19	8d6	10	4	3	3	3	2	Ability Score Improvement
20		10	4	3	3	3	2	Sorcerous Restoration

Rapier/Dagger style is a combat style that allows the Blade Heart to wield a rapier in one hand and a dagger as an off hand weapon. You must use dexterity as their attribute for these attacks. You gain their dexterity bonus to damage with the dagger.

Spellcasting

By the time you reach 2nd level, you have learned to use the tapestry of magic to cast spells, much as a bard does. See chapter 10 for the general rules of spellcasting. The Blade Heart may use any spells of the Transmutation, Invokation or Enchantment schools from the Sorcerers' spell list.

Spell Slots

The Class table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher

The number of spells you know is equal to your charisma ability bonus added to half your class level rounded down.

Additionally, when you gain a level in this class, you can choose one of the spells you know and replace it with another spell from your spell list, which also must be of a level for which you have spell slots.

Spell casting Ability

Charisma is your spellcasting ability for your spells, since your magic comes from the heart and soul you pour into the performance of your music or oration.

You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Blade Heart spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spell Finesse. From 2nd level you may use dexterity instead of charisma as your spell casting modifier when rolling to attack. Charisma is still used for saving throws and the number of spells known. You can add your sneak attack damage to spells if the spell requires an attack roll, you have advantage on the attack roll or the target has an enemy within five feet. You may use your dagger and rapier as arcane components and may cast spells with somatic components when using dagger and rapier.

Expertise: At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either o f the chosen proficiencies.

Sorcery Points: You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorc column o f the Blade Heart table. You can never have more sorcery points than shown on the table for your

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

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

Creating Spell Slots. You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 3rd.

Creating Spell Slots

Spell Slot Level	Sorcery Points
1st	2
2nd	3
3rd	5

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

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability s cores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

True Striker At 5th level, you learn the cantrip True Strike and may cast it as a bonus action

Metamagic At 5th level, you gain the ability to twist your spells to suit your needs. You gain two o f the following Metamagic options of your choice. You gain another one at 12th Level. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- **Careful Spell** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
- **Extended Spell** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration o f 24 hours.
- **Quickened Spell** When you cast a spell that has a casting time o f 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
- **Subtle Spell** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

- **Twinned Spell** When you cast a spell that targets only one creature and doesn't have a range o f self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Enchant Blade A Blade Heart may expend sorcery points to add force damage to a melee attack. They gain 1d12 damage for each sorcery point spent.

Acrobatic Spell A Blade Heart may cast a spell as part of an acrobatic move if they succeed in an acrobatic roll. The DC is 12 plus spell level.

Evasion Beginning at 13th level, you can nimbly dodge out of the way of certain area effects. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Remarkable Athlete Starting at 17th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.

In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Sorcerous Restoration At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Multiclassing

A Blade Heart must have Dexterity and Charisma of 13 to multiclass.

You gain proficiency with rapier, dagger and acrobatics.

If multi-classed with rogue, use the higher number of sneak attack dice of the two.

If multiclassed with sorcerer, use the combined total of sorcery points.

Archetypes for existing classes

Cavalier

The Cavalier is a martial archetype that a fighter may take at 3rd level instead of the previously published ones.

The Cavalier is a mounted warrior. There is nothing special about the mount, but the rider's great skill at training the mount grants it additional strengths.

Mounted Arsenal: At 3rd level, you may gain additional abilities when using a lance and shield while mounted. Any time your mount is targeted by an attack, it may benefit from your shield. When you attack an enemy within five feet of you and you are mounted and using a lance you may use the heavy but end of the lance to strike them. This attack does 1d8 damage plus your strength modifier and unlike a normal lance attack does not impose disadvantage on you.

Deadly Lance: At 7th level, when you attack with a lance while mounted, you score a critical hit on a roll of 19 or 20.

Independence: At 10th level, your mount is so well trained it may act independently during combat. It rolls its own initiative. You control the mount without needing any verbal or physical cues.

Go where you want me to go: At 15th level, you can train your mount to go where it would normally be impossible. Your mount can scale steep, almost vertical, slopes like a mountain goat with a rider. This requires an athletics check, but allows the mount to go where it would normally be impossible. It is able to squeeze and travel through tunnels as though medium sized. Your mount becomes so attuned to travelling in dark places, that it gains thirty feet of blind sight so long as it can hear.

Survivors: At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points. At the start of each of your mount's turns, it regains hit points equal to 5 + its Constitution modifier if it has no more than half of its hit points left. It doesn't gain this benefit if it has 0 hit points.

Hidden Blade

The Hidden blade is a rogue who focuses on using daggers in battle. You hide them up your sleaves, throw them, juggle them and strike with them

Racial Restriction: Only an elf, half-elf or Halfling may become a hidden blade.

Dagger Master: At third level you gain extra abilities when using daggers. If you are wielding a dagger in each hand as a finesse weapon and using no other weapons, you may add your dexterity modifier to damage with your offhand attack.

The Deceptive Blade: At third level you ay perform a feint with one dagger and then attack with your off-hand dagger. This off-hand attack is made with advantage.

Hidden Blade: At 9th level, you become so adept at hiding blades that you gain advantage on stealth and sleight of hand checks whenever you are attempting to hide or smuggle any kind of blade.

Master of the hidden strike: At 13th level, you gain the ability to do additional sneak attack damage with an off-hand attack. If you are using two daggers and you deal sneak attack with your main attack, you may do some extra sneak attack damage with your off-hand attack. The extra damage is 3d6 at 13th level and increases to 4d6 at 17th level.

Never run out: At 17th level you hide so many dagger on your person that you may even surprise yourself when you do not run out. So long as you own at least ten daggers, you will always be able to find another one hidden on your person after you have thrown a dagger.

Cloud Walker

The Way of the Clouds is a monastic tradition for monks that grants additional movement powers.

Forgotten by gravity: When you take this ability at 3rd level, you learn to defy gravity.

You may expend one ki point while falling to cast featherfall on yourself and any falling allies within range.

You may also expend one ki point to cast levitate on yourself. If you do this during a short rest when you meditate, you may regain your ki points in only 10 minutes, including the one used by this ability.

One with the clouds: At 6th level you become so attuned to the wind and clouds that you can move without touching the ground. You may expend one ki point to cast fly on yourself.

Footsteps of Air: At 11th Level you may cast wind walk on yourself and your allies. This costs one ki point for each person targeted by the spell.

Gone again: At 17th level, you move so fast that you seem to teleport. For a cost of one ki point, you may cast misty step. For two ki points you may cast dimension door. For five ki points you may cast teleport or plane shift.

Feats

Extra Background

This feat can only be taken at first level (which limits it to humans) You may take a second background and receive all benefits including skill proficiencies, equipment proficiencies, language proficiencies and starting equipment and wealth.

Reach Sneak Attack

Pre-requisite: Sneak Attack Class Feature

A rogue may deal sneak attack damage if an ally with a reach attack such as a pole arm is within reach of the target of the attack.

Scroll Reader

Choose a class when you take this feat. You may read a scroll as if that were your class. If you have levels in a spell casting class, you may use your level in that class to determine your success chance. You may add your proficiency bonus to any rolls to avoid spell failure when casting from a scroll.

Staff caster

Pre-requisite: Ability to cast touch spells

When you use your staff as an arcane focus you may deliver touch attacks through the staff with its 10' reach.

Versatile Rage

Prerequisite: Rage class feature

Your damage bonus while raging may be applied to non-weapon attacks such as natural weapons when wildshaped or with dexterity based attacks such as finesse weapons or when throwing melee weapons.

Reckless Attack can be used in the same situations.

Note that the RAW do defines animal's natural attacks as weapons, though many DMs disallow this.

Ability Synergies

In Options of Heroism, we introduced Feat Synergies. Those were special abilities granted to character with a particular combination of feats. Similarly, ability synergies are designed to grant extra depth to the abilities of multi-classed character by allowing additional bonuses to those who have a suitable combination of class features.

Bonded Companion: If you have a familiar and an animal companion, you may use your companion as a familiar, the one creature will have all the abilities of both and can be of higher CR than an familiar. Its higher intelligence allows it to act independently and becomes more useful than a regular animal companion.

Noble Blade: If you possess *Pact of the Blade* and *Weapon Bond*, your weapon does not disappear if it is separated from you and can be summoned to your hand even if it is located on another plane.

Thug: If you possess *Rage* and *Sneak Attack*, you may do a single brutal strike to an opponent's head. You may only do this once per round. You can make a strength based melee attack that does sneak attack and will do non-lethal damage.

Spells

Mirror Escape

1st Level Illusion (Bard, Wizard, Sorcerer)

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: One Minute, requires concentration

Creates 1d4 mirror images that all run in random directions when you move or dash. Images disappear if interacted with and leave illusion of a trail.

At higher level

creates an additional 1d4 images per level of the spell slot.

Mud Rush

1st level transmutation (Druid, Ranger)

Casting Time: 1 bonus action

Range: Touch

Duration: One Minute, requires concentration

When you move, the ground behind you becomes rough.

At higher levels,

One additional ally leaves rough terrain per spell level being used.

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