

Level 6 Abilities

Barbarian

Primal Path

At 6th level, you gain another feature from your chosen Primal Path.

Berserker

Mindless Rage

Your rage burns so fiercely that it melts away weaknesses of the mind, and even numbs the exertions of your body. Beginning at 6th level, you can't be charmed or frightened while raging, and don't suffer the effects of exhaustion. If you are charmed, frightened, or exhausted when you enter your rage, the effect is suspended for the duration of the rage.

When you finish a short rest, you can choose to lower your exhaustion level by 1. This ability recharges on a long rest.

Brawler

Ground and Pound

Sometimes throwing punches with armed attackers is less than ideal. In these situations, you've learned that your best defence is throwing them to the ground and never letting them back up. When you grapple or shove an enemy, you may choose to both grapple and shove them with the same check. This ability requires at least one hand free. You must choose to do so before you know whether the check succeeds or fails, and can do so an amount of times equal to your STR per short or long rest.

Elemental Brute

Primal Metamorphosis

At 6th level, the elemental powers within you begin to manifest even when you're not raging. You gain the following ability based off of your choice at level 3.

Air You can choose to dash as a bonus action and always take half damage when suffering damage from falling

Earth Your AC increases by 1

Fire You gain resistance to fire damage, and you deal your PRO fire damage to creatures within 1 square that hit you with a melee attack

Water You no longer provoke opportunity attacks, and can move through enemy-occupied spaces

Horse Lord

Raider's Charge

Your barbaric short bow skills are now just as effective on your mount as off, but together, you're untouchable. You no longer need to be mounted to reckless attack or use vicious rage damage with your shortbow. Additionally, when you are mounted and you use your reckless attack feature, you do not trigger opportunity attacks until the end of your turn.

Shifter

Evolutionary Shift

Your bestial features strengthen, distancing you further from humanity. While raging, your unarmed attacks become magical for the purposes of overcoming resistances. Additionally, after finishing a short or long rest, you can choose to gain one of the following benefits until you make this choice again.

- You gain a Climb SPD equal to your SPD
- You gain blindsight up to 3 squares
- You gain advantage on Perception and Survival checks

Bard

Extra 3rd Mastery

At 6th level, you know an additional 3rd Mastery Spell.

Bardic Circle

At 6th level, your Bardic College bestows you with a new ability.

College of Jesters

Jester's Mask

At 6th level, the Jester embodies their College's namesake, summoning an ethereal mask to further pry the secrets from their marks. You gain the ability to summon your Jester's mask. While wearing your mask, creatures have disadvantage on insight checks against you, and you gain the following ability.

While wearing this mask, you learn the *Read Thoughts* spell. Also, after spending 1 minute conversing with a humanoid, you can cast this spell on them without casting activities. If they fail the initial save, the spell duration becomes an amount of minutes equal to your PRO, the target becomes unable to end the conversation, has a SPD of 0, and they must succeed an amount of saves against the spell equal to your PRO to end the effect. Once the spell ends, the target does not know you cast the spell on them, and cannot recall what your previous conversation was about. The effect ends early if the target takes any damage.

College of Lore

Magical Secrets

At 6th level, you learn two spells of your choice from any class's spell list. A spell you choose must be of a mastery you can cast, or a minor spell. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

College of the Destrier

Inspired Tenacity

When you or an ally roll your bardic inspiration die, the user gains temp hp equal to the result + your CHA.

College of the Primal Tone

Tones of Concordance

At 6th level, your understanding of the Song of Creation enhances your voice with its powerful tones, empowering your every word. When you grant a creature your inspiration, they may roll twice and take the higher result. Further, when making a Persuasion, Performance, or Deception check, you may grant yourself your Bardic Inspiration.

Troubadour

Perfect Performer

At 6th level, you have become so skilled in your craft that your charm bleeds into your performances. Whenever you perform for an audience for at least 1 minute, you may choose to attempt to charm an amount of creatures equal to your CHA. They must succeed a CHA save equal to your Spell Save DC or be charmed by you for 1 hour, unless they take damage or you attack them. These creatures will help you with small tasks and even defend you, though they will avoid violence or harm whenever possible. (For instance, a charmed creature might help hide you from the guards or even block their path, but would not fight them.) Any creature subjected to this ability is unaware that you tried to charm them.

Cleric

Extra 3rd Mastery

At 6th level, you can prepare an additional 3rd Mastery Spell per day.

Channel Divinity Increase

At 6th level, you gain another use of your Channel Divinity per short or long rest.

Virtue's Blessing

At 6th level, your Virtue grants you a new ability.

Ambition

Channel Divinity: Superior Efforts

Your ambitious nature has blessed you with the ability to succeed where others fail. Whenever you fail a skill check or miss an attack roll, you may use your reaction and expend a use of Channel Divinity to succeed or hit.

Courage

Channel Divinity: Persevering Maneuver

At 6th level, your courageous spirit bolsters you against mental control, and allows you to exact righteous fury on your would-be manipulators. You gain advantage on saves against any effects that would stun you.

Additionally, whenever you or an ally within 6 squares successfully saves against an effect that would charm, frighten, or stun, you may use your reaction and a use of Channel Divinity to immediately move up to your SPD towards the triggering enemy and make one melee attack. On a hit, the attack does an additional amount of radiant damage equal to your level.

Enlightenment

Channel Divinity: Saved from the Grave

When death is close at hand, your enlightened spirit can rescue your allies from oblivion. When a creature within 6 squares that you can see falls to 0 HP, you can use your reaction and expend a use of your Channel Divinity to grant 1 temporary LF to the target, potentially preventing their death. This temporary LF is lost at the end of a long rest.

Harmony

Initial Equilibrium

At 6th level, you exude such balance that enemies can hardly raise their weapons against you until you act. You may add your WIS to your AC until the end of your first turn in combat.

Honor

Bane of the Dishonorable

At 6th level, the Virtue of Honor has blessed you for your commitment to fairness, simultaneously punishing those who fight dishonorably. If there are 2 or more enemies within 1 square of you and no allies, you gain temporary HP equal to your WIS at the start of your turn, and attacks against you cannot be made with advantage.

Innovation

Channel Divinity: Skeleton Key

Your innovative methods turn even the most inapplicable instruments into the right tools for the job.

As an action, you can expend a use of Channel Divinity turn one skill or artisan kit you have into a universal tool for 1 hour. During this time, you are considered to have expertise with any check you make with it, and it can be used in place of any other needed kit.

Judgment

Channel Divinity: Maximum Penalty

When you damage an enemy with an attack, you may expend a use of Channel Divinity to deal the maximum possible damage with that attack.

Mischief

Channel Divinity: Trickster's Teleport

As an action, you can spend a use of Channel Divinity to target a creature within 8 squares and swap places with them. If the targeted creature is unwilling, they must succeed a CHA Save equal to your Spell Save DC or suffer the effect.

Retribution

Vengeful Steps

When you have been slighted by a foe, it becomes nigh impossible for them to escape their comeuppance. While you are not at full HP, your SPD increases by an amount of squares equal to your PRO.

Tyranny

Channel Divinity: Wrathful Ricochet

You are an embodiment of Tyranny, a master of the weak minded. You will not suffer your mind to be dominated. Whenever you fail a save against an effect that Charms or Frightens you, you may use your reaction and expend a use of Channel Divinity to force a triggering creature to make a WIS save against your Spell Save DC. On a failure, they suffer the Charmed or Frightened condition instead.

Druid

Extra 3rd Mastery

At 6th level, you can prepare an additional 3rd Mastery Spell per day.

Druidic Circle

At 6th level, you gain another feature granted by your Druidic Circle.

Circle of Decay

Essence of Blight

At 6th level, your Rotting Breath becomes so strong that it impedes any interruptions of the natural cycle. Your aura extends to 3 squares. When a creature starts their turn within it, they take necrotic damage equal to your WIS, and are unable to heal until they leave it.

Circle of Elements

Enhanced Transformations

You gain an extra use of Wild Shape per Short or Long rest.

Circle of the Land

Lands Stride

Moving through difficult terrain costs you no extra movement. You also have advantage on saving throws against magical plants, such as from *Spike Growth*, and take no damage from their effects on a successful save.

Circle of the Spirit

Fey Guile

Your experiences with the Fey have allowed you to turn your Wisdom into guile. When making CHA based Skill checks, you may use your WIS rather than your CHA. Further, you may expend a use of your Wildshape ability to make your features more enthralling, giving you advantage on such checks

for an amount of minutes equal to the rounds of your Wildshape duration.

Fighter

Feat

At 6th level, you can choose any single feat of 4th level or lower if you possess the prerequisites to take that feat.

Monk

Unarmored Movement

While you are not wearing armor, your SPD increases by another 1 square.

Ki Enhancement

Your LF increases by 1. Once per day, during a short rest, you can regain an amount of LF equal to your PRO.

Monastic Tradition

At 6th level, your chosen Monastic Tradition grants you another feature.

Drunken Master

Flow of the Fermented

At 6th level, your acrobatic combos leave your foes unable to react and allow you to avoid danger with ease. When you use your Flurry of Blows, you gain the effects of the disengage action until the end of your turn, and your SPD increases by 2 squares for the same duration. Additionally, whenever you are prone, you can stand with 1 square of your SPD, rather than half.

Way of the Open Hand

Wholeness of Body

At 6th level, you can enhance your body's natural healing to astounding effect. As an action, you can regain HP up to 3 times your monk level. You must finish a long rest before you can use this feature again.

Way of the Subtle Wind

Guiding Touch

At 6th level, you learn the Guidance Minor Spell. Further, when you use Flurry of Blows, you can target an ally in range and grant them Guidance with

one of your attacks. When you do, the bonus applies to Attack Rolls and Saving Throws, and they may add your WIS to the result.

Way of the Raven

Shadowed Assault

At 6th level, you become an embodiment of the shadows, and can manipulate them to your benefit. You can see in magical and non-magical darkness, up to 12 squares. Additionally, you may spend 2 LF when you make an attack roll to create a 1 square radius sphere of magical darkness, centered on the target. This darkness lasts until the beginning of your next turn, or until you use this ability again.

Wanderers of Courage

Challenger's Clarity

At 6th level, your Courage bolsters you against mental weakness. You gain advantage on saves against being charmed or frightened. Additionally, if the target of your Link of Life and Death successfully Charms or Frightens you, you may spend 2 LF at the start of your turn to end the effect.

Paladin

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 2 squares of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.

Ranger

Surefooted Tracker

At 6th level, your skill at navigating terrain gives you an edge on your targets. Your SPD increases by 1 square, and you gain a climbing and swimming SPD equal to your SPD. While you have a Quarry, your SPD increases by an additional 1 square.

Rogue

Expertise

At 6th level, either choose two of your skills you are proficient with or one skill and your thieves' kit. You gain expertise in the skills or kits you have chosen.

Sorcerer

Extra 3rd Mastery

At 6th level, you learn an additional 3rd Mastery Spell

Sorcerous Origin

At 6th level, you gain a new feature tied to your Sorcerous Origin.

Draconic Fusion

Ancestral Amplification

At 6th level, when you deal damage of your Draconic Ancestry with a spell, you can add your CHA to one damage roll of the spell.

Glimmer-Touched

Invasive Attunement

You can now see clearly through any patch of Glimmering.

At 6th level, Your connection to the Glimmering becomes so strong that you can beseech it to seep into the Material plane. You can Spend 2 Font Points and a bonus action to summon a 1 square radius sphere of Glimmering at a point you can see within 6 squares. The sphere lasts for a number of your rounds equal to your PRO, and requires concentration as though concentrating on a spell, though does not require any type of action to concentrate on. The Glimmering manifests as a deep purple wispy smoke, permeated by strange twinkling lights. Any light or darkvision in an area of Glimmering is reduced by half.

Radiant Seeker

Pyre of Knowledge

At 6th level, you can use your CHA rather than INT when making History, Investigation, and Religion checks.

Rain of Luminescence

At 6th level, your dedication to radiance allows you to transmute your spells to pursue revelation. Whenever you cast a damaging spell, you may spend 2 Font Points to change the damage type to Radiant.

Seethe Bound

Unstable Urge

At 6th level, the chaotic energies within you become so volatile that they tend to violently combust. Whenever you use Font Points in combat, you deal an amount of damage equal to your CHA to all creatures within 2 squares. The type of damage is determined the same way as by your Chaotic Retribution feature.

Honored Blood

Lucky Bloodline

At 6th level, your blood becomes infused with the uncanny luck of fabled heroes. Whenever you fail an attack roll, skill check, or saving throw, you can choose to expend 3 Font Points to reroll the die and take the new result.

Warlock

Extra 3rd Mastery

At 6th level, you learn an additional 3rd Mastery Spell.

Otherworldly Patron

At 6th level, your Patron grants you a new feature.

The Angel

Angelic Form

As a bonus action, you may manifest golden wings that last for 1 minute. While you have the wings, you have a Fly SPD equal to your SPD, shed bright light up to 6 squares, and dim light for an additional 6 squares. You can use this ability an amount of times equal to your PRO, and gain all uses back on a long rest.

The Fey Lord

Tunnel Vision

At 6th level, whenever you succeed a Persuasion, Deception, or Intimidation check while in conversation, the target becomes blinded to all creatures other than you until you stop talking.

Additionally, when you are hit by an attack, you can choose to force the attacker to make a CHA save equal to your Spell Save DC. On a failure, the target becomes blinded against all creatures but you, or becomes blind to you until the end of their turn (your choice). If a creature is immune to the charmed condition, this feature doesn't work on them. This ability also does not stop a target from sensing creatures through methods other than sight. You may use this ability an amount of times equal to your PRO, and regain all uses on a long rest.

The Fiend

Luck of the Dark Ones

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.

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

Primal Spirit

Primeval Reprisal

At 6th level, you gain the ability to shed the retaliation of the wilds through your very skin. As a bonus action, you can choose to have your body violently erupt with barbed thorns, jagged antlers, or any other manner of dangerous, primal protrusions. Until the end of your next turn, whenever you are hit with a melee attack, you deal 1d6 + your CHA magical piercing damage to the attacker. You can use this ability an amount of times equal to your PRO, and recharge all uses on a short or long rest.

The Shade

Fickle Rest

At 6th level, you can use your strange relationship with death to guide the dying to new destinations. Whenever you or an ally within 9 squares hits 0 HP, you can use a reaction to teleport the target to a space within 6 squares of you. This ability triggers after the target hits 0 hp, but just before they become unconscious.

The Archdeacon

Balanced Gifts

At 6th level, you gain the ability to invoke balanced vows, allowing you to hold your place between virtues until you choose to reveal your true nature. When you invoke a balanced vow, you gain access to the following latent effects:

Harmonic Ambition Once per turn, when you take damage, you can use your reaction to either regain hit points equal to your CHA (minimum of 1) or cause an ally within 6 squares to gain temporary hit points equal to your CHA (minimum of 1). If you choose to grant temporary hit points, they last until your next rest.

Innovative Mischief As a bonus action, you can choose a target within 6 squares, including yourself. The target gains a bonus to the damage of their next attack or spell equal to your CHA. If the attack or spell has multiple targets, choose one to deal the extra damage to. You can use this ability an amount of times equal to your CHA, and gain all uses back on a Short Rest.

While balanced, you can align with either Light or Dark virtues on your turn by using an action to recite one of the corresponding vows. When you do so, you lose the effects and abilities of your balanced vow and immediately gain access to the Light or Dark gifts, as appropriate to your choice, until your next rest.

Wizard

Extra 3rd Mastery

At 6th level, you may add 2 more spells to your Spellbook, and may prepare an additional 3rd Mastery Spell.

Wizard School

At 6th level, you learn a new ability associated with your Wizard School.

Conjuration

Minor Summoning

You gain the ability to summon one piece of equipment of unknown origin. You may spend 10 minutes to conjure one of the following items. You are considered proficient with the equipment even if you would normally not be. Weapons conjured with this ability can use your INT instead of STR or DEX for attack and damage rolls.

- Chain Shirt
- One shield
- One +1 Simple Weapon
- One Artisan or Skill Kit

This item lasts for 8 hours in your possession, at which point it disappears. Alternatively, an ally can use the equipment, which limits its duration to 1 hour. Once an item is summoned, you cannot summon another item until you complete a short or long rest. Any item summoned disappears if you use this ability again.

Divination

Farsight

Your arcane sight allows you to cast spells with pre-cognitive accuracy. Whenever you cast a ranged spell, you may extend the range of that spell by an amount of squares equal to your PRO x 2.

Enchantment

Enthralling Intelligence

At 6th level, your studies into the art of charisma have allowed you to bolster your social skills with mental acumen. Whenever you make a Charisma based check, you may choose to use your INT rather than CHA to determine your bonus. Similarly, you may do the same for any Charisma saving throws you make, though this does not give you proficiency in that save.

Evocation

Potent Cantrip

Starting at 6th level, your damaging minor spells affect even creatures that avoid the brunt of the effect. Whenever a creature succeeds on a saving throw against your minor spells, or you miss an attack roll using a minor spell, the creature takes half the damage (if any) but suffers no additional effect from the cantrip.

Generalist

Worldly Mind

While others have spent their time focusing on a specific Wizard school, you have been able to use that time learning the secrets of other casters. You may copy spell scrolls of any spell list into your spellbook, rather than just Wizard spells, and may prepare and cast those spells as normal.

Illusion

Character Study

At 6th level, anyone you interact with becomes an identity in your ever growing collection. If you spend at least 10 minutes observing or conversing with a humanoid, you can choose to save it as an identity. You may then take 10 minutes to become an illusion of a saved creature. This illusion causes you to look and sound exactly like the creature, but does not give you any knowledge that creature would possess. You can save a number of these identities equal to your PRO, and any excess identities replace one of your choice. The illusion can be detected by a successful investigation check

against your Spell Save DC.

Necromancy

Enlightenment of the Embalmed

At 6th level, you add Animate Dead to your wizard spell book if you don't already know it. When you cast the spell, you may target two corpses or piles of bones with it, rather than one. Additionally, whenever you cast this spell, you add your level to the HP of your undead servants, and they add your PRO to their attack bonus.

Protection

Shield Mastery

At 6th level, you have mastered the Shield spell, and learned to manipulate it in new ways. You learn the Shield spell if you don't already know it. Additionally, you may target an ally, rather than yourself, when they are subject to an attack. When you use the spell in this way, its range is 6 squares. Finally, if you or an ally within 6 squares must make a saving throw, you can sacrifice the spell as a reaction to add the +5 bonus to the triggering save.

Transmutation

Aggressive Alchemy

At 6th level, you have learned to not only adapt to the elements, but to make them adapt to you. Whenever you see a creature within 6 squares casting a spell that deals acid, cold, fire, lightning, poison, or thunder damage, you can use a reaction to change the damage type to another of the provided options. If the caster is hostile to you, you must both make a contested ability check using your spellcasting ability + PRO. If you win the contest, the spell is transmuted. You can use this ability an amount of times equal to your PRO, and regain all uses on a long rest.