

Level 8 Abilities

At level 8, all classes may choose a new feat of level 8 or lower, and may increase any ability score by 1 (to a max of 5). The following classes get additional abilities.

Bard

4th Mastery

At 8th level, you can add a 4th Mastery Spell to your spells known.

Cleric

4th Mastery

At 8th level, you can prepare an additional 4th Mastery Spell per day.

Divine Triumph

At 8th level, your Divine Glory ability becomes a triumphant display of your faith. You now heal living creatures by an amount of d8's equal to your PRO, and damage undead creatures by the same amount.

Virtue Feature

Ambition

Overachiever

Starting at 8th level, you may embody your Virtue to push past your physical limits. On your turn, you may choose to take an extra action. After doing so, you immediately gain 2 levels of exhaustion.

Courage

Extra Attack

Beginning at 8th level, when you use an action to Attack, you can make two attack rolls with the weapon you are attacking with instead of one.

Enlightenment

Reactive Remediation

Starting at 8th level, you gain the power to heal wounds with lightning speed. Whenever an ally enters or exits a space within 1 square of you, you may immediately use your reaction to cast a spell that targets only them, has a casting time of one action, and that restores HP.

Harmony

Channel Divinity – Aura of Balance

Your commitment to Harmony has allowed you to impose this virtue on friend and foe. Beginning at 8th level, as an action you may expend a use of your Channel Divinity to create a 3 square radius aura centered on yourself for 1 Minute. For the duration, the number of allies and enemies that may enter or end their turn in the aura must be equal. For instance, if you activate your aura with no allies in range, only one enemy may enter it or end their turn there. If you activate this ability with an uneven amount of enemies or allies in range, you may designate which creatures can stay, as long as the amount designated is equal. All other creatures must spend the required movement on their turns to exit the aura.

Honor

Extra Attack

Beginning at 8th level, when you use an action to Attack, you can make two attack rolls with the weapon you are attacking with instead of one.

Innovation

Inspired Application

At 8th level, your divine insight allows you to apply knowledge in unexpected and practical ways.

Whenever you make an INT-based skill check or a check using a skill kit or artisan's kit you are proficient with, you may add your WIS modifier to the roll.

Additionally, when you use Inventive Inspiration or Mind on Fire on a creature, that creature gains the following benefit for the duration of the effect:

- Once per turn when the creature makes an INT or WIS-based skill check or saving throw, it may add your WIS modifier to the roll.

Judgement

Extra Attack

Beginning at 8th level, when you use an action to Attack, you can make two attack rolls with the weapon you are attacking with instead of one.

Mischief

Elusive Target

At 8th level, you become talented in the art of disappearing from view. Whenever you are targeted with an attack roll, you may use your reaction to immediately turn invisible, thus causing the attack to be rolled with disadvantage. You must choose to do so before the attack is rolled. This invisibility lasts until the end of the current turn.

Retribution

Extra Attack

Beginning at 8th level, when you use an action to Attack, you can make two attack rolls with the weapon you are attacking with instead of one.

Tyranny

Channel Divinity – Shatter Will

At 8th level, your Tyrannical might becomes enough to overpower even the strongest of minds. Whenever you attempt to cast a spell that charms or frightens on a target that is immune to the effect, you may expend your reaction and a use of your Channel Divinity, to remove their immunity for the purposes of the spell. This effect remains for the duration of the spell, but does not apply to any spells cast by other creatures, or to other spells you cast, unless you use this feature again.

Druid

4th Mastery

At 8th level, you can prepare an additional 4th Mastery Spell per day.

Wild Shape Improvements

Whenever you take on a Wild Shape, you gain temp HP equal to 10 x your PRO. If your Wild Shape form already grants temp HP, you add the two together.

Ranger

Strider

Beginning at 8th level, You ignore difficult terrain, and magic can no longer reduce your SPD.

In addition, you have advantage on saving throws against effects that prevent you from moving or cause you to become Grappled, restrained, or paralyzed.

Sorcerer

4th Mastery

At 8th level, you can add a 4th Mastery Spell to your spells known.

Warlock

4th Mastery

At 8th level, you can add a 4th Mastery Spell to your spells known.

Wizard

4th Mastery

At 8th level, you may add 2 more spells to your Spellbook, and may prepare another 4th Mastery Spell.

8th Level Feats

Journeyman Barbarian

8th Level

Prerequisites: CON 2+, Barbarian Adept, you are not a Barbarian.

The Rage continues to burn within you, becoming even more vicious.

- You can now go into a Rage twice per day.
- You may choose one Primal Path and gain its 3rd level ability.

Journeyman Bard

8th Level

Prerequisites: CHA 3+, Bard Adept, you are not a Bard.

You better understand bardic spellcasting and learn how to inspire others. You gain the following benefits:

- Choose two 2nd-mastery on the Bard spell list. You gain those spells. Your spellcasting ability with those spells is CHA. You are proficient with any Bard spell you cast.
- You begin the studies of a Bardic College of your choice or the ways of a Troubador. You gain the 3rd level abilities associated with your choice.
- You may now use your Bardic Inspiration an amount of times per day equal to your PRO.

Journeyman Cleric

8th Level

Prerequisites: WIS 3+, Cleric Adept, you are not a Cleric.

You further your ability to embody your Virtue, and your clerical spellcasting increases. You gain the following benefits:

- Choose two 2nd-mastery on the Cleric spell list. You gain those spells. Your spellcasting ability with those spells is WIS. You are proficient with any Cleric spell you cast.
- You gain the 1st level granted power associated with your chosen Virtue.

Journeyman Druid

8th Level

Prerequisites: WIS 3+, Druid Adept, you are not a Druid.

Your Druid spellcasting increases, and you gain the ability to Wild Shape. You gain the following benefits:

- You gain the Wild Shape ability, and may transform into four shapes— bear, cat, wolf, and rodent. All forms have the benefits and restrictions as listed in Heroes Awaken.
- You may choose a Druid Circle and gain that circle's 3rd level ability.
- Choose two 2nd-mastery spells on the Druid spell list. You gain those spells, and your spellcasting ability with those spells is WIS.

Journeyman Fighter

8th Level

Prerequisites: STR 2+, Fighter Adept, you are not a Fighter.

Your continued dedication to your combat prowess allows you to begin training into a specific archetype. You gain the following benefits:

- Choose a Martial Archetype. You gain the 3rd level abilities associated with that Archetype.
- You now regain the use of your Second Wind after a short rest.

Journeyman Monk

8th Level

Prerequisites: WIS 2+, Monk Adept, you are not a Monk.

Your studies in the arts of Ki have advanced considerably. You gain the following Ki abilities:

- Deflect Missiles
- Flurry of Blows
- Wind Step

Choose one Monastic Tradition. You gain the 3rd level abilities associated with your chosen tradition.

Journeyman Paladin

8th Level

Prerequisites: CHA 2+, Paladin Adept, you are not a Paladin.

Your continued dedication to your oath grants you the following benefits:

- Your Weal and Woe pool becomes equal to your CHA x your PRO.
- You gain the 1st level abilities of your chosen oath.

Journeyman Ranger

8th Level

Prerequisites: WIS 2+, Ranger Adept, you are not a Ranger.

Your attunement to the ways of a Ranger grants you the following benefits:

- You gain the Primeval Awareness ability.
- Choose one Ranger Archetype. You gain the 3rd level abilities associated with your chosen archetype.

Journeyman Rogue

8th Level

Prerequisites: DEX 2+, Rogue Adept, you are not a Rogue.

Your diligent dedication in the arts of stealth have earned you the following benefits.

- You gain the Cunning Action ability.
- Choose one Roguish Archetype. You gain the 3rd level abilities associated with your chosen archetype.
- You may use your Sneak Attack feature an amount of times equal to your PRO per short or long rest.

Journeyman Sorcerer

8th Level

Prerequisites: CHA 3+, Sorcerer Adept, you are not a Sorcerer.

Your Sorcerer spellcasting and arcane knowledge increases in power. You gain the following benefits:

- Choose two 2nd-mastery on the Sorcerer spell list. You gain those spells. Your spellcasting ability with those spells is CHA. You are proficient with any Sorcerer spell you cast.
- You gain 2 additional Font points and you gain two Metamagic options of your choice.

- Choose one Sorcerous Origin. You gain the 1st level abilities associated with your chosen origin.

Journeyman Warlock

8th Level

Prerequisites: CHA 3+, Warlock Adept, you are not a Warlock.

Your abilities in pact magic have grown, you gain the following benefits:

- Choose one 2nd-mastery spell on the Warlock spell list. You gain that spell and your spellcasting ability with that spell is CHA. If sacrificed, this spell comes back on a short rest, rather than a long rest.
- Choose an Otherworldly Patron. You gain the 1st level ability of that Patron.

Journeyman Wizard

8th Level

Prerequisites: INT 3+, Wizard Adept, you are not a Wizard.

Your hard work and studies in the ways of magic grants you the following benefits:

- You now have the ability to copy 2nd-mastery spells into your Wizard's spellbook. You may add two 2nd-Mastery spells into your spellbook, and you may now prepare 4 spells from the book per day.
- Choose a school of magic or the path of the Generalist. You gain the 3rd level abilities associated with this school, and may add a 2nd-Mastery spell associated with your school into the book.

Assassin's Blade

8th Level

Prerequisites: You do not have the Sneak Attack Class feature.

You have learned to turn a single sudden strike into a decisive opening. You gain the following features:

- You gain proficiency in Stealth. If you already have proficiency in Stealth, you gain expertise instead.
- Once per turn, when you hit a creature with a melee weapon attack while you are hidden from it, the attack deals an extra 2d6 damage of the weapon's type.
- After you deal this extra damage, you may move up to half your SPD without provoking opportunity attacks from the target of the attack.

Bodyguard

8th Level

Prerequisites: Defensive Combatant

When an ally within 5 feet of you is hit by an attack, as a reaction, you may become the target of the triggering attack instead. If this would cause the hit to miss, you may then use your Defensive Combatant ability as part of the same reaction.

Counterstrike

8th Level

Prerequisites: Deft Block

You have learned to turn the perfect parry into immediate retaliation. You gain the following abilities:

- Your uses of Deft Block increase to your PRO per short or long rest.
- When you use Deft Block against a creature within your melee range, you may Counterstrike, making one melee weapon attack against that creature as part of the same reaction.
- If your Deft Block caused the triggering attack to miss, or caused a critical hit to become a normal hit, your Counter Strike deals one additional roll of your weapon's damage die.

Split Second Savior

8th Level

Prerequisites: None

You may now choose to spend one Life Force in the following additional ways:

- You may re-roll an attack roll, saving throw, or skill check. When doing so, you must take the result of the re-roll, even if it is worse than the original roll, unless you spend another LF to re-roll again.
- As a reaction, you may allow one ally within 6 squares to re-roll an attack roll, saving throw, or skill check. When doing so, they must take the result of the re-roll, even if it is worse than the original roll.

Harmonized Spellcasting

8th Level

Prerequisites: Harmonized Weapon Training

Your harmonized weapon is now so attuned to your magical gifts that it can channel and deliver your spells. You gain the following ability:

Whenever you cast a spell with a single target and a casting time of 1 Action, you may instead concentrate on that spell and make an attack with your harmonized weapon as part of the same action. If the attack hits, you deal the weapon's normal damage and cast the spell on the target. If the spell requires a save, the save is made at disadvantage. If the spell deals damage, it deals its normal damage, or double the damage on a crit.

Soothsayer

8th Level

Prerequisites: None

You have dabbled into the world of the unknown by experimenting with organic hallucinogens. You gain the following benefits.

Once per long rest you may do one of the following, by spending 15 minutes to perform a ritual:

- **Starlight Sermon** - The Soothsayer may cast the Starlight Sermon Spell by meeting the condition requirements of the Spell. Using Starlight Sermon will cause the Soothsayer 2 levels of exhaustion.
- **Locate Object** - Describe or name an object that is familiar to you. You sense the direction of the object's location if it is within 1 league of you. If the object is in motion, you know the direction

of its movement. This spell can locate a specific object known to you if you have seen it up close (within 6 squares) or held it. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain type of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object. Using Locate Object will cause the Soothsayer 2 levels of exhaustion.

Trick Shot Specialist

8th Level

Prerequisites: Proficiency with a Martial Ranged Weapon

Your tireless practice of ranged weapon skill allows you to make difficult shots that disable, disrupt, and destroy your enemies. You gain the following benefits:

Targeted Strike - Before you make a ranged weapon attack against a creature within your weapon's normal range, you may declare a targeted strike as a reaction. You take a -5 penalty to the attack roll. On a hit, the attack deals normal damage but you may choose one of the following effects:

- The target is blinded until the end of its next turn.
- The target drops one item of your choice that it is holding, the item lands in the target's space.
- The target's SPD is halved until the end of its next turn.

Rapid Fire - Once per turn when you take the attack action with a weapon, you may make an additional attack with your weapon's standard ammunition. These attack rolls are made with a -5 penalty.

You may use Targeted Strike and Rapid Fire a combined number of times equal to your PRO, regaining all expended uses when you finish a long rest. You cannot use Targeted Strike and Rapid Fire on the same turn/action/attack.

Toxicologist

8th Level

Prerequisites: None

Your studies of poisons, vapors, gases, and natural atmospheric toxins have made you dangerously skilled at both surviving and creating them. You gain the following abilities:

- You gain resistance to poison damage and proficiency with an Alchemist's Kit. If you already have proficiency, you gain expertise with it instead.
- Refined Toxins - During a long rest, you may use an Alchemist's Kit to create a number of toxin doses equal to your proficiency bonus. These doses remain potent until the end of your next long rest, after which they become inert.
- When a creature is exposed to one of your toxins, it must make a CON saving throw against your Toxicologist save DC. Your Toxicologist Save DC equals 8 + PRO + INT. Your toxins overcome resistance to poison damage, but not immunity. A toxin may be used in the following ways:
 - Applied Toxin - As a bonus action, you apply one dose to a melee weapon or 1 piece of ammunition. The next time a coated weapon or piece of ammunition hits a creature within 1 minute, the target must make a CON save against your Toxicologist save DC or take 4d6 poison damage and suffer the poisoned condition until the end of its next turn.
 - Vapor Toxin - As an action, you break or throw one dose at a creature within 6 squares, exposing it to a burst of toxic vapor. The target must make a CON save against your Toxicologist save DC or take 4d6 poison damage and suffer the poisoned condition for 1 minute. The creature may make another save at the end of each of its turns, taking 2d6 poison damage on every failed save, or ending the effect on a success.
 - Consumable Toxin - As an action you lace food, drink, or another consumable object with a dose of toxins. A creature that consumes it must make a CON save against your Toxicologist save DC or take 4d6 poison damage and suffer the poisoned condition for one hour.

Whirlwind of Blows

8th Level

Prerequisites: You must have the Flurry of Blows ability from any source.

Your studies in the way of Ki grant you the following ability:

- Whenever you hit a creature with an attack granted by Flurry of Blows, you may spend 1 LF to make an additional attack. If the additional attack hits, you may spend 2 additional LF to make a final attack against the same creature. You can gain no more than two additional attacks from this feat on a turn.