DiBastet's Classless 5e

"I want to be a barbarian, but I want to trade Rage for something cool..."

There was a time that I would laugh (more) at that, but as the years passed I learned that I don’t exactly like classes. You see, I understand they help new players and such, but I much prefer classes like the d20 modern ones, just a framework that you use to build your own hero.

However I really enjoyed the concept of 5e archetypes, or subclasses. Even if they bring a lot of abilities that you can’t pick and choose they are akin to ye old Prestige Classes, or a Profession or Specialization like other systems call it.

That’s why I made these rules for my group. You can build your own adventurer the way you want, kinda like when a DM builds his npcs. A little bit of fighter, bardic inspiration and a smite? A Knight. Roguish and rangerish skills with some divine magic? An inquisitor. And on top of that you add your chosen archetype, that may link your character with the Realms or any other setting you play.

We hope these rules enrich your games as much as it did to ours.

by Diego Bastet and the Secrets of Alancia team
art by Lich Godlike, character commissions at HTTP://DIEGOBASTET.DEVIANTART.COM/

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# Classless 5e

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## Basic Features

**Hit Points**

- **Hit Dice:** 1d6 per level
- **Hit Points at 1st Level:** 6 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d6 (or 4) + your Constitution modifier per level after 1st

**Proficiencies**

- **Armor:** Light armor
- **Weapons:** Simple weapons
- **Tools:** One tool of your choice
- **Saving Throws:** One of your choice among Constitution, Dexterity and Wisdom, and one among Strength, Intelligence and Charisma
- **Skills:** Choose any two

**Equipment**

You start with the following equipment, in addition to the equipment granted by your background:
- (a) leather armor, (b) scale mail (if proficient), or (c) chain mail (if proficient)
- (a) a simple melee weapon, or (b) a crossbow and a case of 20 bolts
- (a) any martial weapon (if proficient), or (b) a shield
- A set of tools

## Class Feature

Each time you gain this ability, choose a Class Feature from the list below. If a feature isn't described is because it works as found on the SRD. Unless mentioned a Class Feature can't be taken multiple times. Unless a class feature has a greater version, its improvements happen at the levels listed in the SRD. For example, it doesn't matter if you choose Wild Shape at 1st or 7th level, you'll only access flying creatures at 8th character level.

**Action Surge**

*Prerequisite:* Strength 13 or Dexterity 13

*Found on Fighter.*

**Aura of Courage**
**Prerequisite:** Strength 13 and Charisma 13, Aura of Protection
Found on Paladin.

**Aura of Protection**
Prerequisite: Strength 13 and Charisma 13
Found on Paladin.

**Bardic Inspiration**
Prerequisite: Charisma 13
Found on Bard.

**Brutal Critical**
Prerequisite: Strength 13
Found on Barbarian.

**Cantrips**
Prerequisite: Spellcasting (any)
You receive the Cantrips ability as the class from your chosen tradition.

**Channel Divinity**
Prerequisite: Wisdom 13
Found on Cleric. When you take this class feature you also receive the Turn Undead option.

**Cunning Action**
Prerequisite: Dexterity 13
Found on Rogue.

**Deflect Missiles**
Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk.

**Divine Smite**
Prerequisite: Strength 13 and Charisma 13, Spellcasting (Divine)
Found on Paladin.

**Evasion**
Prerequisite: Dexterity 13
Found on Rogue.

**Expertise**
Prerequisite: Charisma 13
Found on Bard.

**Extra Attack**
Prerequisite: Fighting Style, 5th level.
You can attack twice, instead of once, whenever you take the Attack action on your turn.

**Favored Enemy**
Prerequisite: Dexterity 13 and Wisdom 13
Found on Ranger.

**Fighting Style**
Prerequisite: Strength 13 or Dexterity 13
Found on Fighter.

**Font of Inspiration**
Prerequisite: Charisma 13, Bardic Inspiration
Found on Bard.

**Font of Magic**
Prerequisite: Charisma 13, Spellcasting (Innate)
Found on Sorcerer.

**Hide in Plain Sight**
Prerequisite: Dexterity 13
Found on Ranger.

**Indomitable**
Prerequisite: Strength 13 or Dexterity 13
Found on Fighter.

**Innovation**
Prerequisite: Intelligence 13
Found on Artificer of Alancia. You also gain two Discoveries.

**Jack of All Trades**
Prerequisite: Charisma 13
Found on Bard.

**Ki**
Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk. When you choose this ability you also gain the Flurry of Blows, Patient Defense and Step of Wind options.

**Lay on Hands**
Prerequisite: Strength 13 and Charisma 13
Found on Paladin.

**Martial Arts**
Prerequisite: Dexterity 13 and Wisdom 13
Found on Monk.

**Metamagic**
Prerequisite: Charisma 13, Font of Magic
You gain two metamagic options.
Found on Sorcerer.
**Natural Explorer**
*Prerequisite:* Dexterity 13 and Wisdom 13
Found on Ranger.

**Pact Boon**
*Prerequisite:* Charisma 13
Found on Warlock.

**Rage**
*Prerequisite:* Strength 13
Found on Barbarian.

**Reckless Attack**
*Prerequisite:* Strength 13
Found on Barbarian.

**Second Wind**
*Prerequisite:* Strength 13 or Dexterity 13
Found on Fighter.

**Sneak Attack**
*Prerequisite:* Dexterity 13
You gain Sneak Attack as a Rogue of your level, maximum +5d6.

**Spellcasting**
You are a spellcaster from your chosen tradition. When you first choose this feature you choose that tradition -Arcane, Artificer, Bardic, Divine, Innate, Nature, or Pact- and from now own every time you choose it again you increase its power. Each tradition imitates the way a class from the SRD casts, including prepared or spontaneous casting and class list of spells. The Spell per Spellcasting Feature table shows how many spell slots you have to cast your spells of 1st level and higher, based on how many times you chose this feature.

- **Arcane:** You cast spells like a Wizard. You have the Spellbook, Ritual Casting and Spellcasting Focus wizard class features. Your spellcasting stat is Intelligence.
- **Artificer:** You create inventions like an Artificer of Alancia. You have the Design Book artificer class features. Your spellcasting stat is Intelligence.
- **Bardic:** You cast spells like a Bard. You have the Spells Know and Spellcasting Focus bard class features. Your spellcasting stat is Charisma.
- **Divine:** You cast spells like a Cleric. You have the Ritual Casting and Spellcasting Focus cleric class features. Your spellcasting stat is Wisdom.
- **Innate:** You cast spells like a Sorcerer. You have the Spells Know and Spellcasting Focus sorcerer class features. Your spellcasting stat is Charisma.
- **Nature:** You cast spells like a Druid. You have the Ritual Casting and Spellcasting Focus druid class features. Your spellcasting stat is Wisdom.
- **Pact:** You cast spells like a Warlock. You have the Eldritch Invocations, Mystic Arcanum and Spellcasting Focus warlock class features. Your spellcasting stat is Charisma.

**Note:** This Feature may be taken multiple times, each time increasing the power of your chosen tradition. You must be at least 3rd level to choose this feature a second time.

**Toughness**
Your Hit Dice increases by one step, from d6 to d8, d8 to d10 and d10 to d12.
**Note:** This Feature may be taken multiple times, but it can be taken only at 1st level.

**Unarmored Defense**
*Prerequisite:* Constitution 13 or Wisdom 13
Choose Constitution or Wisdom. If you choose Constitution you use the feature found on the Barbarian; if you choose Wisdom you use the one found on the Monk class.

**Uncanny Dodge**
*Prerequisite:* Dexterity 13
Found on Rogue.

**Wild Shape**
*Prerequisite:* Wisdom 13
Found on Druid.

**Quirks**
Each time you gain this ability, choose a Quirk from the list below:

- **Artificer's Knowledge**
  Found on Artificer (of Alancia).

- **Countercharm**
  Found on Bard.

- **Danger Sense**
  Found on Barbarian.
DESTROY UNDEAD
Prerequisite: Channel Divinity
Found on Monk.

DIVINE HEALTH
Found on Paladin.

DIVINE SENSE
Found on Paladin.

FERAL INSTINCT
Found on Barbarian.

KI EMPOWERED STRIKES
Prerequisite: Ki
Found on Monk.

KNIGHT TRAINING
Prerequisite: Warrior Training
You become proficient with heavy armor.

LAND'S STRIDE
Found on Barbarian.

PERSISTENT RAGE
Prerequisite: Rage
Found on Barbarian.

PRIMEVAL AWARENESS
Prerequisite: Spellcasting (Nature)
Found on Ranger.

PURITY OF BODY
Found on Monk.

SKILLED
You become proficient in two skills or tools of your choice.

SLOW FALL
Found on Monk.

SONG OF REST
Found on Bard.

STILLNESS OF MIND
Found on Monk.

THIEVES' CANT
Found on Rogue.

TIMELESS BODY
Found on Monk.

TONGUES OF SOON AND MOON
Found on Monk.

UNARMORED MOVEMENT
Found on Monk.

WARRIOR TRAINING
You become proficient with martial weapons, medium armor and shields.

ARCHETYPE
At 1st level, choose one archetype. It may be from any class, as long as you fulfill the prerequisites. You gain the archetype's features at its usual levels, besides your normal, classless progression. Archetypes from other products besides the PHB -like the SCAG or homebrew- may be used. As a rule of thumb the Archetype's prerequisites should be based on its original class:

Artificer (of Alancia): Spellcasting (Artificer), Innovation.
Barbarian: Rage
Bard: Spellcasting (Bardic), Bardic Inspiration.
Cleric: Spellcasting (Divine) and Channel Divinity
Druid: Spellcasting (Nature)
Fighter: Action Surge (plus Spellcasting (Arcane) for Eldritch Knight)
Monk: Ki
Paladin: Channel Divinity
Ranger: Favored Enemy
Rogue: Sneak Attack (plus Spellcasting (Arcane) for Arcane Trickster)
Sorcerer: Spellcasting (Innate)
Warlock: Spellcasting (Pact)
Wizard: Spellcasting (Arcane)

HALF-CASTER ARCHETYPES
As you probably noticed, "half caster" archetypes (like the Eldritch Knight and the Arcane Trickster from the Player's Handbook) aren't needed with these classless rules. They still may be used because of their other useful abilities however. If that's the case make the following changes:

Requirements: Spellcasting appropriate to the archetype's concept, besides appropriate to the class.
Spellcasting: Instead of granting spellcasting, the archetype grants one free Class Feature at the levels it would grant a new spell level above 1st. The Arcane Trickster and Eldritch Knight, for example, grant a free Class Feature at levels 7, 13 and 19.

**Greater Class Feature**

Each time you gain this ability, choose a Class Feature from the list below. If a feature isn't described is Each time you gain this ability, choose a Greater Class Feature from the list below. You may also choose normal Class Features in place of Greater ones.

**Action Surge, Greater**

*Prerequisite:* Action Surge

You may use Action Surge two times per short rest.

**Blindsight**

*Prerequisite:* Dexterity 13

Found on Rogue.

**Cleansing Touch**

*Prerequisite:* Lay on Hands

Found on Paladin.

**Diamond Soul**

*Prerequisite:* Dexterity 13 and Wisdom 13

Found on Barbarian.

**Divine Intervention**

*Prerequisite:* Channel Divinity

Found on Cleric.

**Elusive**

*Prerequisite:* Uncanny Dodge

Found on Rogue.

**Empty Body**

*Prerequisite:* Diamond Soul

Found on Monk.

**Extra Attack, Improved**

*Prerequisite:* Extra Attack, Action Surge.

You can attack three times, instead of once, whenever you take the Attack action on your turn.

**Feral Senses**

*Prerequisite:* Dexterity 13 and Wisdom 13

Found on Ranger.

**Divine Smite, Improved**

*Prerequisite:* Divine Smite

Found on Paladin.

**Indomitable Might**

*Prerequisite:* Brutal Critical

Found on Barbarian.

**Innovation, Improved**

*Prerequisite:* Innovation

Found on Artificer of Alancia. You gain two more Discoveries. This feature may be taken a second time.

**Magical Secrets**

*Prerequisite:* Spellcasting

Found on Bard. This feature may be taken a second time.

**Metamagic, Greater**

*Prerequisite:* Metamagic

You gain another two metamagic options.

**Rage, Relentless**

*Prerequisite:* Rage

Found on Barbarian.

**Reliable Talent**

*Prerequisite:* Expertise

Found on Rogue.

**Sneak Attack, Greater**

*Prerequisite:* Sneak Attack

Your maximum Sneak Attack damage becomes +10d6

**Spell Mastery**

*Prerequisite:* Spellcasting (Arcane)

Found on Wizard.

**Vanish**

*Prerequisite:* Hide in Plain Sight

Found on Ranger.

**Final Class Feature**

At 20th level, choose on the following class features.

**Archdruid**

*Prerequisite:* Wild Shape

Found on Druid.
**Eldritch Master**
*Prerequisite:* Spellcasting (Pact)
Found on Warlock.

**Eternal Invention**
*Prerequisite:* Spellcasting (Artificer), Innovation
Found on Artificer of Alancia.

**Extra Attack, Greater**
*Prerequisite:* Extra Attack, Improved, Action Surge, Indomitable.
You can attack four times, instead of once, whenever you take the Attack action on your turn.

**Foe Slayer**
*Prerequisite:* Favored Enemy
Found on Ranger.

**Perfect Self**
*Prerequisite:* Ki
Found on Monk.

**Primal Champion**

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**Signature Spells**
*Prerequisite:* Spellcasting (Arcane)
Found on Wizard.

**Sorcerous Restoration**
*Prerequisite:* Font of Magic
Found on Sorcerer.

**Stroke of Luck**
Found on Rogue.

**Superior Aura**
*Prerequisite:* Aura of Protection
The range of your auras increase to 30 feet.

**Superior Inspiration**
*Prerequisite:* Bardic Inspiration
Found on Bard.

**Superior Intervention**
*Prerequisite:* Divine Intervention
Your call for intervention succeeds automatically, no roll required.
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