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**Ariel**

* Ability Improvement: Every 4th level until level 20, the player gains either +2 points to spend on abilities or a new feat.
* Blindsense: At level 15, the player can detect all hidden or invisible creatures within 10 feet of them as long as they can hear. Within this range, the player does not have Disadvantage on attacks against these creatures. However, this ability to hear does not substitute for the inability to see a creature, meaning that an ability that states that you must be able to *see* a creature cannot be used.
* Cunning Actions: The player may use any one of three listed actions as a bonus action during each turn, but may only use one per turn.
  + Dash – Double movement speed after modifiers
  + Disengage – The player can move out of an opponent’s range without provoking an opportunity attack
  + Hide – The player must succeed on a DC 15 Stealth check while either being in total darkness, or behind at least three-quarters cover and out of any opponent’s line of sight, gaining the *Invisible* condition on a success. The total of the Stealth check is the DC that a given creature must succeed against on a Perception check to find where you are hiding. Making any attack roll (regardless of hit or miss), making a sound louder than a whisper, or casting a spell with a Verbal component ends the hidden status early.
* Cunning Strikes: Starting at level 5, the player can add any of the following perks to a sneak attack by spending a specified number of sneak attack dice. Starting at level 11, the player can add two different strikes to a single sneak attack, spending the combined total for the dice cost. For a cunning strike that requires a saving throw, the DC is 8 + DEX mod + prof bonus:
  + Daze (level 15+)(cost: 2d6) – Target must succeed on a CON saving throw. On a fail, the target can only do one of the following during their next turn:
    - Move
    - Action
    - Bonus action
  + Knock Out (level 15+)(cost: 6d6) – The target must succeed on a CON saving throw or be knocked *Unconscious* for 1 minute. Taking any damage causes the unconscious creature to get back up immediately.
  + Obscure (level 15+)(cost: 3d6) – Target must succeed on a DEX saving throw or be *Blinded* until the end of its next turn.
  + Poison (cost: 1d6)(requires a Poisoner’s Kit) – Target must succeed on a CON saving throw or be *Poisoned* for 1 minute. The target can repeat the save at the end of each of their turns, ending the condition early on a success.
  + Trip (cost: 1d6) – Target must succeed on a DEX saving throw or be knocked *Prone*. Can only be used on a creature that is of size Large or smaller.
  + Withdraw (cost: 1d6) – Player can move half their movement speed without provoking opportunity attacks
* Drausvihelen – Forest Dragon (feat): The player can speak, read, and write Draconic and has 50% resistance to Poison damage. Additionally, a number of times per day equal to their DEX mod + prof bonus, the player can give themself Advantage against a creature that is a Dragon or Plant species, or if it deals primarily Poison damage.
* Elusive: At level 15, attack rolls against the player never have Advantage unless the player is incapacitated.
* Epic Boon (2024): At level 19, the player gets either one epic boon of their choice or one new feat of their choice.
* Evasion: At level 10, when targeted by any spell/attack with a travel time or area of effect that also explicitly states for the target(s) to make a Dexterity saving throw, you avoid damage entirely on successful throws instead of taking half, and you take half damage on failed throws instead of full damage. Applicable usage is determined by DM.
* Expertise: At levels 5 and 15, the player may add their proficiency bonus to any two proficient skills a second time, for a total of four expert skills.
* Ghost Walk: At level 13, once a day, the player can assume a spectral form as a bonus action during any turn. While in this form, they hover slightly off the ground, have a flying speed of 20 feet, and all attack rolls against them have Disadvantage. The player can also phase through creatures and objects as if they were difficult terrain, but they take 1d10 force damage if their turn ends inside the creature/object even while still in spectral form. The effect lasts for 10 minutes or until the player chooses to end it.
* Mobile (feat): Gain a +10 to movement speed, you don’t provoke opportunity attacks from a creature you make a melee attack roll against for the rest of your turn, and Dash is not affected by difficult terrain.
* Reliable Talent: At level 10, all proficient ability check rolls valued at 2 - 9 BEFORE modifiers become a 10. Nat-1s are still critical failures and immediately fail without adding modifiers.
* Shadowmarks (Thieves’ Cant): The player can read thief symbols around the world (same as Skyrim).
* Skill Expert (feat): Player can increase one ability score by +1, gain proficiency in one skill they are not already proficient in, and gain expertise in one skill they already had proficiency in prior to obtaining this effect.
* Slippery Mind (2024): At level 15, the player gains proficiency in Wisdom and Charisma saving throws.
* Sneak Attack: Player can roll a number of d6 dice equal to half their level rounded down as extra damage. This ability only works with finesse melee weapons or ranged weapons. One of the following sets of conditions must also be met for this ability to be used:

1. Player must have Advantage on the attack roll
2. There must be another non-incapacitated enemy of the target within 5 feet of them, and the player must not have Disadvantage on the attack roll

* Steady Aim: At level 5, the player may sacrifice their entire movement speed during any turn for a bonus attack action that has Advantage. Players must choose to use this feature before using any movement speed during their turn, as their movement speed becomes 0 for the whole turn.
* Stroke of luck (2024): At level 20, any failed ability check, attack roll, or saving throw becomes an automatic nat-20. Can only be used once per long rest.
* Telepathic (feat): Player’s Intelligence ability score increases by 1 and they gain proficiency in either the Deception, Insight, Intimidation, or Persuasion skill (cannot be stacked if already proficient in these skills). Player learns the Mage Hand cantrip, which can be cast without any components and is invisible to anyone the player wants. Additionally, the player can speak telepathically with any creature they can see within 30 ft of them, and the creature can then respond telepathically if it knows the language in which it is being spoken to. If it does not know the language in which it is being spoken to, it can still understand the player’s message as if the player used Universal Speech, but it cannot respond to them.
* Tiefling Bloodline: The player’s mother was a Glasya Tiefling and their father was an Asmodeus Tiefling; the player can cast the Darkness and Invisibility spells at base level once per long rest each, requiring no material components if necessary.
* Tokens of the Departed: At level 9, the player gains a soul trinket from a creature they kill at any range, or they can use a reaction to gain one from any creature that another person kills within 30 ft of the player. The player can only hold a maximum number of trinkets equal to their proficiency bonus. At level 17, the player gains one soul trinket at the end of a long rest if they don’t have any left from the previous day. Players may use a soul trinket during any turn to gain ONE of the following sets of benefits, consuming the soul trinket upon use:

1. Gain Advantage on CON saving throws and death throws
2. Use Wails from the Grave immediately after a sneak attack without expending a use of the ability (does not stack for a second use)
3. Use Ghost Walk without expending a use of the ability (must have it unlocked first)
4. Use an action to ask the soul tied to the trinket one question (the player has no way of knowing which creature the soul is from unless they have a writing utensil to mark the trinkets with; the soul is under no obligation to answer truthfully, may not speak your language, and could possibly not know the answer, so it may tell you anything it wants, desperate to be freed).

* Uncanny Dodge: At level 5, the player's reaction allows them to only take half damage after an enemy they can see successfully hits them with an attack, whether melee-, ranged-, or spell-based. This reaction does not work against any damage that is not a direct result of an attack roll, such as a saving throw, indirect bonus damage (ex. the Hurl Through Hell ability or Hex spell), or lasting effects (such as poison). If a creature attacks the player from behind, the player technically cannot see them (unless they have an ability such as Blindsight), and therefore this reaction cannot be used, even if the player knows that the creature is behind them and about to attack.
* Wails from the Grave: Immediately after damaging someone with a sneak attack, Player can target a second creature within 30 ft that they can see, dealing necrotic damage in d6’s equal to half the number of sneak attack dice at their level rounded up (this calculation for the number of d6’s would be the same as the player’s level, divided by 4, rounded up). The player can only target the same first creature if no other enemies are nearby. This ability can be used a number of times equal to the player’s proficiency bonus, replenishing after a long rest. At level 17, the necrotic damage dealt by this ability is given to both the first and second creatures.
* Whispers of the Dead: The player gains one temporary skill or tool proficiency of their choice, keeping it until they use this ability again to choose a different one. Players can only switch once a day.

**Dave**

* Ability Improvement: Every 4th level until level 20, the player gains either +2 points to spend on abilities or a new feat.
* Breath Attack: As a Dragonborn, the player can use an action to exhale a destructive breath attack based on their Draconic Ancestry. All creatures within a 15-foot cone of the player must make a Dexterity saving throw with a DC equal to 8 + player’s proficiency bonus + player’s Constitution modifier, taking 2d6 fire damage on a failed save or half as much on a successful one. At levels 5, 10, and 15, the damage increases by 1d6 for a total of 5d6 after level 15.
* Draconic Ancestry – Red dragon: The player is a descendant of a red dragon. As a result, they have 50% resistance to fire and their Breath Attack does fire damage to all creatures in a 15-foot cone.
* Fighting Style – Archery: Player gains +2 to all ranged weapon attack rolls. At every 4th level until level 20, the player can choose to switch fighting styles or keep their current one.
* Second Wind: As a bonus action on their turn, the player can heal themselves a number of HP equal to 1d10 + their fighter level. This can only be used once per short or long rest.

**Jemma**

* Ability Improvement: Every 4th level until level 20, the player gains either +2 points to spend on abilities or a new feat.
* Arcane Recovery: Upon finishing a short rest, the player can regain some spell slots of their choice that have a combined level equal to half their Wizard level (ex. At level 10, a Wizard can regain any number of spell slots with a level total of 5).
* Command Undead: At level 15, the player can take control of any undead creature within 60 ft, even if it is already under another caster’s spell. The creature must succeed on a Charisma saving throw against the player’s spell save DC or be placed under the player’s control indefinitely (until they are killed or the player takes a new one). If the creature succeeds on the save, this ability cannot be reattempted on that same creature. Undead creatures with an Intelligence score of 8 or higher have Advantage on saving throws against being controlled, and creatures with an Intelligence score of 12 or higher can repeat their saving throw once every hour until they successfully break free. Once free from the spell, the creature will try to attack the player who was controlling them. This can stack with Undead Thrall for an extra undead at a time.
* Epic Boon (2024): At level 19, player gets either one epic boon of their choice or one new feat of their choice.
* Grim Harvest: Once per turn, if the player uses a spell and kills any creature that isn’t undead or constructed, the player regains lost HP equal to double the level of the spell used or triple the level if it’s a necromancy spell.
* Inured to Undeath: At level 10, the player gains 50% resistance to necrotic damage and is immune to any effect that lowers their HP maximum.
* Lucky (feat): The player gets 3 luck points per long rest. Whenever the player rolls a d20 for any reason (attack roll, saving throw, ability check, etc.), they may expend a luck point to roll a second d20 with Advantage. The player can wait to use a luck point until after rolling the first die but must decide whether or not to use it before the DM tells them the outcome of the first roll. Additionally, whenever a creature attacks the player, the player can choose to spend a luck point to roll their own d20. If the player’s roll is less than the attacking creature’s roll, the attacking creature must use the lesser roll.
* Necromancy Savant (2024): The player gains two necromancy spells of 2nd-level or lower upon choosing the School of Necromancy, along with an additional necromancy spell of their choice each time they unlock a new spell slot level.
* Scholar (2024): The player gains Expertise in one of the following skills that they already have proficiency in: Arcana, History, Investigation, Medicine, Nature, or Religion.
* Signature Spells: At level 20, the player may choose any two 3rd-level spells or lower that they currently own. Both of these spells can be used once per short rest as a 3rd-level spell without requiring a spell slot, and they are always prepared without counting against their total prepared spells. Using either spell at a level higher than 3rd still requires a spell slot.
* Spell Mastery: At level 15, the player can choose either a 1st- and 2nd-level spell or three 1st-level spells. These spells can all be cast for free at any time at their lowest respective levels without using a spell slot or needing components, but they must be prepared.
* Spellcasting: Lucy is a Necromancer Wizard. She can write spells into her spellbook, having no limit to the amount of spells she can copy from the Wizard spell list. Additionally, her study of arcane energy allows her to commit an additional cantrip to memory, for a maximum of 5 instead of 4. Lucy’s spellcasting focus is the pair of earrings she wears. Lucy can prepare a number of spells per day equal to her Wizard level + her spellcasting ability modifier + her proficiency bonus. These prepared spells can be cast without needing to reference her spellbook; casting an unprepared spell requires her to be holding the spellbook in one hand. Lucy can change any number of her prepared spells at the end of a long rest, spending 1 minute studying per level of each spell she wants to add. Copying a spell into her spellbook requires 1 hour of free time and 50 gold per level of the spell being copied. Each time Lucy gains a new level of her spell slot, her Necromancy Savant feature allows her to learn any one Necromancy spell of the new slot level.
* Tiefling Bloodline: The player is an Asmodeus Tiefling; they can innately cast the Thaumaturgy cantrip at any time, along with the Hellish Rebuke and Darkness spells once per long rest. These spells count as always prepared for the purposes of counting the player’s prepared Wizard spells, but they cannot be upcasted with spell slots.
* Undead Thralls: At level 5, if the player does not know the Animate Dead spell, they automatically add it to their spellbook. The spell works as normal, except the player can animate an extra undead on top of the amount they get at any spell slot level, as detailed in the Animate Dead spell description under the *“At Higher Levels*”section.

**Katie**

* Ability Improvement: Every 4th level until level 20, the player gains either +2 points to spend on abilities or a new feat.
* Animal Mother: As the reincarnation of former Druid Queen Tarinosi, the player has Expertise in Animal Handling.
* Balm of the Summer Court: At level 2, the player can use a bonus action during their turn in combat to heal an ally within 120 feet of them. The ally is healed for 3d6 + 3 HP. This ability can be used twice per long rest.
* Bonus Cantrip – Druid: At level 2, the player learns a Druid cantrip of their choice.
* Deft Explorer (2024): At level 2, Player gains expertise in one skill they are already proficient in and learns 2 new languages.
* Epic Boon (2024): At level 19, player gets either one epic boon of their choice or one new feat of their choice.
* Expertise (2024): At level 9, the player gains expertise in two already-proficient skills of their choice.
* Extra Attack: At level 5, the player gets two attack actions on each turn.
* Favored Enemy: At level 1, the player may choose a favorite type of enemy. When the player can see or is fighting a creature under their favored enemy type, the player can make an Intelligence check with Advantage to recall the following information about the creature. At levels 10 and 15, the player can choose an additional favorite enemy type for a maximum of three. The information the player recalls at the moment depends on their roll. The player can also choose if they want to relay this information to their allies.
  + On a roll of 2-5, the player can recall one attack the creature has. On a nat-1, the player recalls nothing.
  + On a roll of 6-10, the player recalls the previous information as well as any resistance, immunity, OR vulnerability, if there are any.
  + On a roll of 11-15 the player recalls all previous information (including one resistance, immunity, AND vulnerability) as well as one racial trait AND one special sense the creature has (blindsight, darkvision, truesight, etc.) if there are any.
  + On a roll of 16 or higher, the player recalls all previous information as well as what the creature’s armor class (AC) rating is. On a nat-20, the player will also be able to tell throughout combat via physical characteristics when the creature has reached 75%, 50%, and 25% HP.
* Feral Senses (2024): At level 18, the player gains Blindsight out to a range of 30 feet.
* Fey Ancestry: Player is immune to sleeping magic and has Advantage on saving throws against being Charmed.
* Fighting Style – Archery: Player gains +2 to all ranged weapon attack rolls. At every 4th level until level 20, the player can choose to switch fighting styles or keep their current one.
* Gathered Swarm: The player has a swarm of miniature illusionary creatures that bond to them, sharing the same space as them at all times unless the player chooses to hide them. Hiding and unhiding the swarm does not cost an action, bonus action, or reaction. Immediately after hitting a creature with an attack, the player can use a bonus action to command the swarm to do ONE of the following:
  + Attack the same target, dealing an extra 1d8 piercing damage.
  + Carry the target 15 feet in any horizontal direction of choice and knock them prone if they fail a Strength saving throw against your spell save DC.
  + Carry the player 5 feet in any horizontal direction of choice without provoking an opportunity attack. The swarm will also provide half cover, granting the player a +2 to AC until the start of their next turn.
* Land’s Stride: At level 10, environmental hazards such as thorns or spikes cause no damage to the player or their group, and the player has Advantage against plant creatures.
* Natural Explorer: At levels 1, 5, and 10, the player chooses a favorite type of terrain, for a maximum of three favorite types of terrain. While in one of their favorite terrains, the player gains additional proficiency to all Intelligence and Wisdom ability checks related to the terrain and on Nature and Survival skill checks. While in any favorite type of terrain, the player cannot be surprise attacked, they always know what cardinal direction they are going (N, E, S, or W), they move stealthily at their normal pace if traveling alone, they can gather twice as many resources from nature, and their entire group is not affected by difficult terrain.
* Natural Recovery: At level 2, at the end of a short rest, the player can recover some spell slots of their choice with a combined spell level of 3 (three 1st-level, one 1st-level and one 2nd-level, or one 3rd-level).
* Primeval Awareness: The player can expend a spell slot of any level to know if there are creatures of a specific type nearby. For 1 minute per level of the spell slot used, the player can sense the presence of all aberrations, celestials, dragons, elementals, fey, fiends, and undead within 1 mile of them (6 miles if in a favorite type of terrain). The player does not immediately know the exact location/direction of each creature or how many there are, but they can deduce which direction a creature of a specific type is in based on whether or not the strength of the sense gets stronger or weaker when walking in a given direction.
* Roving (2024): At level 6, the player gains an additional 10 feet of movement speed and gets a climbing and swimming speed equal to their walking speed.
* Skill Expert (feat): Player can increase one ability score by +1, gain proficiency in one skill they are not already proficient in, and gain expertise in one skill they already had proficiency in prior to obtaining this effect.
* Speech of the Woods: Player learns to speak, read, and write Sylvan. They also learn how to “communicate” with animals, as they can understand body languages and noises of wild beasts, and the wild beasts can understand their speech.
* Spellcasting: Marina is a Swarmkeeper Ranger and the reincarnation of former Druid Queen Tarinosi. As a Ranger, she can learn spells up to 5th level, and as a Druid, she can learn spells up to 3rd level. Her spellcasting focus for her Ranger and Druid spells is the same item; a necklace she wears with a skull hanging from it. As a Ranger, Marina can know a number of Ranger spells equal to her Ranger level + her Ranger spellcasting modifier + her proficiency bonus, and every time she gains a Ranger level, she can replace one Ranger spell she knows with any other spell from the Ranger spell list. The new spell must be of a level equal to or less than the level of the spell being replaced. As a Druid, Marina has access to the entire Druid spell list at any level, but can only cast Druid spells for which she has Druid spell slots. Additionally, she can only prepare a number of Druid spells per day equal to her Druid level + her Druid spellcasting modifier + her proficiency bonus, and cannot cast spells she does not have prepared. She can change any number of her prepared spells at the end of a long rest, requiring 1 minute of meditation per level of each spell she wants to add.
* Star Map: The player gains a scroll covered with depictions of constellations; while this map is on their person, they gain the *Guidance* cantrip and the *Guiding Bolt* spell, the latter of which can be cast a number of times per day equal to the player’s proficiency bonus without expending a spell slot.
* Swarm Dispersal: At level 15, the player can use a reaction to disappear into their swarm, teleporting to an unoccupied space the player can see within 30 feet. The reaction also halves the damage done by the blow that caused it. This feature can be used a number of times equal to the player’s proficiency bonus, replenishing all uses after a long rest.
* Tireless (2024): At level 10, the player can use an action to gain a number of temp HP equal to 1d8 + WIS modifier. This can be used a number of times per long rest equal to the player’s Wisdom modifier. Additionally, at level 10, the player can get rid of 1 level of Exhaustion by taking a short rest.
* Trance: Player can enter a 4-hour meditative state at will that gives the same effects as a long rest (8 hours). If the trance ends after 2 hours or more without reaching 4 hours, only the effects of a short rest are given. If the trance ends before 2 hours have passed, no benefits are realized.
* Wild Shape: The player can use an action to take the shape of any wild beast they have seen before with a CR (Challenge Rating) of 1 or less. They can use this feature twice per short or long rest. The player can stay in their Wild Shape form for a number of hours equal to half their Druid level rounded down. The form ends early if the animal form falls unconscious or dies, or the player uses a bonus action on their turn to end it. The player can also expend a use of their Wild Shape to cast the Find Familiar spell without expending a spell slot. The following rules apply while in Wild Shape form:
  + Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
  + When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form, For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
  + You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as Call Lightning, that you've already cast.
  + You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
  + You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.
* Writhing Tide: The player can command their swarm to create a dense mass for the player to stand on, allowing the player to gain 10 feet of flying movement speed as a bonus action. The effect ends after 1 minute or if the player is incapacitated. This effect can be used a number of times equal to the player’s proficiency bonus, replenishing all uses after a long rest.

**Laurel**

* Ability Improvement: Every 4th level until level 20, the player gains either +2 points to spend on abilities or a new feat.
* Bardic Inspiration (2024): The player may inspire any creature within 60 ft on any turn in combat, even if it isn’t the player’s turn, allowing the inspired creature to add an additional 1d6 to any ability check or attack roll it makes within the next hour. After one hour of not being used, the inspiration die disappears. Inspired creatures may decide to use the Inspiration die after the DM determines that an initial roll would fail. Inspiration dice disappear after use, even if the modified value after using it is still a fail. The player, as a College of Eloquence Bard, can also spend a die as a bonus action to effectively curse a creature they can see within 60 feet. If the cursed creature has to make any saving throw before the start of the player’s next turn, the value rolled by the player on their inspiration die gets subtracted from the creature’s roll. Bards may use their Bardic Inspiration a number of times per long rest equal to their Charisma modifier and must complete a long rest to regain expended uses.
  + At level 5, if someone fails with an inspiration die given to them by the player, they can keep the die until they succeed. The inspiration die also increases from 1d6 to 1d8.
  + At level 10, the Bard player only needs to complete a short rest to regain expended uses. They can also spend a spell slot of any level to regain one use. The Bardic Inspiration die also increases from 1d8 to 1d10.
  + At level 15, the Bard player may use Bardic Inspiration on themself. Also at level 15, if the Bard player gives someone an inspiration die and they succeed, the Bard player can use a reaction to give another inspiration die to someone else other than themself within 60 feet for free, without actually spending a die. They can use this reaction a number of times equal to their Charisma modifier, replenishing all uses after a long rest. The Bardic Inspiration die also increases from 1d10 to 1d12, where it caps.
  + At level 20, the player starts every combat encounter with two uses of Bardic Inspiration if they have less than two left for the day.
* Bardic Versatility: Every 4th level until level 20, the player can choose to switch one of their expert skills to another skill they have proficiency in, losing the additional proficiency bonus from the former and adding it to the latter. Additionally, the player can choose to swap any of their known cantrips with a new one, losing the ability to cast the former.
* Countercharm (2024): At level 5, the player can use a reaction to give any creature they can see within 30 feet of them Advantage on a saving throw against being Charmed or Frightened. This can only be used after the targeted creature rolls first and fails. The player does not have a daily limit to uses of this ability, but it can only be used once per round.
* Epic Boon (2024): At level 19, player gets either one epic boon of their choice or one new feat of their choice.
* Expertise: At levels 5 and 15, the player may add their proficiency bonus to any two proficient skills a second time, for a total of four expert skills.
* Fey Ancestry: Player is immune to sleeping magic and has Advantage on saving throws against being Charmed.
* Jack of All Trades: For any ability check made for a non-proficient skill, the player may add half their Charisma modifier rounded down to the total value.
* Magical Secrets (2024): At levels 10, 15, and 20, the player can choose any one new spell to learn. Each spell must be from the Bard, Cleric, Wizard, or Druid spellcasting lists. The spell chosen must be 5th-level or lower at level 10, 6th-level or lower at level 15, and 7th-level or lower at level 20. The spell does not count as always prepared
* Prodigy (feat): Gain one skill proficiency, one skill expertise, one tool proficiency, and one language fluency.
* Song of Rest: During a short rest, all other players within 60 feet of the Bard player may regain half their total HP + 1d6 roll.
* Spellcasting: Sif is a College of Eloquence Bard. Her spellcasting focus is her kalimba. She can know a maximum number of spells equal to her Bard level + her spellcasting modifier + her proficiency bonus. She does not have to prepare her spells. Each time Sif gains a Bard level, she can replace any Bard spell she knows with another spell from the Bard spell list. Starting at level 10, the new spell that Sif gains when she replaces a Bard spell can be a Cleric, Druid, or Wizard spell. The new spell, regardless of class, must be of a level equal to or less than the level of the spell being replaced.
* Universal Speech: At level 5, once a day, the player can choose a number of creatures equal to their Charisma modifier that can magically understand the player for 1 hour, no matter what language the player speaks in.