

Tactician Class Features:

Level	Proficiency Bonus	Healing Blow	Studied Opponent Die	Features
1 st	+2	1	-	Precise Strike
2 nd	+2	1	-	Healing Blow
3 rd	+2	1	-	Choose Tactician Discipline
4 th	+2	1	-	Ability Score Improvement
5 th	+3	2	-	Extra Attack
6 th	+3	2	-	Tactician Discipline Feature
7 th	+3	2	-	
8 th	+3	2	-	Ability Score Improvement
9 th	+4	2	2d8	Studied Opponent
10 th	+4	3	2d8	
11 th	+4	3	3d6	Extra Attack (2)
12 th	+4	3	3d6	Ability Score Improvement
13 th	+5	3	3d8	
14 th	+5	3	3d8	Tactician Discipline Feature
15 th	+5	4	4d6	Weakened Foe
16 th	+5	4	4d6	Ability Score Improvement
17 th	+6	4	4d6	
18 th	+6	4	5d6	Tactician Discipline Feature
19 th	+6	4	5d6	Ability Score Improvement
20 th	+6	5	6d6	Tactical Mind, Extra Attack (3)

Hit Points

Hit Dice: 1d4 per tactician level

Hit Points at 1st Level: 4 + your Constitution modifier

Hit Points at Higher Levels: 1d4 (or 3) + your Constitution modifier per tactician level after 1st

Proficiencies

Armor: Light

Weapons: All finesse weapons and simple ranged weapons. When making an attack with a finesse weapon, you must use your Intelligence modifier (instead of strength or dexterity) for your Attack and Damage Rolls.

Tools: None

Saving Throws: Intelligence, Dexterity

Skills: Choose two from Acrobatics, Arcana, History, Insight, Investigation, and Perception. When your intelligence modifier is +5, choose one more of these skills to become proficient in or choose one of your current proficiencies to gain double proficiency in.

Precise Strike

Study your enemy to attempt to find a gap in their defenses. Make an Investigation check contested by the target's acrobatics check. This does Not use an action. If you succeed (or tie), add half your level (rounded up) to your attack modifier and add your level to the damage of all melee attacks dealt on this turn.

You can only make a precise strike once per long rest. At levels 5, 11, and 15 you can one additional precise strike per long rest. Once per day you can recover half or your precise strikes (rounded up) when you take a short rest.

Healing Blow

Your arcane knowledge allows you to siphon the life from your foes. Starting at 2nd level you can use a bonus action to activate healing blow. Whenever you use this ability, half of the damage that you deal from melee weapon attacks on your next turn grants you temporary hit points that lasts for 1 minute. The remaining time that your temporary hit points last resets each time you use healing blow. Temporary hit point from this class feature cannot exceed half of your maximum hit points. You can choose to use healing blow after your attack roll is made.

Refer to the Tactician table to see how many uses of healing blow you have at each level in this class. You recover all uses of healing blow when you take a short or long rest.

Tactician Discipline

At 3rd level, you choose a discipline that you have begun to master. Choose Arcane Dabbler or Blade Dancer, all detailed at the end of the class description. The discipline you choose grants you features at 3rd level and again at 6th, 14th, and 18th level.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level in this class and it increases to four when you reach 20th level in this class.

Studied Opponent

Starting at 9th level when an opponent that you have damaged within the last minute attacks you, you can use your reaction roll 2d8 and subtract the roll from the damage.

Refer to the Tactician table to see how these dice change with each level in this class.

Weakened Foe

Your tactical mind allows you to exploit your enemies' weaknesses. Starting at level 15, if an enemy is injured you get critical damage on an attack dice roll of a 19. Unlike a critical 20, this damage only applies if the attack hits.

Once per long rest you can choose to hit an enemy that you missed if the enemy is below half health. This attack is not a critical hit.

Tactical Mind

At level 20 your tactical mind allows you predict your enemies. Twice per short rest you can use your reaction to impose disadvantage on an enemy's attacks against you that you can see until the start of your turn.

Additionally, all of your Precise Strikes recover on any short rest and Weakened Foe now deals critical damage on an attack roll of 18 or 19.

Tactician Discipline

Different tacticians choose to study different disciplines of combat. This is reflected by the discipline you choose.

Blade Dancer

Knowledgeable Defense

Beginning at 3rd level, your study of combat allows you to dodge what others cannot. Unless you currently have disadvantage on your attacks, you can add one half of Intelligence modifier (rounded up) to your armor class.

Devastating Strike

Beginning at 3rd level, you have mastered fine control of your weapons. You have one and a half proficiency (rounded down) in finesse weapons. You can also choose to give up precision for a devastating strike. Before you know if an attack hits, you can choose to remove the one-half proficiency bonus to your attack roll and add your proficiency bonus to your damage roll.

For example, (assuming a +3 Intelligence modifier) at level 3 you would usually have a +6 attack modifier, but instead you could have a +5 attack modifier and deal +2 damage. At level 20 (with +5 Intelligence modifier) you would usually have a +14 attack modifier, but instead you could have a +11 attack modifier and deal +6 damage.

At One with Shadows

You have learned to be at one with the shadows. You are now proficient in stealth, and if you are in the dark, dim light, or in a shadow you have double proficiency in stealth checks.

Starting at level 6, any time you stab a surprised creature in the back, all of your attacks made that turn against that creature are critical hits.

Infused Blade

Beginning at level 14, you have learned how to infuse your blade with your life force. You must declare that you are infusing your blade before you know if your attack hits. Whenever you use this ability you lose current health and maximum health equal to your weapon damage rolls, but the enemy takes 3 times the damage of your weapon damage rolls plus any other relevant damage (like your Intelligence modifier). Infused Blade affects all attacks made with your infused blade on your turn unless you choose to end it early. It takes a bonus action to infuse your blade, but no action is required to end the effects early. If your self-inflicted damage from Infused Blade reduces you to zero hit points, you are instead reduced to one hit point. Your maximum hit points revert to their original value when you spend 10 minutes out of combat. You can use Infused Blade twice per long rest, but if you have zero uses you recover one use of Infused Blade from a short rest.

If any of your Infused Blade attacks are a critical hit, do not roll any extra damage dice. Instead all of the health that you have lost from Infused Blade on this turn is dealt to the enemy as psychic damage, and you recover hit points equal to the psychic damage dealt.

Blade Mastery

Starting at level 18, you can reroll a missed attack roll against an enemy that you can see. Unless the enemy's Dexterity modifier is higher than your Intelligence modifier, this attack is made with advantage. This ability can only be used once per long rest.

The first time you use this ability roll an intelligence check (roll 1d20 and add your Intelligence modifier). If you get above a 10 you regain one use of Blade Mastery.

Arcane Dabbler (1/3 spellcaster)

Arcane Dabbler Level			Spell Slots per Spell Level			
Dabbler Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2*	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
9th	3	6	4	2	-	-
10th	3	7	4	3	-	-
11th	4	8	4	3	-	-
12th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
15th	4	10	4	3	2	-
16th	4	11	4	3	3	-
17th	4	11	4	3	3	-
18th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. Two of your three known spells are shield and mage armor. These spell cannot be replaced.

Whenever you get the ability to choose a new spell, it must be a wizard spell of a level that you can cast. Whenever this happens you can replace one known spell with any other wizard spell of a level that you can cast.

Cantrips

You learn two cantrips: One must be Booming Blade or Green-Flame Blade and one other cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at levels 7 and 11.

Spell Slots

The Arcane Dabbler Spellcasting 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.

For example, if you know the 1st-level spell Charm Person and have a 1st-level and a 2nd-level spell slot available, you can cast Charm Person using either slot.

Enhanced Weapon

At 3rd level, your magical talent allows you to enhance your weapon. You can choose one of the following features. Whenever you take a short rest, you can replace the feature you choose with another feature on this list. At level 13, you can choose both of the top two of these features or both of the bottom two of these features, and can have both of them active at the same time.

- As long as your weapon is in your hand it counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If your weapon is already magical add +1 to hit on top of the weapon's other features. If you are dual wielding, both weapons gain this benefit.
- You can use a bonus action to make one weapon you are holding or that is on your person invisible. Whenever you use the weapon to attack or deal damage the weapon becomes visible, but you can use your bonus action to make it become invisible again. If you throw the weapon it remains invisible as long as it is in the air or until it is touched by someone other than you. This effect can be active on two weapons at a time.
- You can use your weapon as your spellcasting focus. You can infuse your blade with magic by adding a spell slot to add 1d6 per level to your damage when you attack with your weapon.
- You can use your weapon as your spellcasting focus. Once per short rest when you take the attack action with your weapon you can cast a cantrip or spell of first or second level with the same action. Whenever you get an extra attack you get one extra use of this feature, but a spell can only be cast with one of your attacks, not with all of them.

Spells Known of 1st Level and Higher

You know three 1st-level wizard spells of your choice, two of which you must choose from the enchantment and illusion spells on the wizard spell list.

The Spells Known column of the Arcane Dabbler Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an enchantment or illusion spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an enchantment or illusion spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your

spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Protection

At level 6 you gain the ability to cast protection once per short rest without consuming a spell slot. Protection functions exactly like shield, except it adds 5 + your Intelligence modifier to your AC.

You have also learned how to cast mage armor on yourself without consuming a spell slot if you spend 10 minutes of inactivity to complete the process. When you do this, you can choose to use your Intelligence modifier instead of your Dexterity modifier for the armor class it provides.

Arcane Regeneration

Starting at level 14, once per day when you take a short rest you can recover four levels worth of spells. This increases by one at levels 15, 18, and 20.

For example, when you get this ability you can recover either four 1st-level spell slots, two 1st-level spell slot and a 2nd-level spell slot, two 2nd-level spell slots, OR a 1st-level spell slot and a 3rd-level spell slot.

Magic Blade Mastery

Beginning at level 18, your mastery of the blade and magic allow you to use Booming Blade or Green-Flame blade (whichever one you chose at level three) with your extra attack feature. This is activated with your bonus action and can be used three times per long rest.