

THE HOMESTEADER



HOME BREW

Experience your next chapter as you share your love of life.

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HOMESTEADER

As the last log of the day fell to the ground, the burly human wiped the sweat from his brow. A hard day's work almost done, he looked forward to the dinner he would soon share with his wife and daughter.

With a hall full of family, the dwarf stood from his seat at the head of the table, and chimed a glass. With a heartfelt speech, he graciously thanked his guest for honoring him on his 100th birthday.

As another group of hungry souls shuffled meekly into the temple from the cold, the elf pulled yet another loaf from the oven. The smiles that formed on their downtrodden faces filled her heart, renewing her resolve as she went to work shaping the next batch.

Homesteaders are those who have been blessed with a love that many can sadly only dream of. They live a life wholly fulfilled, surround with family on a plot of land they can call their own. They spend their days felling trees, tending the farm, working the forge, or otherwise taking care of those close to them as best they can. They are strong, wise, and self-sufficient individuals.

HEART FULL OF LOVE

A homesteader most likely has no magic powers, or martial training. What gives them strength is a lifetime of hard work and experience. Many have likely raised children, or even grandchildren, and that has taught them a great deal about taking care of others. They find fulfillment in a smiling face, and they draw strength from the success of others. A homesteader would spend 8 hours gathering firewood, working until their hands bleed, to make sure their loved ones stay warm in the winter.

What draws a homesteader from their peaceful existence into the chaos of adventure varies. Perhaps their children have left home, and their spouse passed on, leading them to seek a new path in life. Perhaps there is some eminent threat the homesteader feels they must do their part to prevent, for the safety of their family. Whatever it is, they bring with them the experience of hard work, and a heart full of love.

HARDY AND EXPERIENCED

Homesteaders are more than mere peasants, but less than royalty, at least in terms of social class. They are people who value fair wages for honest work, and won't shy away from doing that work themselves if they have the knowhow. They often learn because they have to, because they have people depending on them. They may not be the most educated, the strongest, fastest, or most adept, but they know what they know, and they know when they're out of their depth. Their level-headed wisdom is what's kept them and their family alive, happy, and healthy.



A homesteader is often the patriarch or matriarch of the family. Where they go others follow, because they have proven their dependability, and how much they care for others. In a party of adventurers, their practical experience and heart of gold help to push others beyond their self-imposed limits, bringing out the best in them, and showing them what they are truly capable of. They provide a kind of emotional support that everyone deserves, but few are ever lucky enough to obtain.

CREATING A HOMESTEADER

When creating a homesteader, ask yourself first what caused you to leave their home life. Was it an imminent threat? Were you a single parent whose children left the nest? Did you lose your family in a natural disaster, and needed to get away from home to grieve?

Once you know why you left home, decide how you view your new life on the road. Do you long for the comfort of your favorite chair, or does the thrill of adventure give you a new lease on life? What are your long term goals? When the adventure is over, do you have someone waiting for you, or are you content to let your love of life drive you wherever it may?

QUICK BUILD

You can make a homesteader quickly by following these suggestions. First, put your highest ability score in Wisdom, followed by Strength. Second, choose the entertainer background.

THE HOMESTEADER

Level	Proficiency Bonus	Features	Advice Die	1st	2nd	3rd	4th
1st	+2	Hobby, The Touch, Advice	1d4	2	—	—	—
2nd	+2	Hardy, Kick Back	1d4	3	—	—	—
3rd	+2	Relax, I've Got It	1d4	4	2	—	—
4th	+2	Ability Score Improvement, Level-Headed	1d4	4	3	—	—
5th	+3	Overtime, Strong and Wise	1d6	4	3	2	—
6th	+3	Hobby Feature, If I May	1d6	4	3	3	—
7th	+3	Not Worth It, Scold	1d6	4	3	3	1
8th	+3	Ability Score Improvement	1d6	4	3	3	2
9th	+4	Parental Intuition	1d6	4	3	3	3
10th	+4	Hobby Feature	1d6	4	3	3	3
11th	+4	Back in the Game	1d8	5	3	3	3
12th	+4	Ability Score Improvement	1d8	5	3	3	3
13th	+5	Don't Mess with Mine	1d8	5	4	3	3
14th	+5	Hobby Feature	1d8	5	4	3	3
15th	+5	Enough for Everyone	1d8	5	4	4	3
16th	+5	Ability Score Improvement	1d8	5	4	4	3
17th	+6	I'm Serious	1d10	6	4	4	3
18th	+6	Hobby Feature	1d10	6	4	4	3
19th	+6	Ability Score Improvement	1d10	6	4	4	4
20th	+6	I Believe in You	1d10	6	4	4	4

CLASS FEATURES

As a homesteader, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per homesteader level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per homesteader level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons

Tools: Three tools of your choice

Saving Throws: Strength, Wisdom

Skills: Choose any three non-Dexterity skills

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) Two handaxes or (b) any simple weapon
- (a) A dungeoneer's pack or (b) an explorer's pack
- Any three tools
- Leather armor and a dagger

HOBBY

When you weren't homesteading or child rearing, you spent your time on what you loved. Choose one of the Hobbies listed at the end of the class description. Your choice grants you features at 1st level, and again at 6th, 10th, 14th, and 18th levels.

THE TOUCH

When it comes to certain things, you've just got the touch. You can do things that might seem magical to others, but it's simply experience.

LOVE AND CARE

You can replicate the effects of the *guidance* and *mending* cantrips. When you do, their "casting" time is 1 minute and 10 minutes respectively, *guidance* requires no somatic components, and *mending* requires no material components.

EXPERIENCE SLOTS

The Homesteader table shows how many experience slots you have to "cast" your homesteader spells of 1st level and higher. You aren't actually casting spells, rather you replicate their effects. To replicate one of these spells, you must expend a slot of the spell's level or higher.

You can only use experience slots to replicate spells from this class's spell list. When you do, you ignore all material and somatic component requirements, the spell cannot be countered or dispelled, and any damage you deal isn't considered magical.

Also, if you would make a Constitution saving throw to maintain focus on a spell replicated with an experience slot, you instead make a Wisdom saving throw. You regain all expended experience slots when you finish a long rest.

"SPELLS" KNOWN OF 1ST LEVEL AND HIGHER

You can replicate any spell from the homesteader spell list for which you have an experience slot to replicate it with at any time. You cannot cast these spells with spell slots or pact slots, unless you learn them a different way.

"SPELLCASTING" ABILITY

Wisdom is your spellcasting ability for your homesteader spells. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a homesteader spell you replicate and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

ADVICE

You like to give advice, the quality of which is represented by your Advice die, which starts as a d4 and changes as you gain homesteader levels, as shown in the Advice Die column of the Homesteader table. You have a number of these dice equal to twice your Wisdom modifier, and you regain all expended dice when you finish a long rest.

Additionally, you gain the following features:

Chin Up. You may use your bonus action to expend one Advice die and give a firm pat on the back to a creature other than yourself that you can touch. That creature gains temporary hit points equal to the expended die + half your proficiency bonus (rounded down).

Think of Home. When you make an attack roll, ability check, or saving throw while in contact with the sentimental item gained from your hobby, you can expend one Advice die to add it to the roll. Once you use this feature, you can't do so again until you finish a short or long rest. You can use this feature twice between rests when you reach 11th level in this class.

KICK BACK

You know the value of rest, and have no trouble kicking back on your break, which helps put your party at ease. At 2nd level, when you finish a short or long rest in the company of others, you and each creature you finished the rest with gain temporary hit points equal to your Advice die + your homesteader level.

HARDY

You're not as spry as you used to be, but homesteading is no cake walk. At 2nd level, you may use your Strength modifier, instead of Dexterity, to calculate your AC while wearing light or medium armor.

RELAX

You've got no problem relaxing after a hard day's work, and your presence helps others relax as well. At 3rd level, when you finish a long rest in the company of others, you and each creature you finished the rest with gain the effects of the *aid* spell at a level equal to your proficiency bonus. This effect is not magical and cannot be dispelled.

I'VE GOT IT

You've got it, probably. At 3rd level, if you would make an ability check that uses a skill you aren't proficient in, you can expend one Advice die to roll it before rolling the d20, adding the number rolled to the check's total.

Additionally, when you replicate *guidance* on a creature other than yourself, you use your Advice die instead of a d4.

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.

LEVEL-HEADED

You know a thing or two because you've seen a thing or two. At 4th level, you can disseminate wisdom when you finish a short or long rest in the company of others. You and each creature you finished the rest with gain advantage on the next saving throw each of you make that uses Wisdom, Intelligence, or Charisma. This effect lasts until your next short or long rest.

Additionally, you gain the following feature:

Use Your Head. When one or more creatures within 60 feet of you that you can see, including yourself, are forced to make a Wisdom, Intelligence, or Charisma saving throw, you can use your reaction to expend one Advice die and give a number of those creatures up to your proficiency bonus that can hear you a bonus on the saving throw equal to your Advice die.

OVERTIME

You're no stranger to working late. At 5th level, when you finish a short rest, you regain expended Advice dice equal to half your proficiency bonus (rounded up).

Additionally, once between long rests, you can choose expended experience slots to recover when you finish a short rest. The experience slots can have a combined level that is equal to or less than your proficiency bonus.

STRONG AND WISE

You are strong and wise, so say your loved ones at least. At 5th level, you gain the following benefits:

- When you make an attack roll using your Strength modifier, you may instead use your Wisdom modifier.
- When you use your Chin Up feature, add your Wisdom modifier to the temporary hit points gained by the target.
- When you make an ability check or saving throw using Strength, you may expend one Advice die to add it to the roll.

IF I MAY

At 6th level, your calm and reasoning demeanor can convince even the most stubborn goblin. As an action, you can expend an experience slot of 2nd level or higher to attempt to persuade a creature that can hear you by making a DC 20 Wisdom (Persuasion) check, at disadvantage if the creature you're targeting is hostile. The DC decreases by 5 or 10 if you use a 3rd or 4th level experience slot, respectively. You may also expend one Advice die to add it to the check's total. If you pass the check, you can replicate *suggestion* on the creature you attempted to persuade. That creature has disadvantage on the saving throw.

Additionally, if you would make a Charisma (Persuasion) check, you may instead make a Wisdom (Persuasion) check.

NOT WORTH IT

You know when things have gone too far, and won't hesitate to remove your family from a dire situation. At 7th level, when you're below half your maximum hit points, you can expend one Advice die to take the Disengage action as a bonus action. When you do, you gain temporary hit points equal to the expended die, and a number of creatures you can see up to your proficiency bonus that can hear you do not provoke opportunity attacks on their next turn.

SCOLD

Discipline is good for the soul, or so you've heard. At 7th level, if you would make a Charisma (Intimidation) check, you may instead make a Wisdom (Intimidation) check.

In addition, you gain the following feature:

Stop That. When a creature you can see is hit by a hostile creature you can see within 60 feet of you that can hear you, you can use your reaction to expend one Advice die and strongly condemn the attacker by subtracting your Advice die from the attack roll, potentially turning the hit into a miss.

PATERNAL INTUITION

You just have a sense for when something isn't right. At 9th level, when you make a Wisdom (Perception) check, add your Advice die to the check's total.

BACK IN THE GAME

The thrill of adventure reminds you of your younger days. At 11th level, when you use your Chin Up feature to give a creature temporary hit points, you gain the same amount of temporary hit points, and the target gains advantage on the next attack roll it makes before the start of your next turn.

DON'T MESS WITH MINE

You would do anything to protect your family. At 13th level, you can replicate *tenser's transformation** using a 4th level experience slot. When replicated this way, you don't need to maintain concentration on the spell, and it lasts for one minute. Once you use this feature, you can't do so again until you finish a long rest.

ENOUGH FOR EVERYONE

You've got more than enough love to go around. At 15th level, you can concentrate on two spells at once, as long as both of them are either replicated using an experience slot or are a cantrip learned from this class. If you fail a saving throw to maintain concentration, both spells end.

I'M SERIOUS

You don't take lip, from children or demons. At 17th level, you regain all expended Advice dice when you finish a short rest.

I BELIEVE IN YOU

At level 20, your ability to make others feel loved, accepted, and inspired is something far more powerful than simple magic. You can spend 10 minutes having a heartfelt conversation with a creature. That creature then gains 50 temporary hit points, has resistance to all damage, and is under the effects of the *foresight* spell. These effects last for one hour, and cannot be dispelled. Any temporary hit points remaining at the end of the hour disappear.

You can also use this feature on yourself. When you do, it takes one action rather than 10 minutes, and it lasts for one minute, at the end of which you suffer two levels of exhaustion.

Once you use this feature, you can't do so again until you finish a long rest, and the creature you used it on can't benefit from this feature for 2d4 days.

OPTIONAL RULE: MULTICLASSING

If you use the optional multiclassing rule in the *Player's Handbook*, here's what you need to know if you choose homesteader as one of your classes.

Ability Score Minimum. As a multiclass character you must have a Wisdom and Strength score of at least 13 to take a level in this class, or to take a level in another class if you already are a homesteader.

Proficiencies Gained. If homesteader is not your initial class, you only gain proficiency with light armor and simple weapons, and one artisan's tools of your choice.

Features that reference casting. Other class features that reference casting, such as the barbarians inability to cast spells while raging, consider replicating spells with this class as casting.

HOMESTEADER "SPELL" LIST

You can replicate any of the spells list below for which you have an experience slot of the appropriate level. They are organized by spell level, not character level. The spells listed below can be found in the Player's Handbook, Xanathar's Guide to Everything*, and Tasha's Cauldron of Everything**.

1ST LEVEL

- *Don't Touch That (Alarm)*
- *Good Boy (Animal Friendship)*
- *Party Time (Ceremony)*
- *Smooth Talk (Charm Person)*
- *Don't You Make Me (Command)*
- *Mono e Mono (Compelled Duel)*
- *Ain't that Bad (Cure Wounds)*
- *Got a Feeling (Detect Evil and Good)*
- *Something Ain't Right (Detect Magic)*
- *You Smell That (Detect Poison and Disease)*
- *Time to Go (Expeditious Retreat)*
- *Have a Snack (Goodberry)*
- *You Can Do It (Heroism)*

2ND LEVEL

- *Parental Instincts (Augury)*
- *Watch Where You're Going (Find Traps)*
- *It's Alright (Calm Emotions)*
- *Do Your Best (Enhance Ability)*
- *Story Time (Enthrall)*
- *Dearly Beloved (Gentle Repose)*
- *Last Place You Look (Locate Object)*
- *Lay of the Land (Locate Animals or Plants)*
- *Bite Down (Protection from Poison)*

3RD LEVEL

- *We Can Do It (Beacon of Hope)*
- *Nap Time (Catnap*)*
- *Get em (Haste)*
- *Believe in Yourself (Intellect Fortress**)*

4TH LEVEL

- *Don't Let Me Down (Aura of Life)*
- *Hold On (Aura of Purity)*
- *Lookin' Out for You (Death Ward)*
- *Told You So (Divination)*

HOBBIES

When you weren't keeping your family fed and warm, you spent your free time doing what you love, be it smithing, spending time outdoors, or the old ball and stick with the kids. Your hobby granted you experiences you wouldn't otherwise have gained, and you carry those with you on your adventure.

SENTIMENTAL ITEMS

Each hobby has you start your adventure with a sentimental item, something that reminds you of home. This item always seems to find its way back to you when lost (in a way the DM deems appropriate). If your sentimental item is destroyed, you end up finding a similar item that reminds you of the one you lost.

AXE THROWER

Whether it's in the back yard with your buddies or in a tournament at the local fair, you love sending sharp objects down range and watching them stick. It's hard for anyone not to smile after landing a bullseye with several people watching.

SENTIMENTAL AXE

1st-level Axe Thrower feature

You brought your favorite throwing axe (a common handaxe) with you on your adventure. When you make a ranged attack roll with your Sentimental Axe, you can expend one Advice die to add it to the roll.

WATCH THIS

1st-level Axe Thrower feature

You can draw a weapon that has the thrown property as part of the attack you make with that weapon.

When you reach 5th level in this class, you may use your Wisdom modifier instead of Strength for the damage rolls of ranged attacks you make using a thrown weapon.

EXTRA THROWN ATTACK

6th-level Axe Thrower feature

You can attack twice, instead of once, whenever you take the Attack action on your turn, as long as one of the attacks is a ranged attack with a thrown weapon.

IT STUCK

6th-level Axe Thrower feature

When you make a ranged attack roll with a thrown weapon and roll an 18 or higher on the d20, your weapon sticks in the target on a hit, hampering them and giving other creatures advantage on attack rolls against the target until the beginning of your next turn.

Additionally, When you make a ranged attack with a thrown weapon and score a critical hit, you can use your bonus action that turn to make a ranged attack with a thrown weapon.

FIRST TRY

10th-level Axe Thrower feature

You have advantage on the first ranged attack roll you make with a thrown weapon each combat.

IMPROVED SENTIMENTAL AXE

10th-level Axe Thrower feature

Your Sentimental Axe gains a bonus to attack and damage rolls equal to half your proficiency bonus rounded down, if it does not already have such a bonus. It also counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. When you make a ranged attack with your Sentimental Axe, replace the damage die with your Advice die if it is larger.

BULLSEYE

14th-level Axe Thrower feature

When you make a ranged attack roll with a thrown weapon, that attack scores a critical hit on a roll of 19-20, or 18-20 if the weapon is your Sentimental Axe.

ONE EYE CLOSED

18th-level Axe Thrower feature

Once per turn, you can close one eye when you make a ranged attack roll with a thrown weapon, causing you to have disadvantage on the attack roll. If the attack hits, it is a critical hit, and you add your Advice die to the damage roll (before doubling dice from the critical hit).

BUSHCRAFTER

There is nothing quite so relaxing and invigorating as the sounds of nature that fill your ears in the peace of the forest. You love being outdoors and everything that comes with it, and have taught yourself the skills necessary to stay in nature as long as you can.

SENTIMENTAL BOW

1st-level Bushcrafter feature

You never leave home without your trusty bow (either a shortbow or a light crossbow). While wielding your Sentimental Bow, you can expend one Advice die when you roll initiative to add it to the roll.

When you reach 5th level in this class, you may use your Wisdom modifier instead of Strength for the attack and damage rolls of your Sentimental Bow.





SURVIVALIST

1st-level Bushcrafter feature

You gain proficiency in the Stealth and Survival skills, or one or two other skills of your choice if you are already proficient, and you learn the *produce flame* cantrip. The damage you deal with this cantrip is considered nonmagical.

GO OUTSIDE

6th-level Bushcrafter feature

You gain the **Natural Explorer** feature for one type of terrain as described in the ranger class description. You also gain a climbing and swimming speed equal to your walking speed, and moving through nonmagical difficult terrain costs you no extra movement.

In addition, you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

GRAY MAN

6th-level Bushcrafter feature

You can spend one minute surveying your surroundings and strategizing with your party. When you do, you can expend a 2nd level experience slot to replicate *pass without a trace*. If any of the creatures you chose when replicating the spell move more than 30 feet away from you, the spell ends.

Additionally, you can take the Hide action as a bonus action, and once per turn, you can deal an extra 2d6 damage to one creature you hit with an attack if you have advantage on the attack roll.

GREAT OUTDOORS

10th-level Bushcrafter feature

You can expend a 4th level experience slot to replicate *commune with nature*. Once you use this feature, you can't do so again until you finish a long rest.

In addition, you gain another terrain type for your Natural Explorer feature, and your proficiency bonus is doubled for any ability check you make that uses Stealth or Survival, and any ability check you make that involves using a dagger or rope.

IMPROVED SENTIMENTAL BOW

10th-level Bushcrafter feature

Your Sentimental Bow gains a bonus to attack and damage rolls equal to half your proficiency bonus rounded down, if it does not already have such a bonus, and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, when you attack with your Sentimental Bow, add your Advice die to the damage roll on a hit.

WITS ABOUT YOU

14th-level Bushcrafter feature

You can expend a 4th level experience slot to replicate *find the path* or *true seeing* on yourself. When replicated this way, you don't need to maintain concentration on the spell.

In addition, you have advantage on Wisdom saving throws to maintain concentration on your spells, and Constitution saving throws to prevent suffering levels of exhaustion.

EXTRA ATTACK

18th-level Bushcrafter feature

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

ADAPT AND THRIVE

18th-level Bushcrafter feature

Your Natural Explorer feature applies in all terrain types, and you gain advantage on death saving throws, as well as all saving throws and ability checks you make that use Wisdom.

CULTIST

The hum of lambs singing praises to the Elder Truth, the cries of jubilation as fresh blood pours into the offering chalice, these favors to the Dark One bring you such joy, and the cold touch of their eldritch tendrils fills you with power. You may not be their favored champion, but you make sure in your off time that the small cult you lead out of your basement never runs dry of fresh sacrifice.

THE ELDRITCH TOUCH

1st-level Cultist feature

SPELL SLOTS

Spells you learn from this hobby can be cast by expending an experience slot as if it was a spell slot of the same level (damage dealt is magical and you must meet all component requirements). Spells cast this way are not considered to have been replicated with an experience slot, as you are using real magic to cast them.

SPELLS LEARNED FROM THIS HOBBY

You learn additional spells when you reach certain levels in this class, as shown on the Eldritch Spells table. Each of these spells counts as a homesteader spell for you, but is not replicated like other homesteader spells, as explained above.

ELDRITCH SPELLS

Homesteader Level	Spells
1st	<i>eldritch blast, mind sliver**</i>
6th	<i>arms of hadar, armor of agathys</i>
10th	<i>crown of madness, levitate</i>
14th	<i>hunger of hadar, summon shadowspawn**</i>
18th	<i>evard's black tentacles, shadow of moil</i>

SPELLCASTING ABILITY

You use your Wisdom when you cast your eldritch spells, just as when you replicate your homesteader spells.

SENTIMENTAL DAGGER

1st-level Cultist feature

The Dark One demands blood, and your favorite dagger is the best way to get it. While your Sentimental Dagger is equipped, you may expend one Advice die to make a melee attack with it as a bonus action, and you may draw it as part of the same bonus action if not already wielding it. If the attack hits, add the expended die to the damage roll, and that creature has disadvantage on the next saving throw you force them to make against one of your Eldritch Touch spells.

You may use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

WE'RE ALL FAMILY

1st-level Cultist feature

You gain proficiency in the Deception and Persuasion skills, or one or two other non-Dexterity skills of your choice if you are already proficient.

COMMUNION

6th-level Cultist feature

You can expend an experience slot as an action to cause any number of creatures you can see within 10 feet of you that can hear you to regain expended spell or experience slots (including yourself). The total level of all slots regained this way between creatures must be less than or equal to the level of the experience slot you expended, and you must target at least one creature other than yourself.

For each creature other than you that regains a spell slot this way, choose one spell from that creature's spell list that they agree with. Until you finish your next long rest or you use this feature again, that spell is added to your spell list, and the creature can't cast it. The spell counts as an Eldritch Touch spell for you.

You may use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DEVIL'S IN THE DETAILS

6th-level Cultist feature

If you would make a Charisma (Deception) check, you may instead make a Wisdom (Deception) check, and you can expend one Advice die to add it to the roll.

INDOCTRINATION

10th-level Cultist feature

When you use your Communion feature, you can choose to enter a pact with one of the targets, provided they are willing. This pact lasts until you finish a long rest, and while it is active, you can use the spell slots of that creature to cast your Eldritch Touch spells. When you do, the creature whose spell slot was expended gains temporary hit points equal to the level of the expended slot plus your Advice die. The creature must allow you to use its spell slots each time you do.

You can only have a pact with one creature at a time, and once you use this feature, you must finish a long rest before you can do so again. At 14th level, you can enter a pact with two creatures at once, and three creatures at 18th level.

IMPROVED SENTIMENTAL DAGGER

10th-level Cultist feature

Your Sentimental Dagger now deals necrotic damage and gains a bonus to attack and damage rolls equal to half your proficiency bonus rounded down, unless it already has such a bonus. It counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, when you hit a hostile creature with your sentimental dagger that can't see you or is restrained, add 2 Advice dice to the damage roll. If a creature drops to 0 hit points from that damage roll, you regain an expended Advice die.

PYRAMID SCHEME

14th-level Cultist feature

When you cast a spell using a spell slot of another creature, you can expend one Advice die and roll it. If you roll higher than the level of the slot expended, the spell is cast at one level higher. Regardless, if the spell has a damage roll, add the number rolled to the total.

ASCENSION

18th-level Cultist feature

You can expend any number of experience slots and spell slots from other creatures with a combined level of 9 or more to cast wish, though you can only replicate a spell of 8th level or lower when you do.

When you cast wish with this feature, you can expend one Advice die and roll it. If you roll a 9 or higher, you can replicate a spell of 9th level or lower instead of 8th.

Once you use this feature, you can't do so again until you finish a long rest.

HISTORY BUFF

If its old, you love it. If it was used to kill things, even better. Your passion for history can make even your long-winded lectures entertaining, and its taught you quite a bit about what it takes to be successful on the battlefield.

SENTIMENTAL WEAPON

1st-level History Buff feature

You brought your favorite antique weapon (any martial weapon that lacks the two-handed and finesse property) and the armor you'd use for reenactments (either chain shirt or scale mail). While wielding your Sentimental Weapon, you can use your reaction when hit by an attack to expend one Advice die and subtract it from the attack roll, potentially turning the hit into a miss.

WELL-READ

1st-level History Buff feature

You gain the following proficiencies:

- Medium armor
- One martial weapon of your choice
- Cartographer's tools, or another artisan's tools if already proficient
- History, or another non-Dexterity skill if already proficient
- One other Intelligence skill of your choice
- Two languages of your choice.

BATTLEFIELD TACTICS

6th-level History Buff feature

When you roll for initiative and are not surprised, you can make an Intelligence (Investigation) check with a DC of 10 + the number of hostile creatures who rolled initiative, as determined by the DM. On a success, each friendly creature that can see or hear you may move up to half their movement speed before combat starts, and has advantage on the first attack they make on their first turn.

Additionally, you add your Wisdom modifier to any Intelligence saving throws you make.

CLASS DISMISSED

6th-level History Buff feature

When you finish a short rest in the company of others, you can give any number of creatures that you finished the rest with one of your Advice die, expending one per creature to do so. They can add that die to one attack roll, ability check, or saving throw they make, or they can expended it on their turn as a free action to gain temporary hit points equal to the expended die + your Wisdom modifier. Any die not expended disappears when you finish your next short or long rest.

READ ABOUT THAT

10th-level History Buff feature

You can expend a 4th level experience slot to replicate *legend lore*. Once you use this feature, you can't do so again until you finish 2d4 long rests.

Additionally, your proficiency bonus is doubled for any ability checks you make that use Intelligence or a tool you are proficient in.

IMPROVED SENTIMENTAL WEAPON

10th-level History Buff feature

Your Sentimental Weapon gains a bonus to attack and damage rolls equal to half your proficiency bonus rounded down, unless it already has such a bonus, and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, when you have advantage on an attack roll with your Sentimental weapon, add your Advice die to the damage roll on a hit.

HARSH LESSON

14th-level History Buff feature

As a bonus action, you can expend one Advice die to make an Intelligence check with a DC equal to the AC of one hostile creature you can see within 60 feet of you. Add the expended die to the check, and on a success, each creature within 60 feet of the target that can see and hear you has advantage on attack rolls against that creature for one minute.

THOSE WHO DON'T LEARN

18th-level History Buff feature

You can expend any combination of experience slots with a combined level equal to 9 to replicate *foresight* on yourself. Once you use this feature, you can't do so again until you finish a long rest.

While under the effects of the *foresight* spell, your Advice die becomes a d12.

MAGICIAN

Thanks to an introductory text book you came into possession of, you've dabbled in the magical arts, learning what you could with the time you had. You're certainly not a wizard, but you know a few tricks, and some of them are even useful.

SENTIMENTAL TOME

1st-level Magician feature

You brought your old *Magic for Beginners* textbook that you love to study. You can use your Sentimental Tome as a spellcasting focus for the wizard spells you learn from this hobby, as the book has helpful notes to guide you through casting them. When you cast a wizard spell that requires an attack roll or saving throw while in contact with your Sentimental Tome, you can expend one Advice die to add it to the spell attack roll or subtract it from the saving throw, so long as the creature making the saving throw is within 60 feet of you.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

THE MAGIC TOUCH

1st-level Magician feature

SPELL SLOTS

Wizard spells you learn from this hobby can be cast by expending an experience slot as if it was a spell slot of the same level (damage dealt is magical and you must meet all component requirements). Spells cast this way are not considered to have been replicated with an experience slot, as you are using real magic to cast them. Cantrips learned from this hobby will not work with your Enough for Everyone feature at 15th level.

SPELLS LEARNED FROM THIS HOBBY

Wizard spells you learn from this subclass must be of a level no higher than half your proficiency bonus, rounded down.

When you gain a level in this class, you can choose one of the wizard spells you know and replace it with another spell of the same school from the wizard spell list, which also must be of a level no higher than half your proficiency bonus.

Additionally, when you finish a long rest, you can consult your Sentimental Tome to replace one wizard cantrip you know, other than the ones gained from your Prologue: Cantrips feature, with another cantrip of the same school from the wizard spell list.

SPELLCASTING ABILITY

You use your Wisdom when you cast your wizard spells, just as when you replicate your homesteader spells.

PROLOGUE: CANTRIPS

1st-level Magician feature

You gain proficiency in the Arcana skill, or another non-Dexterity skill of your choice if you are already proficient, and you learn the *prestidigitation* and *mage hand* cantrips. They count as wizard cantrips for you (you must meet all component requirements).

CHAPTER 1: ABJURATION

6th-level Magician feature

You learn two abjuration spells and one abjuration cantrip from the wizard spell list.

CHAPTER 2: CONJURATION

10th-level Magician feature

You learn two conjuration spells and one conjuration cantrip from the wizard spell list.

IMPROVED SENTIMENTAL TOME

10th-level Magician feature

When you cast a wizard spell while in contact with your Sentimental Tome, and as a result a creature is hit by a spell attack or fails a saving throw, your elation at your own success grants you temporary hit points equal to your Advice die + your Wisdom modifier + the level of the spell (0 if a cantrip).

Additionally, you learn *counterspell* and *magic missile*, as your Sentimental Tome makes special note of these spells as an important defense against other magic users. They count as wizard spells for you.

CHAPTER 3: TRANSMUTATION

14th-level Magician feature

You learn two transmutation spells and one transmutation cantrip from the wizard spell list.

CHAPTER 4: EVOCATION

18th-level Magician feature

You learn two evocation spells and one evocation cantrip from the wizard spell list.

OOPS

18th-level Magician feature

When you cast a wizard spell while in contact with your Sentimental Tome, you can expend one Advice die and attempt to improve the spell by adding the number rolled to the level of the spell. For example, if you use a 4th level spell (experience) slot and roll a 4, the spell is cast at 8th level.

If the resulting total exceeds 9, the spell is cast at 9th level and each creature in a 30-foot-radius sphere, centered on you, must make a Dexterity saving throw. A creature takes a number of d10s equal to the total minus 9 as magical force damage on a failed save, or half as much damage on a success. This explosion does not damage objects in the area that are being worn or carried.

You can use this feature a number of times equal to your Wisdom modifier, and you regain all expended uses when you finish a long rest.

MARTIAL ARTIST

You've been trained in the martial arts, being taught by a master from your community. You might not be a monk, but you know how to throw a real punch. Any goblin that underestimated you is likely to find themselves on the floor faster than they can draw their sword.

SENTIMENTAL BELT

1st-level Martial Artist feature

You brought the belt from your dojo uniform to give you confidence on your journey. While in contact with your Sentimental Belt, you can expend one Advice die when you make a Dexterity saving throw or unarmed strike to add it to the saving throw or attack and damage rolls.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

LETHAL FISTS

1st-level Martial Artist feature

You can roll your Advice die in place of the normal damage of your unarmed strike. When you make an unarmed strike as part of the attack action, you can use your bonus action that turn to make an additional unarmed strike.

When you reach 5th level in this class, you can use Wisdom instead of Strength for the attack and damage rolls of your unarmed strikes.

EXTRA ATTACK

6th-level Martial Artist feature

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

COUNTER

6th-level Martial Artist feature

When a creature within 5 feet of you hits you with a weapon attack, you can expend one Advice die to roll it and add the number rolled to your AC, potentially turning the hit into a miss. If the attack then misses, you can make an unarmed strike against the attacking creature.

MIND OVER MATTER

10th-level Martial Artist feature

Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and once per turn, when you hit a creature with an unarmed strike, you can have the target take extra damage equal to your Strength modifier.

Additionally, you add your Wisdom modifier to Dexterity saving throws you make.

IMPROVED SENTIMENTAL BELT

10th-level Martial Artist feature

When you take the Attack action while in contact with your Sentimental Belt, you can expend one Advice die to tighten your belt, focusing yourself. Roll the expended die and add the number rolled to all attack rolls you make for unarmed strikes until the beginning of your next turn.

NO FEAR

14th-level Martial Artist feature

Your training has steeled you against adversity, granting you proficiency in all saving throws.

Additionally, your Use Your Head feature can be used for all saving throws.

MASTER OF THE MARTIAL ARTS

18th-level Martial Artist feature

When you focus yourself with your Sentimental Belt, your Advice die becomes a d12 until the beginning of your next turn, and you can make an additional unarmed strike when you take the attack action, if all of your other attacks are also unarmed strikes.

Additionally, you can make two unarmed strikes instead of one when you use your Counter feature.

PREACHER

You spent your free time in service of your local temple. You're no cleric, but you like to think the big guys upstairs (downstairs?) are looking out for you.

SENTIMENTAL SYMBOL

1st-level Preacher feature

You always have your holy symbol on you. While in contact with your Sentimental Symbol, you can expend one Advice die as a bonus action to gain temporary hit points equal to the expended die + your Wisdom modifier + your homesteader level. Once you do, you can't do so again until you finish a short or long rest.

SAY A PRAYER

1st-level Preacher feature

When you roll for initiative, you can touch your Sentimental Symbol and expend an experience slot of at least 1st level to replicate either *divine favor* or *shield of faith*. When replicated this way, you don't need to maintain concentration on the spell.

Additionally, You gain proficiency in the Religion skill, or another non-Dexterity skill of your choice if you are already proficient.

HEART OF A SERVANT

6th-level Preacher feature

You learn the *lesser restoration* and *prayer of healing* spells. They count as homesteader spells for you, and *lesser restoration* has a casting time of 1 minute when replicated with an experience slot.

GODS BE WITH ME

6th-level Preacher feature

When you replicate *divine favor* with your Say a Prayer feature, you use your Advice die instead of a d4 for the extra damage.

HOLY COMMUNION

10th-level Preacher feature

You can expend a 4th level experience slot to replicate *commune* or *greater restoration*. When replicated this way, they have a casting time of 10 minutes and 1 minute, respectively.

IMPROVED SENTIMENTAL SYMBOL

10th-level Preacher feature

You can gain temporary hit points with your Sentimental Symbol twice between rests.

Additionally, when you replicate *shield of faith* with your Say a Prayer feature and target a creature other than yourself, you gain a +1 bonus to your AC for the duration of the spell.

DIVINE RETRIBUTION

14th-level Preacher feature

You can expend a 4th level experience slot to replicate either *divine word* or *true seeing*. Once you do, you can't do so again until you finish a long rest.

Additionally, when you use your Say a Prayer feature, you replicate both *divine favor* and *shield of faith*. You still only expend one experience slot, and you don't need to maintain concentration on either spell.

MISSION FROM THE GODS

18th-level Preacher feature

You can spend 10 minutes praying, after which you can expend any combination of experience slots with a combined level equal to 9 to replicate *mass heal*. When replicated this way, each creature affected by the spell gains temporary hit points equal to your Advice die + your Wisdom modifier + your homesteader level. Once you use this feature, you can't do so again until you finish a long rest.

SMITH

Nothing satisfies you quite like the heat of the forge on your skin, and the song of stricken metal ringing in your ears. Watching the molten ore change from a lump of steel into a finely crafted instrument, and look at excitement on the face of its wielder, that's what it's all about.

SENTIMENTAL SMITH'S TOOLS

1st-level Smith feature

You couldn't set out without your lucky tools (Smith's Tools). While in contact with your Sentimental Smith's Tools, your proficiency bonus is doubled for any ability check you make that uses smith's tools, and when you make an ability check with a tool, you can expend one Advice die to add it to the roll.

PART OF THE JOB

1st-level Smith feature

You gain the following proficiencies:

- Smith's tools and Leatherworker's tools, or one or two other artisan's tools if already proficient
- Medium and heavy armor
- Shields
- Two martial melee weapons of your choice

TRAVELING SMITHY

6th-level Smith feature

When you take a long rest while in contact with your Sentimental Smith's Tools, you can spend one hour of the long rest attempting to hone a number of non-magical armors and melee weapons up to your proficiency bonus, without interrupting your rest. You may also attempt to hone one such item each time you finish a short rest.

For each item, make a Wisdom (smith's tools) check. The DC equals 10 for a light armor or simple weapon, 15 for a medium armor or martial weapon that lacks the two-handed property, or 20 for a heavy armor or two-handed martial weapon. On a success, that item grants a bonus to AC or attack and damage rolls equal to half your proficiency bonus, rounded down. These benefits last until your next long rest.

WHILE THE IRON IS HOT

6th-level Smith feature

The forge is fast-paced. While wearing or wielding an item honed with your Traveling Smithy feature, you gain a bonus to initiative rolls equal to your wisdom modifier.

DONE THIS BEFORE

10th-level Smith feature

When you attempt to hone an item you are proficient with, you have advantage on the Wisdom check.

In addition, when you use your Chin Up, Use Your Head, or Stop That features, if the target is wearing or wielding an item you honed (or attacking a creature wearing or wielding such an item for Stop That) with your Traveling Smithy feature, use the maximum value of your Advice die instead of rolling it.

IMPROVED SENTIMENTAL SMITH'S TOOLS

10th-level Smith feature

The love you put into your craft is almost magical. When you successfully hone an item with your Traveling Smithy feature, it gains any of the following benefits that apply:

- A weapon's damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. Once per turn when a creature attacks with that weapon, they can add your Advice die to the damage roll.
- A light armor causes opportunity attacks against the wearer to be made at disadvantage.
- A medium armor doesn't impose disadvantage on Dexterity (Stealth) checks if it normally would.
- A heavy armor causes any critical hit against the wearer to become a normal hit.

These benefits last until your next long rest.

NOT HALF BAD

14th-level Smith feature

When you beat the DC of an item you successfully hone with your Traveling Smithy feature by 5 or more, that item gains any of the following benefits that apply:

- A weapon scores a critical hit on a roll of 19-20, and has one of its damage dice increase in size by one, up to a d12. If all that weapon's damage dice are already d12s, it gains a +1 bonus to damage rolls instead.
- An armor grants the wearer resistance to non-magical bludgeoning, piercing, and slashing damage.

These benefits last until your next long rest.



PRETTY GOOD AT THIS

18th-level Smith feature

When you beat the DC of an item you successfully hone with your Traveling Smithy feature by 10 or more, that item gains any of the following benefits that apply:

- A weapon grants advantage on all attack rolls made with it.
- An armor imposes disadvantage on any non-magical weapon attack rolls made against the wearer.
- A light armor grants its wearer advantage on Dexterity saving throws.
- A medium or heavy armor grants the wearer resistance to all non-magical damage.

These benefits last until your next long rest.

SPORTS FAN

Seeing the ball fly over the fence, running down the line, the fanfare, be it from a gathering of townsfolk or your cheering children, all these experiences and more are what you look forward to each time you pick up your favorite ball. What could be more rewarding than sharing that exhilaration with your loved ones.

SENTIMENTAL CLUB

1st-level Sports Fan feature

You brought your favorite club (a common club) you'd use for games as protection on your journey. When you attack with your Sentimental club, you can expend one Advice die. If you do, add it to the damage roll on a hit.

BACKYARD BALL

1st-level Sports Fan feature

You can replicate the *magic stone** and *shillelagh* cantrips. The damage you deal with these cantrips is not considered magical. When you make a ranged attack with a pebble imbued by *magic stone* while *shillelagh* is active on a weapon you are wielding, increase the size of the damage die by one, or replace it with your Advice die, whichever is larger.

GIVE EM HELL

6th-level Sports Fan feature

When you roll for initiative, you can expend a 3rd level experience slot to replicate *crusader's mantle*. When replicated this way, you don't need to maintain concentration on the spell.

Additionally, when you use your Chin Up feature, the target can add your Advice die to the next attack and damage roll they make.

SAFE

6th-level Sports Fan feature

As a bonus action, you can expend one Advice die to select a number of friendly creatures other than you up to your proficiency bonus within 120 feet of you that can see or hear you. Those creatures can use their reaction to move up to their movement speed without provoking opportunity attacks.

Additionally, your Use Your Head feature can be used for Dexterity saving throws.

HUDDLE UP

10th-level Sports Fan feature

While not in combat, you can expend a 4th level experience slot to strategize with at least two other creatures within 5 feet of you for one minute. At the end of that minute, you replicate *circle of power*. When replicated this way, you don't need to maintain concentration on the spell.

Additionally, the range of your Chin Up, Use your Head, and Stop That features each increase to 90 feet.

IMPROVED SENTIMENTAL CLUB

10th-level Sports Fan feature

Your Sentimental Club gains a bonus to attack and damage rolls equal to half your proficiency bonus rounded down, unless it already has such a bonus, and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. *Magic stone* also now causes you to deal magical damage with its pebbles, and you can replicate *magic stone* with the same bonus action that you replicate *shillelagh*, if it is replicated on your Sentimental Club.

FAST PITCH

14th-level Sports Fan feature

If you are holding a pebble imbued by *magic stone* when a hostile creature that you can see moves within 5 feet of a friendly creature within 60 feet of you that you can see, you can use your reaction to make a ranged attack against that creature with the pebble, as described in the *magic stone* spell. On a hit, that creature has disadvantage on the next attack roll it makes.

CHAMPIONS

18th-level Sports Fan feature

When you replicate an aura spell, you may choose up to 10 friendly creatures within 90 feet of you that can hear you. Rather than an area of effect, the spell instead considers you and each of the chosen creatures to be within the aura.

Any creatures under the effect of an aura spell replicated by you gain temporary hit points equal to your wisdom modifier at the start of each of their turns, and have advantage on attack rolls.

VOLUNTEER

Building homes for the homeless, working soup kitchens for the hungry, whatever your contribution, community has always been at the center of your heart. You'd give the shirt off your back if you thought someone could use it, and you learned quite a lot about what it takes to keep people going.

SENTIMENTAL BACKPACK

1st-level Volunteer feature

You never leave home without your pack (a common backpack). While wearing your Sentimental Backpack, you count as one size larger when determining your carrying capacity, and when you make an ability check, you can expend one Advice die to add it to the roll.

In addition, when you finish a short rest while in contact with your Sentimental Backpack, you can replicate *goodberry* without expending an experience slot.



HOPE

1st-level Volunteer feature

You gain proficiency in the Medicine skill, or another non-Dexterity skill of your choice if you are already proficient. You can also replicate the *spare the dying* and *resistance* cantrips.

Additionally, when you replicate *cure wounds* while wearing your Sentimental Backpack, both you and the target gain temporary hit points equal to the hit points regained.

COMMUNITY

6th-level Volunteer feature

When you can spend 10 minutes conversing with other creatures. When you do, expend one Advice die for each of those creatures, and for the next 30 minutes, you and each of those creatures that are within 30 feet of you can roll your Advice die and add the number rolled to an attack roll, an ability check, or a saving throw each of you make. Each creature can add your Advice die no more than once per turn.

CALL TO ACTION

6th-level Volunteer feature

When a friendly creature you can see drops to 0 hit points, you can use your reaction to expend one Advice die and move up to your speed in as direct a line as you can toward the creature while avoiding obstacles. Roll the expended die and add the number rolled to your AC until the start of your next turn.

Additionally, when you replicate *resistance*, use your Advice die instead of a d4.

FIELD EXPERIENCE

10th-level Volunteer feature

You can expend a 4th level experience slot to replicate *skill empowerment**. Its casting time when replicated this way is 10 minutes, and you don't need to maintain concentration on the spell.

IMPROVED SENTIMENTAL BACKPACK

10th-level Volunteer feature

When you roll your Advice die while you wearing your Sentimental Backpack, treat any roll less than your proficiency bonus as your proficiency bonus.

Additionally, while wearing your Sentimental Backpack, you can regain expended experience slots as a bonus action. The experience slots can have a combined level that is equal to or less than your Wisdom modifier. You can regain them all at once, or you can use this bonus action multiple times, until the total amount of levels regained with this feature equals your Wisdom modifier, at which point you cannot use this feature again until you have finished a long rest.

FEARLESS

14th-level Volunteer feature

Your Community feature now lasts for 1 hour, has a range of 60 feet, and can be activated for one minute as an action by expending a 4th level experience slot. When activated this way, choose any number of friendly creatures within 60 feet of you to be under its effects, expending one Advice die for each of them as normal.

Additionally, when you use your Call to Action feature, you can move up to twice your speed, and you have resistance to all damage until the beginning of your next turn.

LOVE IS ENOUGH

18th-level Volunteer feature

You can concentrate on three spells at once, as long as all of them are either replicated using an experience slot or are a cantrip learned from this class. If you fail a saving throw to maintain concentration, they all end.

CREDITS

& Change Log

CHANGE LOG

V1.3:

- Added a new subclass, Cultist
- Removed replacing a spell's die with your advice die if it is larger.
- Removed Wis modifier from Chin Up until level 5 (Now added by Strong and Wise), and changed half level to half prof.
- Removed Wis modifier from Kick Back.
- Nerfed Level-Headed to only grant advantage to saving throws.
- Changed Overtime to regain spell slots only once per long rest.
- Changed Strong and wise to allow expending an Advice die to add it to a Strength check or throw.
- Added temp health equal to advice die to Not Worth It.
- Removed additional prof level scaling for Relax feature from Back in the Game, and nerfed advantage to only the target of chin up.
- Reduced cooldown on I Believe in You to 2d4 days, and reduced temp hp to 50.
- Removed Bless, Aura of Vitality and Locate Creature from the spell list.
- Shifted using wisdom for thrown damage rolls from Watch This to 5th level
- Reduced die range on It Stuck to 18-20.
- Nerfed First Try to once per combat.
- Added 'Once per turn' clause to One Eye Closed.
- Shifted Wisdom for attack and damage with Sentimental Bow to 5th level.
- Added bonus action hide and 2d6 bonus damage to advantaged attacks to Gray Man
- Added clause to Battlefield tactics that you must not be surprised.
- Moved using wis for unarmed stikes to Lethal Fists at 5th level.
- Altered Improved Sentimental Symbol to give you a bonus to AC when replicating shield of faith on another creature.
- Corrected Improved Sentimental Smith Tools to say medium armor doesn't impose stealth disadvantage and limited crit negation to heavy armor, and pushed physical resistance to Not Half Bad.
- Reduced crit range from Not Half Bad to 19-20, and pushed disadvantage on weapon attacks for armor to Pretty Good at This.
- Removed Disadvantage on all attacks from armor.
- Added 'until end of turn' to AC bonus for Call to Action.

V1.2:

- Nerfed Chin up to be die + Wis + half level.
- Removed use limit from Sentimental weapon feature.
- Removed unarmed strike atk/dmg bonus from Mind Over Matter and added a once per turn strength damage boost.
- Changed Traveling Smithy only allow honing items equal to prof on a long rest, and one additional per short rest. Also changed check to Wisdom (smith's tools) check.
- Changed Done This Before to grant advantage on any item you're proficient in.
- Added Wis to temp health gained from Improved Sentimental Tome
- Increased Sentimental Symbol temp health to die + Wis + level
- Added double use of Sentimental Symbol to Improved Sentimental Symbol

V1.1:

- Added Think of Home to Advice feature.
- Swapped places of Hardy and Level-Headed.
- Altered If I may to decrease DC if a higher level slot is used.
- Added Wisdom (Persuasion) check replacement to If I May.
- Enough for Everyone now causes both spells to end if you lose concentration.
- Axe Thrower's Sentimental Axe feature can be used freely on attack rolls with Sentimental Axe
- Lots of Hobby tweaks!

V1.0:

- Initial class creation.

THE HOMESTEADER

By u/23BLUENINJA

A support class that heals their party with time and attention.

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