

MINOR CLASSES

By Jeremiah Crofton

THIS IS PLAYTEST MATERIAL

The DnD material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your DnD campaign but not refined by full game design and editing. They aren't officially part of the game and aren't created by the Wizards of the Coast team.

A Minor Class is a class option made available to characters that want to multi-class. Each minor class grants abilities up to level 3 and once reached, no other levels can be taken in that class. These new class options are intended to greater expand the options given to players in order to allow for more unique characters.

RUNNER

The young elven woman takes 3 steps back before she dashes forward leaping over the gap between the two buildings. She drops nearly 15 feet, then Lands on the floor below; sliding between the feet of two guards, both of which are too slow to react. As the guard's turn to face her she's already off the other edge of the building and on her descent.

Runners rely on a combination of speed, quick thinking, and fast strikes to aid them both on and off the battlefield.

CLASS FEATURES

As a Runner, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per runner level

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

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

PROFICIENCIES

Armor: Light and Medium Armor

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: You gain expertise in Acrobatics and Athletics.

EQUIPMENT

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

- (a) leather armor and sling or (b) leather armor and light crossbow and 20 bolts
- (a) a martial weapon and a bag of 20 Caltrops or (b) two martial weapons
- (a) a Grappling hook and 100 ball bearings or (b) a Grappling hook and a signal whistle
- (a) a dungeoneer's pack or (b) an explorer's pack

DASH AND BASH

Starting at first level, you're able to use your speed as a deadly weapon. You deal an additional 1d4 force damage for every 20 ft. you move this turn. This damage only applies to the first melee weapon or spell attack that hits.

TWO STEPS AHEAD

At first level, your movement increases by 15ft. Additionally, your speed and unique way of moving make you difficult to track. All checks to track you are made at disadvantage.

TOO FAST TO CATCH

Beginning at 2nd level, you gain advantage on all checks to avoid being grappled. Additionally, you gain +1 to your AC whenever you end your turn with movement speed left over.

COMING IN HOT

Starting at 3rd, level when you use your action to dash, you may use your bonus action to make a melee weapon attack or melee spell attack.

THERE AND BACK AGAIN

At 3rd level, you no longer provoke attacks of opportunity if you've moved over half your movement this turn.

DETECTIVE

The older man slips past the back entrance of the bar and to the small office hidden from the public. He smirks to himself as he sets a simple alarm at the foot of the door that he'd just passed through. Only a few

moments pass before the alarm sounds, but by then he had already found the trap door below the bearskin rug.

The Detective is an intelligent sleuth whose skills allow them to uncover details most often missed by the average person.

CLASS FEATURES

As a Detective, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per detective level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons, martial weapons

Tools: Forgery kit, Disguise kit

Saving Throws: Intelligence, Wisdom

Skills: Choose two skills from Insight, Perception, Deception, or Persuasion

EQUIPMENT

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

- (a) magnifying glass
- (a) a steel mirror or (b) a jug of oil
- (a) a signet ring and sealing wax or (b) fifty feet of silk rope
- (a) a diplomats pack or (b) a scholars pack

OBSERVANT

Starting at 1st level, when making an investigation, insight, or perception check that has to do with gaining new information about an object, person, or creature. If the check is successful you also gain additional information about the target within reason. Such as where they've recently been, why they've been doing certain things, how they've come to be in the condition they're in, etc...

UNMATCHED INTELLECT

Beginning at 1st level, you gain expertise in Investigation or Insight.

A FLAW IN THE ARMOR

Starting at 2nd level, you're able to pick out your enemy's weaknesses. As a bonus action, you may roll an extra d8 during your next attack roll. Additionally,

you may use your reaction to give an ally that can hear you an extra d6 to their next attack roll. This ability can be used a number of times equal to your proficiency bonus. All uses are regained after a short or long rest.

CLEVER ENOUGH

At 3rd level, you gain the ability to think yourself out of most situations. You may now use your Intelligence modifier instead of your charisma when making any charisma check.

ARCANE SUSPICION

Beginning at 3rd level, you have a knack for uncovering the arcane. You have advantage on perception or investigation checks to discover magical or illusionary effects.

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