

UNIVERSAL SUBCLASSES

A Universal Subclass can be chosen by any class. It replaces the subclass options normally offered with the class.

UNIVERSAL SUBCLASS FEATURES PER PRINCIPLE CLASS LEVEL

Primary Class	Tier A	Tier B	Tier C	Tier D	Tier E
Artificer	3rd level	3rd level	5th level	9th level	15th level
Barbarian	3rd level	3rd level	6th level	10th level	14th level
Bard	3rd level	3rd level	6th level	14th level	14th level
Cleric	1st level	2nd level	6th level	8th level	17th level
Druid	2nd level	2nd level	6th level	10th level	14th level
Fighter	3rd level	7th level	10th level	15th level	18th level
Monk	3rd level	3rd level	6th level	11th level	17th level
Paladin	3rd level	3rd level	7th level	15th level	20th level
Ranger	3rd level	3rd level	7th level	11th level	15th level
Rogue	3rd level	3rd level	9th level	13th level	17th level
Sorcerer	1st level	1st level	6th level	14th level	18th level
Warlock	1st level	1st level	6th level	10th level	14th level
Wizard	2nd level	2nd level	6th level	10th level	14th level

PHYSICIAN SUBCLASS

The archetypical physician devotes themselves to the study of the medical arts, both mundane and arcane.

PHYSICIAN SPELLCASTER

Principle Class Level	Cantrips Known	Spells Known	Spell Slots			
			1st	2nd	3rd	4th
1st	1	1	1	—	—	—
2nd	2	2	1	—	—	—
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	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

PHYSICIAN SPELLCASTING

Physician spellcasting is focused on healing spells.

CANTRIPS

The Cantrips Known column of the Physician Spellcaster table shows how many physician cantrips you know.

SPELL SLOTS

Use the Physician Spellcaster table to determine your spell slots. You regain all expended spell slots at the end of a long rest.

MINIATURE MAGE

SPELLS KNOWN

Physicians learn a comparatively small number of spells, committing them to memory instead of keeping them in a spell book. The Spells Known column of the Physician Spellcaster table shows the number of physician spells you know. Each of these spells must be of a level for which you have spell slots.

Whenever you gain a level in your Primary Class, you can replace one physician spell you know with another spell of your choice from the Physician Spell List. The new spell must be of a level for which you have spell slots.

SPELLCASTING ABILITY

Intelligence is your spell casting ability for your physician spells since you learn your spells through study and memorization.

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

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

You can cast any physician spell you know as a ritual if that spell has the ritual tag.

COMPONENT POUCH

You can use a component pouch for your physician spells.

BONUS PROFICIENCIES

At Tier A, you gain proficiency with the Medicine skill. If you already have this proficiency you may choose another

from your principle class's skill proficiency list. You also gain proficiency with the Healer's Kit.

MEDICAL EXPERTISE

Starting Tier B, your proficiency bonus is doubled for any ability check you make that uses Medicine or a Healer's Kit.

BATTLE MEDIC

By Tier C, when you use your action to use a Healer's Kit, administer a healing potion, or cast a spell from the Physician's Spell List you can use a bonus action to dash, disengage or dodge.

DEEP HEALING

Beginning at Tier D, you can spend one hour and one use of a Healer's Kit to restore up to 1d4 spent hit dice to one creature while it takes a short rest.

You can't benefit from a short rest while using this feature.

PERFECT HEALTH

When you reach Tier E, you learn to suppress the effects of the poisoned condition, a disease, or a "biological curse" such as lycanthropy.

You may spend one hour and one use of a Healer's Kit to temporarily cure one creature while it takes a short rest.

You can't benefit from a short rest while using this feature.

Your cure lasts for one day. At the GM's discretion, you may cure a creature permanently.

PHYSICIAN SPELL LIST

Cantrip	Level 1	Level 2	Level 3	Level 4
Light	Cure Wounds	Aid	Beacon of Hope	Blight
Mending	Detect Poison and Disease	Enhance Ability	Mass Healing Word	Death Ward
Prestidigitation	False Life	Gentle Repose	Remove Curse	
Resistance	Goodberry	Lesser Restoration	Revivify	
Spare the Dying	Healing Word	Prayer of Healing	Speak with Dead	
	Heroism	Protection from Poison	Vampiric Touch	
	Purify Food and Drink			

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