

THE COMMONER

Across Elos you will find Mercers, soldiers, guild artisans, mages and all other extraordinary people. Even more regular, however, are the common folk of the land. Farmers, serfs, pilgrims, fisherman. These people make up 99% of the worlds populus and they aren't as weak as you might think.

CREATING A COMMONER

Commoners are your average, run of the mill person who you wouldn't be surprised to bump into walking down the street. You have no distinct features, no elaborate clothes, no vast family lineage, nor any discernable special abilities or traits. You are wholly average in everything you do and you are quite content with life being that way. When a fellow in armour and a giant magical greatsword walks into the village, all that spells for you is "trouble". If you could spell, that is.

You spend most of your day going about your trade or craft: tilling the fields, working the lumberyards, fishing the oceans. You do not seek excitement in your everyday life, in fact, that would be trouble for you and you'd rather keep your head down and get on with things. If it came to it, though, you could hold your own in a fight - as working physical labour everyday keeps you fit and healthy. One thing you do know, and know very well, is how to survive. Elos is a dangerous world and you are still standing to this day inside it.

QUICK BUILD

You can quickly make a Commoner by following these suggestions. First, Constitution should be your highest ability score for endurance and survivability. Your second highest should be Strength, as working physical labour generally builds up a lot of muscle. Some skills, however, might allow you to be more nimble, such as being a courier or a huntsman. Instead, you would use Dexterity as your second highest ability. Your background is the background called Commoner as detailed below.

COMMONER BACKGROUND

You have been a normal folk for as long as you can remember, and it's probably not going to change anytime soon.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of artisan tools.

Equipment: A 6ft wooden pole, a set of common clothes, a belt pouch containing 2 silver pieces.

For personality traits, ideals, bonds and flaws, work with your DM to select something apt and mediocre.

FEATURE: RALLY THE RABBLE

When threatened or in danger, any other Commoners within sight range of you will rally to your side to help defend you and the community. Depending on the enemy, however, they might see fit to flee and pull you out of dangers way instead.

THE COMMONER

Level	Proficiency Bonus	Features	Endurance Dice
1st	+2	Tools of The Trade, Endurance Die	1 + your Con mod
2nd	+2	Lay of The Land	1 + your Con mod
3rd	+2	Skilled Trade	1 + your Con mod
4th	+2	Ability Score Improvement	2 + your Con mod
5th	+3	Extra Attack	2 + your Con mod
6th	+3	—	2 + your Con mod
7th	+3	Endure The Land	3 + your Con mod
8th	+3	Ability Score Improvement	3 + your Con mod
9th	+4	—	3 + your Con mod
10th	+4	—	4 + your Con mod
11th	+4	Member of The Community	4 + your Con mod
12th	+4	Ability Score Improvement	4 + your Con mod
13th	+5	—	5 + your Con mod
14th	+5	Tool Mastery	5 + your Con mod
15th	+5	Extra Attack	5 + your Con mod
16th	+5	Ability Score Improvement	6 + your Con mod
17th	+6	—	6 + your Con mod
18th	+6	Enduring Survivor	6 + your Con mod
19th	+6	Ability Score Improvement	7 + your Con mod
20th	+6	Beacon of The Community	7 + your Con mod

CLASS FEATURES

HIT POINTS

Hit Dice: 1d4 per Commoner level

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

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

STARTING PROFICIENCIES

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

Armour: Light Armour

Weapons: Simple Weapons, pitchforks, poles

Tools: Farm Tools

Saving Throws: Strength, Constitution

Skills: Choose two from Athletics, Survival, Acrobatics, Perception, Persuasion, Intimidation and Insight

STARTING EQUIPMENT

You start with the following items, plus anything provided by your background.

- (a) a Quarterstaff or (b) a Club or (c) a Sickle
- (a) a Sling or (b) a Dagger
- (a) an Explorer's Pack
- Padded Armour and a Pitchfork

Alternatively you may start with 10gp to buy your starting equipment.

TOOLS OF THE TRADE

At 1st level, you gain the ability to use any tool around you with skill. The Sickle, Club, Sling, and Light Hammer all deal 1d6 instead of 1d4 damage. You are also proficient with the Pitchfork, which has the same stats as a Trident.

ENDURANCE DIE

Working hard in physical labour everyday has taught you how to endure through the toughest of times. At 1st level, you gain the ability to own Endurance Dice. As a Bonus Action, you may expend any number of your Endurance Die to increase your temporary Hit Points by 1d4 + your Constitution modifier per die. You must complete a Long Rest to regain use of your die.

The die increases to 1d6 at 6th level, 1d8 at 12th level, and 1d10 at 18th level.

LAY OF THE LAND

You are familiar with working in the rural areas of Elos. At 2nd level, you gain advantage on survival and nature checks within 10km of your home.

This increases to 15km at 5th level, 20km at 10th level, 25km at 15th level, and 30km at 20th level.

SKILLED TRADE

At 3rd level, you choose a skilled trade to follow. You may choose from Farmer, Fisherman, Blacksmith or Lumberjack.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 10th, 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.

EXTRA ATTACK

Beginning at 5th level, when you take the attack option, you may attack twice.

ENDURE THE LAND

You begin to learn how to endure the harsh landscape around you. At 7th level, you may use an Endurance Die to remove one point of Exhaustion. You may remove additional Exhaustion Points by expending additional Endurance Die.

In addition, when struck by a critical hit, you may use 2 Endurance Die to negate the critical effect and resolve the attack normally.

MEMBER OF THE COMMUNITY

At 11th level, you become truly accepted as an integral member of your community. As per the distance ranges from Lay of the Land, you gain advantage on persuasion, insight and intimidation checks on any member of your community.

In addition, you may spend 1 hour rallying the local community to support your cause. This causes 1d4+1 3rd level Commoners to join you. They will help you achieve the goal they have been rallied for and will depart once it has been completed. You may not use this ability again until the original goal has been completed. After that has been done, you regain the use of this ability after a Long Rest.

The number of Commoners rallied increases to 2d4+1 at 15th level, and 3d4+1 at 19th level.

TOOL MASTERY

At 14th level, your mastery of the tools around you increases. The Sickle, Club, and Light Hammer all deal 1d8 instead of 1d6 damage. The Pitchfork deals 1d10 instead of 1d8 damage.

EXTRA ATTACK

At 15th level, when you take the attack action, you may attack three times.

ENDURING SURVIVOR

At 18th level, you become an expert of surviving the harsh landscape of Elos. Upon being reduced to 0 Hit Points, you may use 2 Endurance Die to be instead brought to 1 Hit Point.

BEACON OF THE COMMUNITY

At 20th level, respect for you within the community has grown to its highest point. When standing within 30ft of another Commoner from your community, they gain advantage on attack rolls.

In addition, they may use their reaction to impose +1 to your AC when you are struck by an attack. This can be performed by multiple Commoners at once, which stacks up to a maximum of +5.

FARMER

FARMHAND

You deal with animals on a daily basis. At 3rd level, you gain proficiency in Animal Handling and gain advantage on Animal Handling checks while within your community as per Lay of The Land.

In addition, you gain advantage on Intimidation checks against Beasts to scare them away.

HARD LABOUR

When you choose this archetype, you immediately gain a permanent +1 to your Constitution ability score.

BLOOD, SWEAT AND TEARS

Starting at 9th level, you become adept at using the Pitchfork. When dealing damage with a Pitchfork, your target must roll a DC 13 Constitution save or begin bleeding. At the start of their turn, they take 1d4 necrotic damage and may attempt to make another save against the effect.

SOLID GROUNDING

At 13th level, any attacks made against you that would knock you prone or push you back have disadvantage. Any effects that require you to make a save or else be knocked prone or pushed back, you have advantage against.

In addition, you treat rough terrain as normal terrain.

PIERCING PROD

By 17th level, you have becoming incredibly skilled at targeting fleshy points on the body with a Pitchfork. Your bleed effect from a Pitchfork increases to 1d6 and now stacks to a maximum of 5d6.

When making a Constitution save, a success removes 2 stacks of bleeding.

FISHERMAN

SEALEGS

At 3rd level, you gain proficiency with Sea Vehicles. In addition, swimming no longer costs you extra Movement and you have advantage on saves against falling out of a boat or ship.

You also gain the ability to use a Fishing Rod as a weapon, which acts as a Quarterstaff in terms of stats. This weapon has a Reach of 10ft and is a Finesse weapon.

NIMBLE HANDS

When you choose this archetype, you immediately gain a permanent +1 to your Dexterity ability score.

HOOK 'EM

At 9th level, you gain the ability to hook creatures with your Fishing Rod. You may make an attack as normal, but you grapple the enemy instead of dealing damage. This can be done with a range increment of 20/60.

In addition, any creature grappled by the Fishing Rod takes 1d6 slashing damage at the start of its turn.

LINE 'EM

At 13th level, if you have a creature grappled by your Fishing Rod at the start of your turn, you may use your Action to attempt a grapple check against the creature. On a success, the creature becomes restrained and may attempt to make a grapple check at the start of its turn to escape.

In addition, any creature restrained by the Fishing Rod takes 1d8 slashing damage at the start of its turn.

SINK 'EM

At 17th level, if you have a creature restrained with your Fishing Rod at the start of your turn, you may use your Action to perform a devastating attack that slices through their body with the razor sharp fishing line. The creature takes 4d8+4 slashing damage as the wire cuts their body. Roll a d10. On a 9 or 10, the creature loses a limb. Roll a d20 and refer to the table below.

LIMB LOSS

Roll	Limb
1-5	Left Arm
6-10	Right Arm
11-14	Left Leg
15-18	Right Leg
19	Choose from any of the above
20	Head



BLACKSMITH

HANDS OF THE FORGE

At 3rd level, you gain proficiency with the Warhammer. In addition, you gain the ability to temporarily increase the sturdiness of armour and weaponry.

As a bonus action, you may enhance any piece of weapon or armour of yours or an ally. If enhancing a weapon, it gains a +1 to attack and damage rolls for 1d4 rounds. If enhancing armour, it increases by +1 AC for 1d4 rounds.

PUMPING IRON

When you choose this archetype, you immediately gain a permanent +1 to your Strength ability score.

BLINDING SOOT

At 9th level, you can gather the soot from your forge and use it as a utility. As an Action, you can throw a bag of soot at any space within 30ft, covering a 20ft by 20ft cube. Any creature within this cube of soot must make a Constitution save DC 13 or become blinded. At the start of their turn, they may make another save against the soot.

In addition, your Hands of The Forge ability increases from 1d4 rounds to 1d6 rounds.

FUEL THE FORGES

At 13th level, you gain a temperance against heat. You gain resistance to fire damage and you may instead imbue a weapon with intense heat as part of your Hands of The Forge ability. It gains 1d4 fire damage for the duration of the ability.

In addition, your Hands of The Forge ability increases to +2 for weapon bonuses and +2 to AC for armour bonuses.



ARMS OF STEEL

At 17th level, you have learnt to power through fiery forges and work harder than the average blacksmith. When you strike an enemy, you may make a Strength check of DC equal to the creatures Strength score. On a success, you deal an extra 1d8 bludgeoning damage and cause the creature to become crippled.

In addition, your Hands of The Forge ability increases from 1d6 rounds to 1d8 rounds and the fire damage from Fuel The Forges increases to 1d6.

LUMBERJACK

WOOD SPLITTER

At 3rd level, you gain proficiency with the Battleaxe. In addition, you may empower yourself with energy that you use to split the hardest of logs.

As a Bonus Action, you may grant yourself a temporary increase to Strength equal to 1d4 that lasts for 1 round. Any attack that hits while this ability is active deals an additional 1d4 damage of the damage type of the weapon, either piercing, bludgeoning or slashing.

LUMBERING BRUTALITY

When you choose this archetype, you immediately gain a permanent +1 to your Strength ability score.

LOG THROW

At 9th level, you gain the ability to throw things long distances. As an Action, you may attempt a grapple check against a creature. On a success, you may throw that creature a distance of 10ft, dealing 1d10 + your strength modifier bludgeoning damage.

This distance increases to 15ft at 13th level, 20ft at 17th level and 25ft at 20th level.

In addition, your die for both Strength and damage from Wood Splitter increases from a d4 to a d6.

DEFT CLIMBING

At 13th level, you gain the ability to climb at an extraordinary rate, being used to scaling trees. Climbing no longer costs you extra Movement and you can carry twice the amount of someone with your Strength score.

In addition, you gain a +2 on Strength checks to make a grapple. This increases to +4 at 17th level.

THUNDERING SLAM

At 17th level, when you succeed on a Log Throw grapple check, you can instead slam the creature into the ground. Instead of throwing the creature, you knock it prone, slamming your body weight into it and dealing 3d8+3 bludgeoning damage. The creature then becomes stunned for 1 round.

In addition, your die for both Strength and damage from Wood Splitter increases from a d6 to a d8.