



Art by Beto Lima

Fighting Styles

Ranger: Blind Archery

You learn the *find familiar* spell, it counts as a ranger spell for you and doesn't count against your maximum number of spells known and you can cast it as a ritual. You can cast the spell once per day without expending material components.

Additionally when you cast the spell, instead of using an action to see through your familiar's senses, you can do it at will (no actions required), as long as your familiar stays within 100 feet of you. This allows you to position your body and attack using your familiar's senses to locate enemies.

Paladin: Sacrificial Defender

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to swap places with the target, becoming the new target of the attack. You reduce the damage you take from that attack by 1d4 + your proficiency bonus.

Fighter: Aggressive Fighting

When you deal damage to a creature on your turn, you can use your bonus action to move up to half your movement speed towards another creature, without triggering attacks of opportunity, and make a single melee weapon attack against it. You don't add your ability modifier to the damage of the bonus Attack, unless that modifier is negative.

SHE WAS BLIND,
I'M SURE OF IT!
YET SHE SAW ME AS IF
SHE NEVER LOST HER SIGHT

