Warmage overview

QUICK BUILD

You can make a Warmage quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution. Make Strength your third highest if you plan to take the House of Knights. Then choose the cantrips chill touch, force weapon, and phantom grapnel, and the Adventurer Arcane Initiation. Pick any background.

CLASS FEATURES

As a warmage, you have the following class features.

HIT POINTS

Hit Dice: 1d8 per warmage level

PROFICIENCIES

Armor: Light armor
Weapons: Simple weapons
Tools: One artisan’s kit, one musical instrument
Saving Throws: Constitution, Intelligence
Skills: Choose two from: Acrobatics, Animal Handling, Arcana, Athletics, History, Investigation, Medicine, Perception, and Survival

EQUIPMENT
You start with the following equipment, in addition to the equipment granted by your background:
• Leather armor, a dagger, and any simple weapon
• A spellcasting focus or material component pouch

• An explorer’s pack and (a) a scholar’s pack or (b) one kit you’re proficient in

the warmage				
level	prof.	features	Cantrips known	Cantrip bonus dice
1	2	Spellcasting, Arcane Initiation, Arcane Fighting Style	4	0
2	2	Warmage Edge, Warmage Tricks	4	0
3	2	Warmage House	5	0
4	2	Ability Score Improvement	5	0
5	3	Arcane Surge	6	1
6	3	Tactical Insight	6	1
7	3	Warmage House feature	6	1
8	3	Ability Score Improvement	6	1
9	4	—	7	1
10	4	Warmage House feature	7	1
11	4	Arcane Surge improvement	7	2
12	4	Ability Score Improvement	7	2
13	5	—	8	2

14	5	Strategic Deflection	8	2
15	5	Warmage House feature	8	2
16	5	Ability Score Improvement	8	2
17	6	—	9	3
18	6	Warmage House feature	9	3
19	6	Ability Score Improvement	9	3
20	6	Master Warmage	10	3

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