

CHILD CLASS

What do you want to be when you grow up? It's a question every adult you have ever met has asked. For you, it was an excuse to dream while working on your parent's farm. Everyone in your family knows you will continue to share the load just as your brothers and sisters have.

Or at least it was until you started showing promise.

CHILDREN ARE THE FUTURE

The idea of a child prodigy is a tempting one when making a character. Making a child with the mind of an adult. Add boundless power and giggling when talking about their sacred "duty". Ever wonder what the fighter did during her misspent youth?

The child class is here to let players find out about their childhood firsthand. What even made a dirt farmer send his kid to a monastery? What tragedy befell the soon to be warlock that led to the infernal pact? The DM will have to custom make encounters for the plucky younglings as they explore, learning more about the world and themselves.



THE CHILD

Level	Proficiency Bonus	Features
1st	+1	Unexceptional, Youth, Growth
2nd	+1	The Knack
3rd	+2	Mentor's Knowledge
4th	+2	Trade Skill, Improved Growth
5th	+2	Unskilled Labor

CLASS FEATURES

HIT POINTS

Hit Dice: None

Hit Points at Level 1: 6 + your Constitution modifier.

Hit Points at Higher Levels: 1 + your Constitution modifier per Child Level after the first.

PROFICIENCIES

Armor: None

Weapons: Daggers, one simple weapon

Tools: None

Saving Throws: None

Skills: None

EQUIPMENT

You start with the following equipment:

- A dagger
- Commoner's clothes
- Keepsake (i.e. pet rock, homemade necklace, mouse skull)



Variant: Unremarkable

Some games may want for a more realistic representation of children. This Unexceptional variant is taken as a party; everyone uses it or no one does.

Unremarkable: At 1st level those of the Child class start with every ability score at 6 before racial bonuses.

Every level after the first every ability scores increases by one in addition to the Growth feature.



choose two ability scores. Those scores increase by one.

At 4th level onward choose one additional ability score.

UNCHAINED POTENTIAL

In addition to Growth, you may choose two additional scores to alter. One of the two chosen increases by one while the other decreases by one.

THE KNACK

You start to show an aptitude for adventuring. If you hold onto that flame it may grow into something great. Choose a class to aspire to and gain the bonus feat associated. Prerequisites are ignored for this bonus feat.

MENTOR'S KNOWLEDGE

Someone in your community sees your abilities for what they could be and takes you under their tutelage. Careful guidance has started separating you from the pack. At 3rd level gain a skill proficiency and saving throw proficiency from the same class as your Knack.

TRADE SKILL

This provincial life has taught you much. At 4th level gain a proficiency in a tool set or language of your choice.

UNSKILLED LABOR

At 5th level, you see returns from your training. While training you use your burgeoning skills to earn some money. Roll two hit dice from your Knack class and gain that much gold.

UNEXCEPTIONAL

Every parent wants their kid to be exceptional. The unfortunate truth is they are not. The base stats of a Child are 10s straight down the board before adding racial ability score improvements.

In addition, due to the lack of world experience, you do not have a background.

YOUTH

During a short rest, a Child can choose to heal an amount equal to half their total hit points.

You can use this feature again after a long rest.

GROWTH

Growing up brings a lot of new and interesting changes. As you grow up into who you shall soon become your muscles may grow taught with use. The deftness with which you handle your childhood knife may refine. Study or meditation may have others turning to you for answers.

Each time you gain a child level, including the first,

In addition, gain one item of which you are proficient.

GRADUATION

Time to go make a name for yourself! Get some studying done. Commune with nature. Have a training montage. When a Child goes past Level 5 they replace their class and background with one of their choosing. If they choose the same class as their Knack they start at level 2.

The new character retains the bonus feat, bonus tool proficiency, and any items or gold. They lose access to the Features Youth, Growth, and Mentor's Knowledge. Hit Dice will be overwritten by the new class.

KNACK TABLE

Class	Hit Dice	Bonus Feat
Barbarian	d12	Charger or Grappler
Bard	d8	Defensive Duelist or Actor
Cleric	d8	Healer or Theologian ^{UA}
Druid	d8	Magic Initiate: Druid (<i>druidcraft, guidance; animal friendship</i>) or Animal Handler ^{UA}
Fighter	d10	Martial Adept or Dungeon Delver
Monk	d8	Tavern Brawler or Mobile
Paladin	d10	Inspiring Leader or Mounted Combatant
Ranger	d10	Alert or Keen Mind
Rogue	d8	Skulker or Quick Fingers ^{UA}
Sorcerer	d6	Magic Initiate: Sorcerer (<i>minor illusion, prestidigitation; sleep</i>) or Durable
Warlock	d8	Magic Initiate: Warlock (<i>mage hand, true strike; mage armor</i>) or Linguist
Wizard	d6	Ritual Caster: Wizard (<i>detect magic, find familiar</i>) or Arcanist ^{UA}
Artificer ^{UA}	d8	Magic Initiate: Wizard (<i>mending, control flame; alarm</i>) or Alchemist ^{UA}
Mystic ^{UA}	d6	Skilled (Nature, History, Insight) or Observant

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 We at Sip 'n' Strut productions hope you have as much fun playing it as we had making it!
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