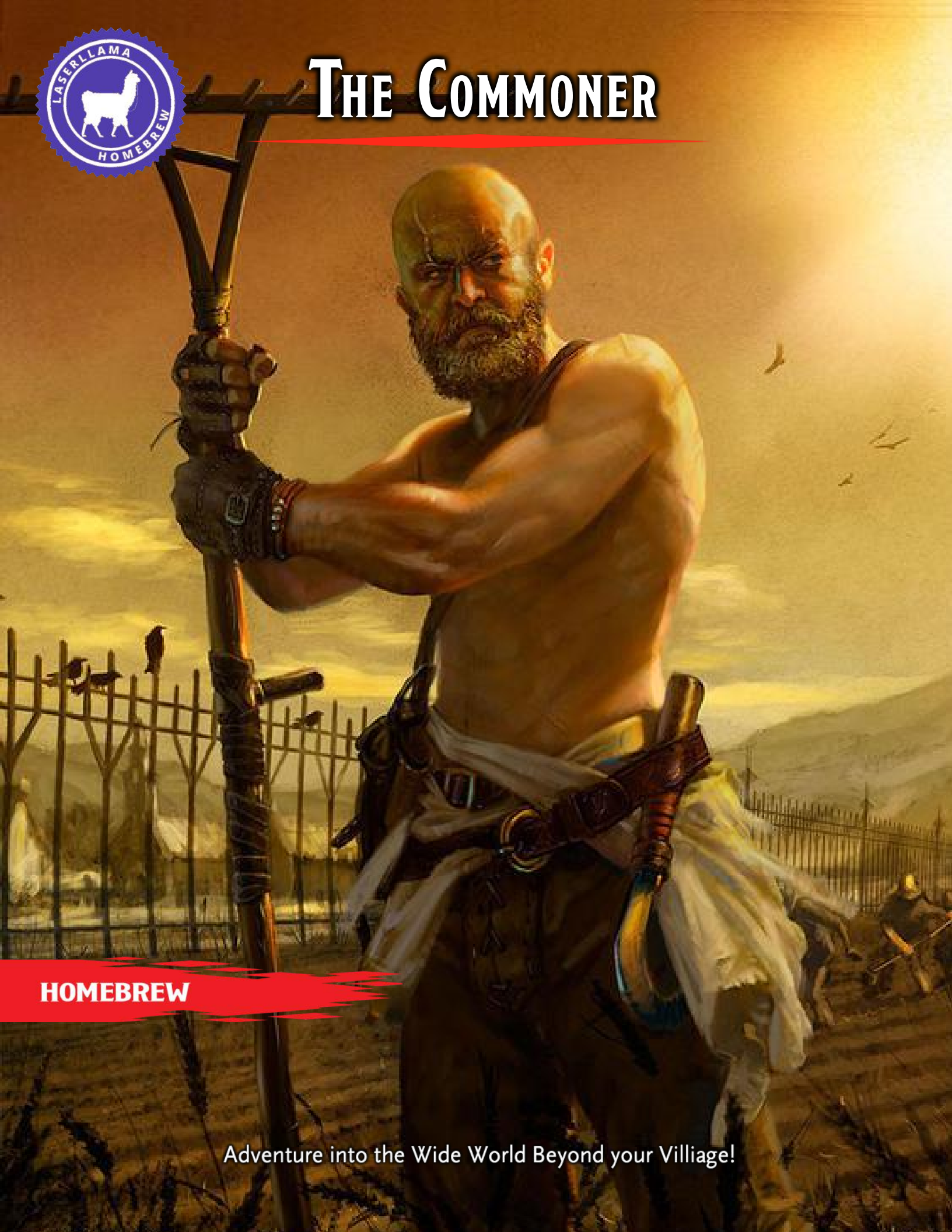




THE COMMONER



HOMEBREW

Adventure into the Wide World Beyond your Villiage!

THE COMMONER

A sunburned halfling farmer griped his trusty shovel as he pat his prized hog on its head. The farmer and his strangely loyal pig were all that stood between his family farm and the goblins encroaching from the nearby forest. As the latest party of goblin marauders emerged from the wood, the hog charged forward to defend its homestead.

The half-orc innkeeper surveyed his pub for what would be the last time. As he looked over the smoldering remains of his town, he made a vow to whatever gods were listening. He would avenge his fellow villagers, but more importantly, he would get revenge on the bandits who destroyed the pub that had been in his family for generations.

The hulking dwarf woman wiped the sweat from her brow as she admired her hard day's work. She had finally laid the final stones for the wall that would protect the new settlement her clan had established outside the mountains. As she surveyed her work, satisfaction turned to anger. On the horizon she saw the banners of the hobgoblin legion that had razed her previous home. She would not run again. As the horns bellowed in the distance she hefted her hammer.

The folk described above are all commoners, simple folk of the land. Sometimes, when there are no heroes to be found, these folk are forced to take up arms to defend their homes.

PEOPLE OF THE LAND

Folk of the land, commoners rely the earth beneath their feet to eek out a living. Finding work as farmers, herdsman, and laborers, most commoners live a simple, yet exhausting life. Though, their labor intensive lives make commoners some of the most resilient folk out there. They may not be the best looking or the most intelligent, but once a commoner makes up their mind, there is nothing that can get in their way.

HUMILITY & GRIT

Commoners are many things, but above all they are humble. Relying on each year's harvest to make it through the winter, commoners are no stranger to hardship. Most of the simple folk have experienced a great deal of difficulty in their lives: plague and disease, droughts and flooding, roving bands of orcs, and horrible monsters. Despite all of their struggles and hardship, commoners have the grit to press on with life.

CREATING A COMMONER

When creating a commoner, make sure to ask yourself, "why am I not just playing a class from the *Player's Handbook*?" Commoners are just that, common. They are not meant for adventure, and if you insist on playing as a commoner, you are most likely going to be killed by the first rat you fight in a tavern basement. Should you somehow survive past the first monster encounter, consider why this character is still one of the common folk instead of a fighter, bard, or barbarian.

In fact, I'm not at all certain why I decided to give this class the ability to make to past level 1, let alone all the way up to level 11! If you've made it this far you have probably made up your mind on playing a commoner. Good luck and enjoy!



COMMON SUPERSTITION

Commoners aren't the brightest of folk, and they often hold to varying superstitions based on where they are from.

d6	Superstition
1	You refuse to step on cracks between floorboards or between the stones that line the roads for fear that your mother will break her back.
2	If you sneeze that means someone, somewhere is planning to kill you.
3	The real king died many years ago, but he was replaced by a secret council of lizardfolk.
4	Your town drunk was convinced that you were all part of a made up game played by alien beings... and you are starting to believe him
5	You always sleep with a bag over your head for fear you soul will slip out in your sleep
6	You know for a fact that real adventurers will eat part of any monster they slay.

MULTICLASSING AND THE COMMONER

If your group uses the optional multiclassing rule, here's what you need to know if you choose to take your first level in the fighter class.

Ability Score Minimum. As a multiclass character, you must have at least a Constitution score of 13 to take a level in commoner, or to take a level in another class if you are already a commoner.

Proficiencies. If commoner isn't your initial class, here are the proficiencies you gain when you take your first level as a commoner: nothing!





CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per commoner level

Hit Points at 1st Level: 8 + your Constitution modifier.

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per commoner level after 1st

PROFICIENCIES

Armor: light armor

Weapons: clubs, daggers, quarterstaves, slings, and improvised weapons (usually pitchforks and torches)

Tools: One set of artisan's tools of your choice

Saving Throws: Strength, Constitution

Skills: Choose two of the following: Animal Handling, Athletics, Insight, Persuasion, Religion, and Survival

EQUIPMENT

You start with the following equipment.

- (a) leather armor or (b) a cloak, a sling, 20 rocks
- (a) a club and dagger or (b) a quarterstaff

QUICK BUILD

You can make a commoner by using this suggestion: **Don't.**

If you insist on playing a commoner, make Constitution your highest ability score, followed by your Wisdom. Second, choose either the folk hero or guild artisan background.

GRIT

You are one of the common folk, the salt of the earth, and you are accustomed to a life of hardship. At 1st level, you gain a pool of d4 Grit Dice, these represent your determination in the face of adversity. When you make an attack roll, ability check, or saving throw, you can expend any amount of dice from this pool, adding them to your roll. You can expend Grit Dice after you roll, but before you know if you succeed or fail.

You have a total number of Grit Dice in this pool equal to 1 + your commoner level, and you regain all of your expended Grit Dice each time you complete a short or long rest.

THE COMMONER

Level	PB	Features	Tall Tales
1st	+2	Grit, Rough & Ready, Trade	—
2nd	+2	Old Reliable, Tall Tales	2
3rd	+2	Trade Feature	2
4th	+2	Ability Score Improvement	3
5th	+3	Gumption	3
6th	+3	Weather the Storm	4
7th	+3	Know-how	4
8th	+3	Ability Score Improvement	4
9th	+4	True Grit	5
10th	+4	Trade Feature	5
11th	+4	Common No More	5

ROUGH & READY

You may not be the quickest on your feet, or the strongest, or the most educated, but the hardships you have lived through have made you especially hardy. Starting from 1st level, you can use your Constitution modifier, in place of your Dexterity modifier, when you calculate your Armor Class when you are unarmored, or wearing light or medium armor.

TRADE

At 1st level, you choose a Trade from the list below that best represents your commoner's livelihood and how they spend their days: Farmer, Innkeeper, Laborer, or Old Timer.

The Trade you choose grants you features at 1st level, and again when you reach 3rd, and 9th level in this class.



OLD RELIABLE

You may not be able to conjure wondrous spells or wield the deadly weapons of war, but you know the tools of your Trade like the back of your hand. At 2nd level, you choose one tool or weapon proficiency you gained through your Trade. That tool or weapon becomes your Old Reliable, and you can use your intuitive understanding of it to wield it as a weapon.

If you choose a tool proficiency, you can wield a tool from that set as an improvised weapon that deals your choice of 1d6 bludgeoning, piercing, or slashing damage on hit. If you choose a weapon, it deals 1d6 damage if it did not already.

While wielding Old Reliable, you can use your Wisdom, in place of Strength or Dexterity, for attack and damage rolls.

TALL TALES

As one of the common folk, you have heard many legends and stories throughout your life that contain wisdom. At 2nd level, you learn two Tall Tales of your choice from the list at the end of this class. The Tall Tales column of the Commoner table shows when you learn more Tall Tales of your choice.

Whenever you gain a commoner level, you can replace a Tall Tale you know with another Tall Tale of your choice.

ABILITY SCORE IMPROVEMENT

When you reach 4th level in this class, and again at 8th level, you can increase one ability score of your choice by 2, or two ability scores by 1. As normal, you can't increase one of your ability scores above 20 using this feature.

If your game uses the optional rule for Feats found in the *Player's Handbook*, a commoner is not eligible to take a Feat in place of an Ability Score Increase.

GUMPTION

You are finally starting to get the hang of adventuring life and can apply your Grit in combat. Starting at 5th level, when you hit a creature with an Old Reliable weapon attack, you can expend Grit Dice and add them to your damage roll.

Your harsh life has also thickened your skin. Whenever you take damage, you can use your reaction to expend a Grit Die and reduce the incoming damage by an amount equal to your Grit Die roll + your Constitution modifier (minimum of +1).

WEATHER THE STORM

You may not be able to dodge or deflect incoming blows very well, but you can take a hit better than most. Beginning at 6th level, when you are subjected to a spell or another effect that allows you to make a Constitution or Wisdom saving throw to take only half damage, you take no damage if you succeed on your saving throw, and only half damage on a failure.

KNOW-HOW

You are one of the common folk, but your simple life allows you to offer simple wisdom to your allies. Starting at 7th level, when a creature that can hear you within 30 feet makes an ability check or saving throw, you can use your reaction add your Wisdom modifier (minimum of +1) to their roll.

You can use this reaction a number of times equal to your Wisdom modifier (minimum of once), and you regain all of your expended uses when you finish a long rest.



TRUE GRIT

Your experience adventuring has toughened your resolve and ability to withstand any hardship you may face. Beginning at 9th level, when you begin your turn with no Grit Dice left in your pool, you instantly regain one expended Grit Die.

COMMON NO MORE

You have achieved the absolute pinnacle of what a commoner can be. Upon reaching 11th level, your Grit Dice become d6s.

You also take one level in another class of your choice, ignoring the normal multiclassing requirements for it. If the class grants you the Spellcasting feature, you can use your Wisdom in place of the normal spellcasting modifier.

Your 11th level in commoner doesn't count against your total character level. For example, if you played to 20th level you could have 11 levels in commoner and 10 levels in bard.

NOT SO COMMON ADVENTURERS

If you've made it this far into the commoner class you may be thinking, "*where are levels 12 to 20?*" The answer is a simple one, they don't exist!

Commoners are just that, common. If a player somehow survived all the way to 11th level with their commoner character then congratulations, it is time to multiclass into a different class.





TRADES

At 1st level, you choose the Trade that best represents your livelihood and life: Farmer, Innkeeper, Laborer, or Old Timer.

FARMER

You are a farmer, the true salt of the earth that brings forth a bountiful harvest each season. You know all there is to know about crops, livestock, and child rearing, but little else. With your farmer's tools and trusty Livestock Companion at your side, you are ready to face the the adventuring life!

FARMER FEATURES

Commoner Level Feature

1st	Green Thumb, Livestock Companion
3rd	Farmer's Market
10th	Prizewinner

GREEN THUMB

When you adopt this Trade at 1st level, you gain proficiency in Animal Handling, Nature, and farmer's tools. Moreover, you can use your knowledge of farming to make Wisdom (Nature) checks in place of the normal Intelligence (Nature) checks.

FARMER'S TOOLS & YOU

Farmer's tools consist of sturdy gloves, scythes, plows, rakes, hoes, shovels, and simple instruments to predict the weather. Ask your GM which simple tools would be used by farmers in your game.

LIVESTOCK COMPANION

Also at 1st level, you have somehow convinced one of your farm animals to adventure by your side. This farm animal becomes your Livestock Companion, and it is friendly to you and your allies, and obeys any commands you give it. Your Companion uses the Livestock Companion stat block below, which uses your proficiency bonus (PB) in several places.

You choose either Male or Female for the gender of your Livestock Companion, which effects the abilities it has in its stat block. If you acquire a farm animal of the other gender, you can train it to be your Livestock Companion over a long rest. You can only have one Livestock Companion at a time, and training a second causes the first to forget its training.

In combat, your Companion acts during your turn. It can move and use its reaction on its own, but it only takes the Dodge action unless you use a bonus action to command it to take an action from its stat block, or another action. If you are incapacitated, your Companion takes any action it chooses.

Should your Companion fall to 0 hit points, it makes death saving throws like a player character would. If it dies, you can train any farm animal you can buy, borrow, or steal to be your Livestock Companion over the course of a long rest

LIVESTOCK COMPANION

medium beast, unaligned

Armor Class 10 + PB (natural armor)

Hit Points 7 + five times your commoner level (*it has a number of d12 hit dice equal to your level*)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	4 (-3)	10 (+1)	4 (-3)

Saving Throws Strength +5, Constitution +6

Senses passive Perception 10

Languages —

Beast of Burden. Your Companion counts as one size larger when determining its carrying capacity and the weight it can push, drag, lift, or pull.

Charge (Male Only). If your Companion moves 20 feet toward a creature and attacks it with Stomp attack on the same turn, any creature one size larger than your Livestock or smaller must succeed on a DC 13 Strength saving throw or be knocked prone.

Farmer's Bond. Whenever your PB increases, your Companion's saving throw DC, saving throw bonus, and passive Perception each increase by 1.

Mother's Milk (Female Only). At the end of a long rest, your Companion produces PB bottles of milk, which restore 2d4+PB hit points when consumed.

Actions

Stomp. Melee Weapon Attack: +3 +PB to hit, reach 5 ft., one target. **Hit:** 2d4 +3 bludgeoning damage.



FARMER'S MARKET

You are never without a few seeds or a sample of your produce to sell. Starting at 3rd level, you always seem to have a bag or bundle of produce with you. As an action, you can expend one of your Grit Dice and reach into your bag to pull out a piece of produce. As part of that action, you can eat the produce, or feed it to a willing and conscious creature within your reach. Upon consumption, a creature regains hit points equal to your Grit Die roll + your Wisdom modifier (minimum of 1).

PRIZEWINNER

You may not be wealthy, powerful, or intelligent, but the produce of your land is truly bountiful. Upon reaching 10th level, you gain the benefits listed below:

- Your Livestock Companion grows from Medium to Large in size, and its hit points and hit point maximum increase by an amount equal to your commoner level.
- When you command your Livestock Companion to use its Stomp attack, it can attack twice instead of once.
- If you spend 8 hours or more working up to one square mile of viable farmland, the land you work gains the effects of the 8 hour casting of the *plant growth* spell.

INNKEEPER

Innkeepers usually find themselves at the epicenter of their small villages. With a quick wit and a keen ear for gossip, an Innkeeper is adept at navigating the complex social structure of small towns and villages. Armed with their country charm and a few coins, these affable folk can befriend anyone.

INNKEEPER FEATURES

Commoner Level	Feature
1st	Hospitality, Rustic Charm
3rd	Storyteller
10th	Full-Belly Bravery

HOSPITALITY

You have spent many years comforting your guests with both a full pint and an open ear. When you adopt this Trade at 1st level, you gain proficiency in Insight, brewer's supplies, and cook's utensils. When you make an ability check with these proficiencies, you treat a roll of 7 or lower on the d20 as an 8.

RUSTIC CHARM

When you need to convince a rough customer of something you can lace your speech with country wit to charm friend and foe alike. Beginning at 1st level, you can use an action to expend Grit Dice to mimic the effect of one of the spells on the Rustic Charm table. The table specifies how many Grit Dice you must spend to mimic each spell effect.

Saving Throws. Some Rustic Charm spells require your target to make a saving throw to resist their effects. Based on your Wisdom, their saving throw DC is calculated as follows:

$$\text{Rustic Charm save DC} = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier.}$$



RUSTIC CHARM SPELLS

Grit Dice Spell Effects

1	<i>friends, guidance, vicious mockery</i>
3	<i>charm person, heroism, hideous laughter</i>
6	<i>calm emotions, enthrall, suggestion</i>
8	<i>catnap, enemies abound</i>

STORYTELLER

You have heard every story under the sun from your patrons, though you do have trouble remembering them all. Starting at 3rd level, each time you finish a long rest, you can replace one Tall Tale you know with another Tall Tale of your choice.

FULL BELLY BRAVERY

Beginning at 10th level, you can inspire heroism with nothing more than food, drink, and a story. You, and any creature that completes a short or long rest with you, gains temporary hit points equal to your commoner level + your Wisdom modifier.

While these temporary hit points last, a creature can't be charmed or frightened, and it gains a bonus to their saving throws equal to your Wisdom modifier (minimum of +1).

LABORER

Strong like an ox, laborers are commoners who use their skills to keep their villages running. Carpenters, woodsmen, and masons all consider themselves to be laborers. Often the experts of their chosen tools (and little else), laborers aren't afraid to put their bodies on the line to see a job to the end.

LABORER FEATURES

Commoner Level	Feature
1st	Bulky, True Craftsman
3rd	Construction
10th	Masterwork Construction



BULKY

Spending your days doing manual labor has made you strong and hardy like the great beast of the fields. At 1st level, and each time you gain a level in this class, both your hit points and maximum hit points each increase by 1.

You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

TRUE CRAFTSMAN

As a laborer, you are skilled with physical things. When you adopt this Trade at 1st level, you gain proficiency with mauls, warhammers, greataxes, and battleaxes. Often, your weapons resemble simple tools rather than true weapons of war.

You also gain proficiency with both carpenter's tools and mason's tools, and you add double your proficiency bonus to any ability check you make with these tool proficiencies.

CONSTRUCTION

You can use your knowledge of construction to create simple structures of wood and stone. Starting at 3rd level, while you have access to your True Craftsman tools and the associated materials, you can spend your time creating fortifications.

For every 10 minutes you spend, you can create a simple Medium structure of wood or stone with both an Armor Class and maximum hit points equal to 10 + your commoner level.

MASTERWORK CONSTRUCTION

You are a laborer of great renown, though you are skilled with little else. Starting at 10th level, while you have access to your True Craftsman tools and the associated materials, you can spend 10 minutes to replicate the effects of the *passwall* or *wall of stone* spell. Any structure you create with this feature is non-magical in nature and permanent.

Once you use this feature to produce the effect of either spell you must finish a short or long rest before you can use it again, unless you expend five Grit Dice to use it another time.

OLD TIMER

You are a grizzled elder of your village or town who has seen an uncountable number of winters. Though your exact age escapes you, it is safe to say you are the oldest living person in your village. With your advanced years comes wisdom, but also a heavy dislike for anything that seems new.

OLD TIMER FEATURES

Commoner Level	Feature
1st	Village Elder
3rd	Rustic Spellcasting
10th	Rustic Knowledge

VILLAGE ELDER

Over the years you picked up a unique amount of country wisdom. At 1st level, you gain the features listed below:

- You gain proficiency in the History skill, and you can make Wisdom (History) in place of Intelligence (History) checks.
- You gain proficiency with one set of artisan's tools.
- You learn to speak (but not read or write) a number of additional languages equal to your Wisdom modifier.
- You learn to cast the *guidance* cantrip, and Wisdom is your Spellcasting modifier for it.



RUSTIC SPELLCASTING

Starting at 3rd level, you can use your natural knowledge to perform minor magic spells, much like a druid does.

Spell Slots. At 3rd level, you gain two 1st level spell slots. To cast a druid spell you have prepared, you must expend one of these spell slots. You regain all spell slots when you finish a short or long rest. As you gain levels, your spell slots grow in level, but not in number. At 5th level they become 2nd level spell slots, and at 10th level they become 3rd level spell slots.

Prepared Spells. At the end of a long rest, you prepare a list of spells that are available for you to cast from the druid spell list. You can prepare a number of spells equal to your Wisdom modifier + half your commoner level. Spells you prepare must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid spells as you use the knowledge you have gained over your many years to perform your spells. You use your Wisdom when a spell refers to your spellcasting ability, setting the saving throw DC, or making a spell attack roll.

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

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

RUSTIC KNOWLEDGE

Your knowledge of country magic has become more flexible than that of classically trained mages and clerics. Beginning at 10th level, you can change your list of prepared druid spells each time you complete a short or long rest.





TALL TALES

Listed below are the Tall Tales available to a commoner. Each time you gain a level in this class you can replace one of the Tall Tales you know with another Tall Tale of your choice, losing all the benefits and skills of the Tall Tale you replaced.

TALE OF THE BIG FISH

A friend once told you the tale of their uncle who pulled a sea monster out of the ocean. You gain proficiency with fishing tackle and water vehicles, and if you have access to a body of water you can feed yourself and your companions for a day.

Once a day, you can tell your fish story to willing listeners. Those listeners become friendly toward you, though their continued amicability on their part depends on your actions.

TALE OF THE BOISTEROUS BARD

When you were a young child you loved the tale of a bard who traveled from town to town singing song of heroes. You gain proficiency in Performance and one musical instrument.

When you travel to a new town you can always find a place to shelter you so long as you perform there each night.

TALE OF THE CROOKED CON ARTIST

You know the story of the old con man who pulled wool over the eyes of your village. You gain proficiency in Deception and with disguise kits, and you make Wisdom (Deception) checks in place of the normal Charisma (Deception) checks.

Also, over a long rest, you can create a second identity that includes a disguise that allows you to assume that persona.

TALE OF THE FEARLESS FARMER

Your parents have passed down the story of a farmer from your village who many years ago stood up to a great tyrant. You gain proficiency with one martial melee weapon of your choice that lacks the heavy or two-handed properties.

Also, when you tell this tale, common folk will offer you food and shelter, though they won't risk their lives for you.

TALE OF THE MENACING MERCENARY

Your friends always told the story of a bloodthirsty company of mercenaries that roams the land. You gain proficiency with shields and one gaming set of your choice.

You have also learned enough about this company to pose as a member of it and gain any benefits offered to members.

TALE OF THE MIDNIGHT THIEF

Your cousin's neighbor once told you the tale of the world's greatest thief. Whenever you enter a new settlement, you are able to identify a den of criminal activity or thieves' guild.

Also, you gain proficiency with thieves' tools and gain the ability to identify, read, and communicate in Thieves' Cant.

TALE OF THE UNFORTUNATE ORPHAN

Your parents always scared you with the tale of a child left to live alone on the streets of a big city. You have acquired a pet mouse like the child in the story. Your mouse is trained to obey simple commands and carry out simple tasks.

You also have advantage on ability checks made to find hidden routes, passages, and hideouts in towns and cities.

TALE OF THE WANDERING WOODSMAN

Your grandmother told you stories of the woodsmen that protect your town from monsters. You gain proficiency with shortbows and in your choice of Perception or Survival.

Also, provided the land is not barren, you can hunt for enough wild game to feed yourself and your companions.

CREATING YOUR OWN TALL TALES

The Tall Tales here are all based on Backgrounds from the *Player's Handbook*. To create a Tall Tale, select a proficiency and Background feature, then come up with a thematic and outlandish story!





THE COMMONER

Venture out into the dangerous wilds beyond your village armed with nothing by your Grit, Tall Tales, and one of four commoner Trades: Farmer, Innkeeper, Laborer, or Old Timer!

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