



DOGGO SIDEKICK

A unique sidekick class to represent only the bestest of traveling companions.

Prerequisite: Is a doggo, or considered one by their companions.

HELPFUL

Starting at first level, the doggo is adept at giving well-timed assistance; the doggo can take the Help action as a bonus action.

EXPERT PACK TACTICS

Starting at 2nd level, the doggo has advantage on an attack roll against a creature if at least one of the doggo's allies is within 5 feet of the creature and the ally isn't incapacitated. If the doggo already had pack tactics, its pack tactics improve and whenever it has advantage on an attack roll from pack tactics, it can reroll one of the dice once.

Additionally, the doggo can pass through the space of allied creatures without expending additional movement.

DOGGO SIDEKICK

Level	Proficiency Bonus	Features
1st	+2	Helpful
2nd	+2	Expert Pack Tactics
3rd	+2	Adventuring Helper
4th	+2	Ability Score Improvement
5th	+3	—
6th	+3	Master Pack Tactics
7th	+3	Counterbark
8th	+3	Ability Score Improvement
9th	+4	—
10th	+4	Ability Score Improvement
11th	+4	Dauntless Packmate
12th	+4	Ability Score Improvement
13th	+5	—
14th	+5	Ever Alert
15th	+5	—
16th	+5	Ability Score Improvement
17th	+6	—
18th	+6	Bounding Run
19th	+6	Ability Score Improvement
20th	+6	Back from the Farm

ADVENTURING HELPER

Starting at 3rd level, the doggo gains exceptional awareness and cleverness when using the tools of its pack. Its intelligence score increases by 2 to a maximum of 20, and it can count its mouth as a free hand for the purposes of using and administering potions, healing kits, etc.

It gains proficiency in light and medium armor (though can only wear barding made to fit it), simply melee weapons, and one tool of its choice.

ABILITY SCORE IMPROVEMENT

At 4th level and again at 8th, 10th, 12th, 16th, and 19th level, the sidekick increases one ability score of your choice by 2, or the sidekick increases two ability scores of your choice by 1. The sidekick can't increase an ability score above 20 using this feature.

MASTER PACK TACTICS

Starting at 6th level, the first time the doggo rolls damage on an attack that gains advantage from Pack Tactics, it deals an additional 2d6 damage. It can forgo this damage to force the target to make a Strength saving throw with a DC 8 + its Strength modifier + proficiency bonus or be knocked prone.

At 15th level, this damage increases to 4d6 at 15th level.

COUNTERBARK

At 7th level, you gain the ability to use ferocious barks to disrupt mind-influencing effects. As a reaction to any creature within 30 feet of you making a saving throw against being frightened or charmed, you can bark loudly bringing to them back to their senses giving. All creatures within 30 feet gain advantage on saving throws against being charmed or frightened until the start of your next turn. A creature must be able to hear you to gain this benefit.

DAUNTLESS PACKMATE

Starting at 11th level, the first time it would drop to 0 hit points, it instead drops to 1, and then regains 1d6 hit points for each allied creature within 60 feet of it, up to a maximum number of d6 equal to its proficiency bonus. Once it uses this feature, it cannot use it again until it completes a short or long rest.

Additionally, the doggo immune to the frightened condition while an allied creature it can see or hear is within 60 feet to act brave in front of.

EVER ALERT

Starting at 14th level, the doggo can no longer be surprised, even while sleeping. It gains a +5 bonus to initiative rolls, and other creatures cannot gain advantage against it as a result of being unseen by it. It can still make perception checks and use passive perception while sleeping, though it suffers disadvantage on them.

BOUNDING RUN

Starting at 18th level, the doggo's movement increases by 20 feet, and the distance it can jump with a running start is doubled. Its movement is not impeded by difficult terrain when moving toward an ally.

BACK FROM THE FARM

Starting at 20th level, if a doggo ever dies, it mysteriously returns 1d4 days later in good health and spirits.





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