



Artificer

Artificers use ingenuity and magic to unlock extraordinary capabilities in objects. They see magic as a complex system waiting to be decoded and then harnessed in their spells and inventions. The magic of artificers is tied to their tools and their talents, and few other characters can produce the right tool for a job as well as an artificer. Artificers should have their highest ability scores in Intelligence and either Constitution or Dexterity to make the best use of their abilities.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons, firearms (if allowed by DM)

Tool Proficiency: Thieve's tools, Tinker's Tools, 1 type of artisan's tool of your choice.

Saving Throw Proficiency: Constitution, Intelligence

Skill Proficiency: 2 of the following: Arcana, History, Investigation, Medicine, Nature, Perception, Sleight of Hand

Starting Equipment:

1. Any 2 simple weapons of your choice
2. A light crossbow and 20 bolts
3. Studded leather armor OR scale mail
4. Thieve's tools and a dungeoneer's pack

Choose an Artificer Specialization at 3rd level:

Alchemist Specialist: Learn to craft magical potions and elixirs with unique effects.

Armorer Specialist: Learn to use heavy armor and imbue your armor with magical traits and special attacks.

Artillerist Specialist: Learn to make magic cannons and firearms.

Battlesmith Specialist: Learn to use martial weapons and craft steel defenders.



Barbarian

Barbarians are primitive tribal people and proud warriors. Rather than relying on armor, they can learn to use their own toughness as a physical defense. A barbarian's most notable ability is their battle rage, which causes them to be much more effective in battle when they are angry. Barbarians should have their highest ability scores in Strength and Constitution to make the best use of their abilities.

Hit Points at 1st level: 12 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Strength, Constitution

Skill Proficiency: 2 of the following: Animal Handling, Athletics,

<i>(Barbarian continued)</i>	Intimidation, Nature, Perception, Survival Starting Equipment: 1. A greataxe or any martial melee weapon 2. Two handaxes or any one simple weapon 3. An explorer's pack and four javelins Choose a Primal Path at 3rd level: Path of the Ancestral Guardian: Learn to call upon the spirits of your ancestors to help protect yourself and your allies in battle. Path of the Battlerager (Dwarves only): Follow the dwarven tradition of using spiked armor to deal extra damage in melee. Path of the Beast: Learn to call upon minor shapeshifting abilities to give you bestial abilities in battle. Path of the Berserker: Learn to enhance your rage to become even more effective in battle. Path of the Storm Herald: Harness the power of nature to create a magical storm aura around you. Path of the Totem Warrior: Channel the power of a spirit animal to gain animalistic abilities. Path of Wild Magic: You are imbued with wild magic that comes pouring out uncontrollably when you rage. Wild magic has random effects that may give you the upper hand in combat. Path of the Zealot: You are the holy warrior of a particular deity, and you are able to focus the rage of the gods upon your enemies.
	Bard Bards are travelling musicians who weave songs into spells. In a fight, they rely more on the power of their music than on brute strength. Bards should have their highest ability scores in Charisma and Dexterity to make the best use of their abilities. Hit Points at 1st level: 8 + Constitution modifier Armor Proficiency: light armor Weapon Proficiency: simple weapons, hand crossbows, longswords, rapiers, shortswords Tool Proficiency: Three musical instruments of your choice Saving Throw Proficiency: Dexterity, Charisma Skill Proficiency: Choose any 3 skills Starting Equipment: 1. A rapier or a longsword or any simple weapon 2. A diplomat's pack or an entertainer's pack

(Bard continued)

3. A lute or any other musical instrument
4. Leather armor and a dagger

Choose a Bard College at 3rd level:

College of Creation: Learn to use the Song of Creation to enhance your bardic inspiration and create temporary magic items.

College of Eloquence: Followers of this college are masters of persuasion.

College of Glamour: Learn to use Fey magic to change your appearance and enhance your performances.

College of Lore: Gain additional skill proficiencies and magical secrets.

College of Spirits: Learn to channel the spirits of the dead and benefit from their wisdom.

College of Swords: Gain proficiency with medium armor and scimitars, and learn to perform special sword flourishes.

College of Valor: Gain additional weapon and armor proficiencies to become a more efficient warrior.

College of Whispers: Learn to use psychic abilities to manipulate and attack others.



Cleric

Clerics wield the power of holy magic. Through the worship of a particular deity, they gain the strength to cast spells that can be used to heal their allies and vanquish creatures of evil. Many clerics are also fierce warriors. Clerics should have their highest ability scores in Wisdom, Strength, and Constitution (in that order) to make the best use of their abilities.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: History, Insight, Medicine, Persuasion, Religion

Starting Equipment:

1. A mace or a warhammer (if proficient)
2. Scale mail or leather armor or chain mail (if proficient)
3. A light crossbow and 20 bolts or any simple weapon
4. A priest's pack or an explorer's pack
5. A shield and a holy symbol

(Cleric continued)

Choose a Divine Domain at 1st level:

Arcana Domain: Learn more magical abilities and spells of the type that wizards would typically use.

Death Domain: Gain proficiency with martial weapons. Learn magical abilities and spells of a necrotic nature.

Forge Domain: Gain proficiency with heavy armor and smith's tools. Learn to imbue your weapons and armor with magic.

Grave Domain: Similar to the Death Domain, you gain abilities and spells that deal with death and the undead.

Knowledge Domain: Learn extra languages, skill proficiencies, and spells that can be used to gain knowledge or manipulate others.

Life Domain: Gain heavy armor proficiency and learn to become a more powerful healer.

Light Domain: Learn to put holy magic to more powerful use in combat, vanquishing evil with radiance.

Nature Domain: Gain proficiency with heavy armor. Your holy powers are focused upon the preservation and use of nature.

Order Domain: Gain proficiency with heavy armor, and either Intimidation or Persuasion. Learn magical abilities and spells that grant you authority over others.

Peace Domain: Learn to be a calming presence and can create a magical bond among allies.

Tempest Domain: Gain proficiency with heavy armor and martial weapons. Call upon the power of storms to vanquish your enemies.

Trickery Domain: You follow one of the chaotic gods of trickery. Learn spells that are used for manipulation.

Twilight Domain: Learn to use martial weapons and heavy armor while tapping into the protective powers of the night.

War Domain: Gain proficiency with heavy armor and martial weapons. Learn spells that make you more effective in combat.



Druid

Druids are the masters of the domain of nature magic, and they can even transform into various animals. Their primary goal is typically to oppose the cults of elemental evil that seek to destroy the natural balance of the world. Druids should have their highest ability scores in Wisdom and Charisma to make the best use of their abilities.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields (druids don't use armor made of metal – leather or hide armor and wooden shields are okay)

Weapon Proficiency: clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears

Tool Proficiency: herbalism kit

Saving Throw Proficiency: Intelligence, Wisdom

Skill Proficiency: 2 of the following: Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival

Starting Equipment:

1. A wooden shield or any simple weapon
2. A scimitar or any simple weapon
3. Leather armor, an explorer's pack, and a druidic focus (such as a staff)

Choose a Druid Circle at 2nd level:

Circle of Dreams: Your connection to the dream world opens up new paths for you to provide aid and respite to your allies.

Circle of the Land: Learn additional spells and abilities related to a particular type of terrain you specialize in: arctic, coast, desert, forest, grassland, mountain, swamp or underdark.

Circle of the Moon: Learn to take on more powerful animal shapes and fight more effectively as beast.

Circle of the Shepherd: You have an affinity with animals that allows limited communication with animals and the ability to call upon guardian animal spirits.

Circle of Spores: Learn abilities and spells that focus on molds and fungi.

Circle of Stars: Learn to use the magic of the stars to enhance your druidic abilities.

Circle of Wildfire: You bond with a primal spirit that harbors both destructive and creative magic.



Fighter

Fighters are well-rounded combat specialists. They typically don't use magic, but rely on their physical abilities to reign supreme in battle. Fighters should put their highest ability score in Strength (most important for melee combat) or Dexterity (most important for ranged combat) depending on the fighting style you prefer. The next highest score should be Constitution for most fighters, but if you intend to use magic, you may want to invest in Intelligence rather than Constitution.

Hit Points at 1st level: 10 + Constitution modifier

Armor Proficiency: all armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Strength, Constitution

Skill Proficiency: 2 of the following: Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Survival

Starting Equipment:

1. Chain Mail or Lether armor, longbow, and 20 arrows
2. A martial weapon and a shield or two martial weapons
3. A light crossbow and 20 bolts or 2 handaxes
4. A dungeoneer's pack or an explorer's pack

Choose a Martial Archetype at 3rd level:

Arcane Archer: Learn to imbue your arrows with magical abilities.

Battle Master: Learn tactics and special maneuvers that help you control the flow of battle.

Cavalier: You specialize in mounted combat.

Champion: You focus purely on raw physical power. Learn to execute more devastating critical hits, learn additional fighting style, and become more athletic.

Echo Knight: Your magical echo follows you into battle to provide support.

Eldritch Knight: Learn to combine your fighting abilities with magic spells.

Purple Dragon Knight or Banneret: These knights from the kingdom of Cormyr learn to rally and inspire their allies in battle.

Psi Warrior: Augment your physical might with psi-infused weapon strikes, telekinetic lashes, and barriers of mental force.

Rune Knight: Enhance your martial prowess with the supernatural power of runes, an ancient practice that originated with giants.

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Samurai: Your fighting spirit helps you gain advantage on attacks rolls and become a relentless combatant.

Monk

Monks are the masters of martial arts. They learn to use their own body as a weapon, and they are able to wade through battle without arms or armor. Monks should have their highest ability scores in Dexterity and Wisdom to make the best use of their abilities.

Hit Points at 1st level: 8 + Constitution modifier

Weapon Proficiency: simple weapons, shortswords

Tool Proficiency: Choose 1 type of artisan's tools or 1 musical instrument

Saving Throw Proficiency: Strength, Dexterity

Skill Proficiency: 2 of the following: Acrobatics, Athletics, History, Insight, Religion, Stealth

Starting Equipment:

1. A shortsword or any simple weapon
2. A dungeoneer's pack or and explorer's pack
3. 10 darts

Choose a Monastic Tradition at 3rd level:

Way of the Ascendant Dragon: Alter your spirit to resonate with draconic might and learn to use dragon-like abilities.

Way of the Drunken Master: Learn to use the jerky, unpredictable movements of a drunk to appear incompetent while you are actually setting up the momentum needed for a devastating blow or clever maneuver.

Way of the Four Elements: Learn to use ki to cast nature spells.

Way of the Kensai: Learn to use ki to focus your abilities with specific weapons.

Way of the Long Death: Learn to use ki to manipulate death, killing others more efficiently while preventing your own death.

Way of the Open Hand: Learn techniques to push and trip opponents, manipulate ki to heal yourself, and use advanced meditation to protect yourself from harm.

Way of the Shadow: Learn to manipulate your ki to become stealthy.

Way of the Sun Soul: Learn to use ki to manipulate the energy of the sun and cast spells that deal radiant damage.



Paladin

Paladins are holy warriors, dedicated to upholding justice and righteousness. They can sniff out an evil presence like nobody's business. Like a cleric, they usually swear themselves to a particular deity and they channel their magical powers from that deity. However, paladins are far more combat-oriented than their cleric counterparts. Paladins should have their highest ability scores in Strength and Charisma to make the best use of their abilities.

Hit Points at 1st level: 10 + Constitution modifier

Armor Proficiency: all armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

Starting Equipment:

1. A martial weapon and a shield or 2 martial weapons
2. 5 javelins or any simple weapon
3. A priest's pack or an explorer's pack
4. Chain mail and a holy symbol

Choose a Divine Oath at 3rd level:

Oath of the Ancients: Learn to use nature magic to protect allies and destroy enemies.

Oath of Conquest: Learn powers and spells geared toward dominating enemies in the name of conquest.

Oath of the Crown: Learn magic that helps you command authority and reinforce the law and order of your kingdom.

Oath of Devotion: Requires honesty, courage, compassion, honor, and duty. Learn magical abilities and spells that can be used to protect allies and ferret out the truth from enemies.

Oath of Glory: Learn to bolster your allies and inspire your whole party to go the extra mile for the glory of their destiny.

Oath of Redemption: Learn to focus your powers on nonviolent methods to subdue enemies rather than kill them.

Oath of Vengeance: This is a brutal oath, focused on punishing those who have sinned.

Oath of the Watchers: You focus on defending your realm from extraplanar attackers (enemies from other planes of existence).

Oathbreaker (Antipaladin): After breaking your original oath and turning to evil, you can take this oath, gaining access to powers of evil.



Ranger

Rangers are the warriors of the wilderness. They are deadly trackers and hunters, combining some of the combat ability of a fighter with some of the nature magic of a druid. Rangers should have their highest ability scores in Dexterity (or Strength if you favor melee combat) and Wisdom to make the best use of their abilities.

Hit Points at 1st level: 10 + Constitution modifier

Armor Proficiency: light armor, medium armor, shields

Weapon Proficiency: simple weapons, martial weapons

Saving Throw Proficiency: Strength, Dexterity

Skill Proficiency: 3 of the following: Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, Survival

Starting Equipment:

1. Scale mail or leather armor
2. 2 shortswords or two simple melee weapons
3. A dungeoneer's pack or an explorer's pack
4. A longbow and a quiver of 20 arrows

Choose a Ranger Archetype at 3rd level:

Beast Master: Adopt an animal companion and train it to aid you in combat.

Drakewarden: You bond with a dragon companion who gains size and power as you level up.

Fey Wanderer: Learn to access Fey magic to bolster your Ranger abilities.

Gloom Stalker: Become the master of the Underdark, specializing in stalking and ambushing creatures that live in the dark.

Horizon Walker: Learn magical abilities and spells to help protect the realms from extraplanar threats.

Hunter: Learn tactics for taking down all sorts of creatures in battle.

Monster Slayer: Learn techniques to hunt down and destroy monsters such as vampires, dragons, evil fey, and fiends.

Swarmkeeper: A swarm of nature spirits offers you protection and aid in battle.



Rogue

Many rogues are thieves, assassins and con artists, while others earn an honest living as locksmiths, investigators, and exterminators. Their skill set involves being stealthy, picking locks, disabling traps, and executing sneak attacks. While they may be considered unsavory company, their abilities can be necessary for a party of dungeon delvers. Rogues should put their highest ability scores in Dexterity and either Intelligence or Charisma.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor

Weapon Proficiency: simple weapons, hand crossbows, longswords, rapiers, shortwords

Tool Proficiency: thieves' tools

Saving Throw Proficiency: Dexterity, Intelligence

Skill Proficiency: 4 of the following: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

Starting Equipment:

1. A rapier or a shortsword
2. A shortbow and quiver of 20 arrows or a shortsword
3. A burglar's pack, a dungeoneer's pack, or an explorer's pack
4. Leather armor, 2 daggers, and thieves' tools.

Choose a Roguish Archetype at 3rd level:

Arcane Trickster: Learn to supplement your stealth and skills as a rogue with magic tricks to help trick or eliminate your foes.

Assassin: Become an expert at disguising yourself, applying poisons, and getting the drop on enemies.

Inquisitive: Learn to excel at rooting out secrets and unraveling mysteries.

Mastermind: Become a master of deceit and manipulation.

Phantom: Learn to take knowledge from the dead and become immersed in negative energy.

Scout: Learn the stealth and survival techniques needed to be at home in the wilderness.

Soulknife: Discover psionic power within yourself and channel it to bolster skills checks, make attacks more deadly, or use telepathic abilities.

Swashbuckler: Learn to be a charismatic swordfighter, making use of fancy footwork to wade through battle.

(Rogue continued)

Thief: Gain abilities that aid you in infiltration, theft, disarming traps, and using magic items.



Sorcerer

Sorcerers have innate magic, meaning that they are born with the ability to use it naturally. They have the ability to control their magic through the use of sorcery points, gaining extra spell castings, protecting allies within the area affected by a spell, increasing the range or duration of a spell, among other effects. Sorcerers should put their highest ability scores in Charisma and Constitution to make the best use of their abilities.

Hit Points at 1st level: 6 + Constitution modifier

Weapon Proficiency: daggers, darts, slings, quarterstaffs, light crossbows

Saving Throw Proficiency: Constitution, Charisma

Skill Proficiency: 2 of the following: Arcana, Deception, Insight, Intimidation, Persuasion, Religion

Starting Equipment:

1. A light crossbow and 20 bolts or any simple weapon
2. A component pouch or an arcane focus (such as a crystal or wand)
3. A dungeoneer's pack or an explorer's pack
4. 2 daggers

Choose a Sorcerous Origin at 1st level:

Abberant Mind: An alien influence has wrapped its tendrils around your mind, giving you psionic power.

Clockwork Soul: The cosmic force of order has suffused you with magic, granting you the ability to counterbalance forces of chaos.

Divine Soul: Your magic is a gift from a deity. You are able to channel the power of your holy patron into your spellcasting.

Draconic Bloodline: The source of your innate magic is an ancestor who was either parented by a dragon or made a magical pact with a dragon.

Shadow Magic: Your magic comes from the plane of Shadowfell. You gain darkvision and have an innate ability to create pockets of darkness that only you can see through.

Storm Sorcery: Your magic comes from the power of elemental air. You are able to control lightning, thunder, and wind.

Wild Magic: Your magic is an anomaly of the forces of chaos and it can have random but powerful side effects.



Warlock

Just as a cleric gains magic power through their allegiance to a deity, a warlock gains magic power through a pact with an otherworldly patron of a different sort. Rather than serving a god, a warlock typically serves some sort of demon, devil, or alien creature. While the source of their power may or may not be evil, a warlock may still be compelled to go along on a heroic adventure if it serves their own cause in some way. Warlocks should have their highest ability scores in Charisma and Constitution to make the best use of their abilities.

Hit Points at 1st level: 8 + Constitution modifier

Armor Proficiency: light armor

Weapon Proficiency: simple weapons

Saving Throw Proficiency: Wisdom, Charisma

Skill Proficiency: 2 of the following: Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

Starting Equipment:

1. A light crossbow and 20 bolts or any simple weapon
2. A component pouch or an arcane focus (such as a crystal or wand)
3. A scholar's pack or a dungeoneer's pack
4. Leather armor, any simple weapon, and 2 daggers

Choose a Patron at 1st level:

The Archfey: Your patron is a lord or lady of the fey and you are able to learn spells that channel the forces of nature.

The Celestial: Your patron is a powerful being of the upper planes and you are able to learn powerful healing magic.

The Fathomless: Your patron is an entity of the Elemental Plane of Water. Become an expert swimmer, tap into the power of water and storms, and grow spectral tentacles to lash out at your enemies.

The Fiend: Your patron is a demon lord of the lower planes and you are able to learn spells that channel the fire and corruption of the Nine Hells.

The Genie: Your patron is a genie who grants you some of their abilities.

The Great Old One: Your patron is an ancient and mysterious entity who exists outside the fabric of reality, and you can learn some of its ancient magical secrets.

Hexblade: Your patron is a mysterious entity from the Shadowfell and you are able to learn magic that complements your skill as a warrior.

The Undead / The Undying: Your patron is an undead creature

(Warlock continued)

who gives you access to necromantic magic. These 2 patron pacts have similar themes, but they are not the same thing.



Wizard

Wizards are the scholars of the magic world. They have learned their magic abilities through study, practice, and discovery, rather than being required to sell their soul to a deity or a patron as some other magic users do. Wizards should place their highest ability score in Intelligence. The next highest score should be Constitution or Dexterity. Charisma can also be important if you intend to follow the School of Enchantment.

Hit Points at 1st level: 6 + Constitution modifier

Weapon Proficiency: daggers, darts, slings, quarterstaves, light crossbows

Saving Throw Proficiency: Intelligence, Wisdom

Skill Proficiency: 2 of the following: Arcana, History, Insight, Investigation, Medicine, Religion

Starting Equipment:

1. A quarterstaff or a dagger
2. A component pouch or an arcane focus (such as a crystal or wand)
3. A scholar's pack or an explorer's pack
4. A spellbook

Choose an Arcane Tradition at 2nd level:

Bladesinging (Elves only): You combine magic with swordplay to become an effective warrior in the ancient tradition of the elves.

Chronurgy Magic: Learn to manipulate the flow of time to your advantage.

Graviturgy Magic: Learn to manipulate gravity to your benefit.

Order of Scribes: Your primary focus is on recording magic in your spell book. You have a bond with your spellbook that goes beyond that of other wizards and grants you new abilities.

School of Abjuration: You focus on magic that blocks, banishes or protects.

School of Conjuration: You focus on magic that produces objects and creatures from thin air.

School of Divination: You focus on magic that parts the veils of space, time, and consciousness.

School of Enchantment: You focus on magic that entrances or beguiles others.

School of Evocation: You focus on magic that creates powerful

<i>(Wizard continued)</i>	elemental effects. School of Illusion: You focus on magic that dazzles the senses, befuddles the mind, and tricks even the wisest folks. School of Necromancy: You focus on magic that explores the forces of life, death, and undeath. School of Transmutation: You focus on magic that modifies energy and matter. War Magic: Learn to combine evocation and abjuration magic for maximum combat effectiveness.
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