

## BARBARIAN

### **BASICS:**

A fierce warrior of primitive background who can enter a battle rage.

Hit Die: 1d12

Primary Ability: Strength

Saves: Strength & Constitution

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Hit Dice: 1d12 per barbarian level

Hit points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

### **PROFICIENCIES:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: (Choose 2) : Animal Handling, Athletics, Intimidation, Nature, Perception, & Survival

### **EQUIPMENT:**

(a) Greataxe or (b) Any Martial Melee Weapon

(a) 2 Handaxes or (b) Any Simple Weapon

An Explorer's Pack

4 Javelins

### **POWERS:**

#### **Rage**

- In battle you fight with primal ferocity
- You can use this as a Bonus Action
- While raging you gain the following benefits:
  - You have advantage on Strength Checks & Strength Saving Throws
  - When you make a melee weapon attack using Strength you gain a bonus damage roll that increases as you level up
  - You have resistance to bludgeoning, piercing, & slashing damage
  - If you are able to cast spells you can't cast them or concentrate on them while raging
  - Lasts for 1 minute - ending early if you're knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn/taken damage since then
  - Can also end your rage on your turn as a bonus action
  - Once you've raged the number of times permitted (check rage column in levels) you must finish a long rest before raging again.

#### **Unarmored Defense**

- While not wearing any armor your Armor Class = 10 + Dexterity Modifier + Constitution Modifier
  - You can use a shield & still gain this benefit

## BARD

### **BASICS:**

An inspiring magician whose power echoes the music of creation.

Hit Die: 1d8

Primary Ability: Charisma

Saves: Dexterity & Charisma

Hit Dice: 1d8 per bard level

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

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

### **PROFICIENCIES:**

Armor: Light Armor

Weapons: Simple Weapons, Hand Crossbows, Longswords, Rapiers, Shortswords

Tools: 3 Musical Instruments of your choice

Saving Throws: Dexterity, Charisma

Skills: Choose any 3

### **EQUIPMENT:**

(a) Rapier or (b) Longsword or (c) Any Simple Weapon

(a) Diplomat's Pack or (b) Entertainer's Pack

(a) Lute or (b) Any other musical instrument

Leather Armor & a Dagger

### **POWERS:**

#### **Spellcasting**

- You have learned to untangle & reshape the fabric of reality in harmony with your wishes & music. Your spells are a part of your vast repertoire, magic that you can tune to different situations (see spells rules for general rules of spellcasting & spells listing for the bard spell list.)

#### **Cantrips**

- You know 2 cantrips from the bard spell list

#### **Spell Slots**

- Bard table shows how many spell slots you have to cast your bard spells of 1st level & higher
- To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
  - If a spell has a 1st or 2nd level slot available you can cast it using either slot.

#### **Spells Known of 1st Level or Higher**

- You know 4 1st level spells of your choice from the bard spell list
- When you gain a level you can choose 1 of the bard spells you know & replace it with another spell from the bard spell list (must also be of a level for which you have spell slots)

#### **Spellcasting Ability**

- Charisma is your spellcasting ability
- You also use your Charisma modifier when setting the saving throw DC for a bard spell you cast & when making an attack roll with one
  - Spell Save DC = 8 + proficiency bonus + charisma modifier
  - Spell Attack Modifier = proficiency bonus + charisma modifier

#### **Ritual Casting**

- You can cast any bard spell as a ritual if that spell has the ritual tag

#### **Spellcasting Focus**

- You can use a musical instrument as a spellcasting focus for your bard spells

#### **Bardic Inspiration**

- You can inspire others through stirring words or music : use a bonus action on your turn to choose 1 creature other than yourself within 60 ft. who can hear you (they gain 1 Bardic inspiration die a 1d6)
- Once within the next 10 minutes, the creature can roll the dice & add the number rolled to one ability check, attack roll, or saving throw
- They can wait until after it rolls the 1d20 before deciding to use the inspiration die, BUT must decide before the DM says whether the roll succeeds or fails
- Once a die is rolled it is lost
- A creature can only have 1 bardic inspiration die at a time
- You can use this feature the number of times equal to your Charisma modifier (a minimum of once), you regain any expended use when you finish a long rest
- Your bardic inspiration die changes when you reach certain levels in this class
  - Becomes a 1d8 at the 5th level
  - Becomes a 1d10 at the 10th level
  - Becomes a 1d12 at the 15th level

## CLERIC

### **BASICS:**

A priestly champion who wields divine magic in service of a higher power

Hit Die: 1d8

Primary Ability: Wisdom

Saves: Wisdom & Charisma

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Hit Dice: 1d8 per cleric level

Hit points at 1st Level: 8 + your Constitution modifier

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

### **PROFICIENCIES:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: (Choose 2) : History, Insight, Medicine, Persuasion, Religion

### **EQUIPMENT:**

(a) Mace or (b) Warhammer (if proficient)

(a) Scale Mail or (b) Leather Armor or (c) Chain Mail (if proficient)

(a) Light Crossbow (& 20 bolts) or (b) Any Simple Weapon

(a) Priest's Pack or (b) Explorer's Pack

A Shield & Holy Symbol

### **POWERS:**

#### **Cantrips**

- You know 3 cantrips of your choice from the cleric spell list

#### **Preparing & Casting Spells**

- The Cleric table shows how many spell slots you have to cast your cleric spells of 1st level & higher
- To cast you must expend a slot of the spell's level or higher
- You regain all expended spell slots after a long rest
- You prepare the list of cleric spells available to you by choosing from the cleric spell list (it should be calculated by adding your Wisdom Modifier + Cleric Level)
- Casting a spell doesn't remove it from your list of prepared spells
- Can change this list of prepared spells after a long rest
  - It requires time spent in prayer & meditation
  - 1 minute per spell level for each spell on your list

#### **Spellcasting Ability**

- Wisdom is your spellcasting ability for your cleric spells
- The power of your spells comes from your devotion to your deity
- You use your wisdom modifier when setting the saving throw DC for a cleric spell you cast & when making an attack roll
- Spell Save DC = 8 + proficiency bonus + wisdom modifier
- Spell Attack Modifier = proficiency bonus + wisdom modifier

#### **Ritual Casting**

- You cast a cleric spell as a ritual if that spell has the ritual tag & you have it prepared

#### **Spellcasting Focus**

- You can use a holy symbol as a spellcasting focus for your cleric spells
  - (Check Adventuring Gear section)

#### **Divine Domain**

- Choose one domain related to your deity : Knowledge, Life, Light, Nature, Tempest, Trickery, or War
  - Life = detailed at the end of the class description & provides examples of gods associated with it
- Focuses on positive energy - one of the fundamental forces of the universe that sustains all life
- Promotes vitality & health thru healing the sick & wounded, caring for those in need, & driving away the forces of death & undeath
- Almost any non-evil deity can claim influence over this domain (particularly the agricultural, healing, endurance, home, community, deities)
  - Grants you domain spells & other features when you choose it at 1st level
  - Grants you additional ways to use Channel Divinity when you gain that feature at the 2nd level, & additional benefits at 6th, 8th, & 17th levels
  - In a pantheon every deity has influence over different aspects of mortal life & civilization called a deity's domain
    - All domains the deity has influence over are called the deity's portfolio

## DRUID

### **BASICS:**

A priest of the Old Faith, wielding the powers of nature and adopting animal forms

Hit Die: 1d8

Primary Ability: Wisdom

Saves: Intelligence & Wisdom

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Hit Dice: 1d8 per druid level

Hit points at 1st Level: 8 + your Constitution modifier

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

### **PROFICIENCIES:**

Armor: Light Armor, Medium Armor, Shields (they won't wear armor / use shields made of metal)

Weapons: Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings, Spears

Tools: Herbalism Kit

Saving Throws: Wisdom, Intelligence

Skills: (Choose 2): Arcana, Animal Handling, Insight, Medicine, Nature, Perception, Religion, & Survival

### **EQUIPMENT:**

(a) Wooden Shield or (b) Any Simple Weapon

(a) A Scimitar or (b) Any Simple Melee Weapon

Leather Armor, an Explorer's Pack, & a Druidic Focus

### **POWERS:**

#### **Druidic**

- You know Druidic (secret language of druids)
- You can speak the language & use it to leave hidden message
- You & others who know this language automatically spot such a message
- Others spot the message's presence with a successful DC of 15 Wisdom (Perception) check but can't decipher it without magic

#### **Cantrip**

- At the 1st level you know 2 cantrips of your choice from the druid spell list

#### **Preparing & Casting Spells**

- To cast a druid spell you must expend a slot of the spell's level or higher
- You regain all expended spell slots when you finish a long rest
- You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list
  - The number = Wisdom modifier + Druid Level
  - The spells must be of a level for which you have spell slots
  - Casting a spell doesn't remove it from the list of prepared spells
  - You can change this list when you finish a long rest, & it requires time spent in prayer & meditation : at least 1 minute per spell level for each spell on your list

#### **Spellcasting Ability**

- Wisdom is your spellcasting ability
  - Your Wisdom modifier is used when setting the saving throw DC for a druid spell you cast & when making an attack roll with one
  - Spell Save DC : 8 + proficiency bonus + Wisdom modifier
  - Spell Attack Modifier : proficiency bonus + Wisdom modifier

#### **Ritual Casting**

- You can cast a druid spell as a ritual if that spell has the ritual tag & you have the spell prepared

#### **Spellcasting Focus**

- You can use a druidic focus (look in the Adventuring Gear section) as a spellcasting focus for your druid spells

## FIGHTER

### **BASICS:**

A master of martial combat, skilled with a variety of weapons and armor

Hit Die: 1d10

Primary Ability: Strength or Dexterity

Saves: Strength & Constitution

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Hit Dice: 1d10 per fighter level

Hit points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

### **PROFICIENCIES:**

Armor: All Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

Skills: (Choose 2) : Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, & Survival

### **EQUIPMENT:**

(a) Chain Mail or (b) Leather Armor, Longbow, & 20 Arrows

(a) Martial Weapon & Shield or (b) Martial Weapons

(a) Light Crossbow (& 20 bolts) or (b) 2 Handaxes

(a) Dungeoneer's Pack or (b) Explorer's Pack

### **POWERS:**

#### **Fighting Style**

- Choose one of the following options as a specialty (you can't pick a fighting style more than once even if you get to choose again later)
  - Archery
    - +2 bonus to attack rolls you make with ranged weapons
  - Defense
    - While wearing armor you gain +1 AC (armor class)
  - Dueling
    - When you're wielding a melee weapon in one hand & no other weapons you gain a +2 bonus to damage rolls with that weapon
  - Great Weapon Fighting
    - When you roll a 1 or 2 on damage for an attack you make with a melee weapon that you are wielding with two hands you can reroll the die & must use the new roll (even if it's a 1 or 2)
    - The weapon **MUST** have 2-handed or versatile property
  - Protection
    - When a creature you can see attacks a target other than you that is within 5 ft of you, you can use your reaction to impose disadvantage on the attack roll
    - You must be wielding a shield
  - 2-Weapon Fighting
    - When you engage in 2-weapon fighting, you can add your ability modifier to the damage of the second attack

#### **Second Wind**

- You have a limited well of stamina that you can draw on to protect yourself from harm
- On your turn you can use a bonus action to regain hit points equal to 1d10 + your fighter level
- Once you use this feature you must finish a short or long rest before using it again

## MONK

### **BASICS:**

A master of martial arts, harnessing the power of the body in pursuit of physical & spiritual perfection

Hit Die: 1d8

Primary Ability: Dexterity & Wisdom

Saves: Strength & Dexterity

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Hit Dice: 1d8 per monk level

Hit points at 1st Level: 8 + your Constitution modifier

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

### **PROFICIENCIES:**

Armor: None

Weapons: Simple Weapons, Short Swords

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Strength, Dexterity

Skills: (Choose 2) : Acrobatics, Athletics, History, Insight, Religion, Stealth

### **EQUIPMENT:**

(a) Short sword or (b) Any Simple Weapon

(a) Dungeoneer's Pack or (b) Explorer's Pack

10 Darts

### **POWERS:**

#### **Unarmored Defense**

- Beginning at 1st level, while you are wearing no armor & not wielding a shield, your AC equal 10 + your Dexterity modifier + Wisdom modifier

#### **Martial Arts**

- At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes & monk weapons, which are short swords & any simple melee weapons that DON'T have the 2 handed or heavy property
- You gain the following benefits while you are unarmed or wielding only monk weapons & aren't wearing armor or wielding a shield
  - You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons
  - You can roll a 1d4 in the place of the normal damage of your unarmed strike or monk weapon
    - The die changes as you gain monk levels (Martial Arts column of the monk table)
  - When you use the attack action of an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action
    - Ex: if you take the attack action & attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn
- Certain monasteries use specialized forms of the monk weapons
  - You can use the game statistics provided in the weapons section

## PALADIN

### **BASICS:**

A holy warrior bound to a sacred oath

Hit Die: 1d10

Primary Ability: Strength & Charisma

Saves: Wisdom & Charisma

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Hit Dice: 1d10 per paladin level

Hit points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

### **PROFICIENCIES:**

Armor: All Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: (Choose 2) : Athletics, Insight, Intimidation, Medicine, Persuasion, Religion

### **EQUIPMENT:**

(a) Martial Weapon & Shield or (b) 2 Martial Weapons

(a) 5 Javelins or (b) Any Simple Melee Weapons

(a) Priest's Pack or (b) Explorer's Pack

Chain Mail & a Holy Symbol

### **POWERS:**

#### **Divine Sense**

- The presence of strong evil registers on your senses like a noxious odor, & a powerful good rings like heavenly music
- As an action you can open your awareness to detect such forces
- Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 ft that's not behind total cover
  - You know the type (celestial, fiend, or undead) of any being who you sense but not their identity
- Within 60 ft, you detect the presence of any place / object that has been consecrated / desecrated as with the "hallow" spell
- You can use this feature a number of times equal to 1 + your Charisma modifier
- When you finish a long rest, you regain all expended uses

### **POWERS:**

#### **Lay on Hands**

- Your blessed touch can heal wounds
- You have a pool of healing power that replenishes when you take a long rest, with that pool you can restore a total number of hit points equal to your paladin level x 5
- As an action you can touch a creature & draw power from the pool to restore a number of hit points to that creature, up to max amt. remaining in your pool
- Alt., you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize mult. poisons w/ a single use of Lay on Hands, using hit points separately for each
- This has no effect on undead & constructs

#### **Preparing & Casting Spells**

- To cast a paladin spell of 1st level or higher, must expend a slot of spell's level or higher
- You regain all used spell slots after a long rest
- You prepare the list of paladin spells & the # should be = to your Charisma modifier + half of your paladin level, rounded down
- Spells must be a level for you have spell slots for
- You can change your list of prepared spells when you finish a long rest
- Preparing a new list of spells requires time spent in prayer and meditation : at least 1 minute per spell level for each spell on your list

#### **Spellcasting Ability**

- Charisma = spellcasting ability
- You use Charisma modifier when setting the saving throw DC for a paladin spell you cast & when making an attack roll with one
- Spell Save DC : 8 + your proficiency bonus + your Charisma modifier
- Spellcasting Focus : you can use a holy symbol as a spellcasting focus for your paladin spells

#### **Oath Spells**

- Each oath = a list of associated spells
- You gain access to these at specified levels in the oath description
- Once you gain access it's always prepared
- Oath spells don't count against the # of spells you can prepare each day
- If you gain an oath spell that doesn't appear on the paladin spell list, the spell is still a paladin spell for you

#### **Channel Divinity**

- Your oath allows you to channel divine energy to fuel magic
- Each option explains how to use it
- When you use your Channel Divinity you must finish a short/long rest to use it again
- Some require saving throws
- When using an effect from this class, the DC = your paladin spell save DC

## RANGER

### **BASICS:**

A warrior who combats threats on the edges of civilization

Hit Die: 1d10

Primary Ability: Dexterity & Wisdom

Saves: Strength & Dexterity

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Hit Dice: 1d10 per ranger level

Hit points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

### **PROFICIENCIES:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Dexterity

Skills: (Choose 3) : Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, & Survival

### **EQUIPMENT:**

(a) Scale Mail or (b) Leather Armor

(a) 2 Shortswords or (b) 2 Simple Melee Weapons

(a) Dungeoneer's Pack or (b) Explorer's Pack

A longbow & a quiver of 20 arrows

### **POWERS:**

#### **Favored Enemy**

- Beginning at 1st level, you have a significant experience studying, tracking, hunting, & even talking to a certain type of enemy
- Choose a type of favored enemy : aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead
  - Alternatively, you can select 2 races of humanoid (such as gnolls & orcs) as favored enemies
- You have advantage on Wisdom (survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them
- When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all
- You choose one additional favored enemy, as well as an associated language, at 6th & 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures

#### **Natural Explorer**

- You're particularly familiar with one type of natural environment & are adept at traveling & surviving in such regions
- Choose 1 type of favored terrain : arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark
- When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you're using a skill you're proficient in
- While traveling for an hour or more in your favored terrain you gain...
  - Difficult terrain doesn't slow your group's travel
  - Your group can't become lost except by magical means
  - Even when you're engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger
  - If you're traveling alone, you can move stealthily at a normal pace
  - When you forage, you find twice as much food as you normally would
  - While tracking other creatures, you also learn their exact number, their sizes, & how long ago they pass through the area
- You also choose additional favored terrain types at 6th & 10th level



## ROGUE

### **BASICS:**

A scoundrel who uses stealth and trickery to overcome obstacles and enemies

Hit Die: 1d8

Primary Ability: Dexterity

Saves: Dexterity & Intelligence

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Hit Dice: 1d8 per rogue level

Hit points at 1st Level: 8 + your Constitution modifier

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

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### **PROFICIENCIES:**

Armor: Light Armor

Weapons: Simple Weapons, Hand Crossbows, Longswords, Rapiers, Shortswords

Tools: Thieve's Tools

Saving Throws: Dexterity, Intelligence

Skills: (Choose 4) : Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, Stealth

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### **EQUIPMENT:**

(a) Rapier or (b) Shortsword

(a) Shortbow & 20 arrows or (b) Shortsword

(a) Burglar's Pack or (b) Dungeoneer's Pack or  
(c) Explorer's Pack

Leather Armor, 2 Daggers, & Thieves Tools

### **POWERS:**

#### **Expertise**

- Choose 2 of your skill proficiencies, or one of your skill proficiencies & your proficiency with thieve's tools
- Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies
- At 6th level you can choose 2 more of your proficiencies (in skills or with thieve's tools) to gain this benefit

#### **Sneak Attack**

- Beginning at 1st level, you know how to strike subtly & exploit a foe's distraction
- Once per turn you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll
- The attack must use a finesse or a ranged weapon
- You don't need advantage on the attack roll if another enemy of the target is within 5 ft of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll
- The amount of the extra damage increases as you level up

#### **Thieves' Cant**

- Secret mix of dialect, jargon, & code
  - Allows you to hide messages in seemingly normal conversation
  - Only another creature that knows thieves' cant can understand the messages
  - It takes 4x longer to convey such a message speaking the same idea
  - You also understand a secret set of signs / symbols used to convey short, simple messages
    - Ex: Dangerous Territory or Loot Nearby

## SORCERER

### **BASICS:**

A spellcaster who draws on inherent magic from a gift or bloodline

Hit Die: 1d6

Primary Ability: Charisma

Saves: Constitution & Charisma

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Hit Dice: 1d6 per sorcerer level

Hit points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

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### **PROFICIENCIES:**

Armor: None

Weapons: Daggers, Darts, Slings, Quarterstaves, Light Crossbows

Tools: None

Saving Throws: Constitution, Charisma

Skills: (Choose 2) : Arcana, Deception, Insight, Intimidation, Persuasion, Religion

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### **EQUIPMENT:**

(a) Light Crossbow (20 bolts) or (b) Any Simple Weapon

(a) Component Pouch or (b) An Arcane Focus

(a) Dungeoneer's Pack or (b) Explorer's Pack

2 Daggers

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### **POWERS:**

#### **Cantrips**

- You know 4 cantrips of your choice from the sorcerer spell list

#### **Spell Slots**

- Sorcerer table shows how many spell slots you have to cast your sorcerer spells of 1st level & higher
- To cast one - you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest

#### **Spells Known of 1st Level & Higher**

- You know 2 first level spells from the spell list
- Each must be of a level for which you have spell slots

### **Spellcasting Ability**

- Charisma is your spellcasting ability
- You use Charisma modifier when setting the saving throw DC for a sorcerer spell you cast & when making an attack roll with one
- Spell Save DC = 8 + proficiency bonus + Charisma modifier
- Spell Attack Modifier = proficiency bonus + Charisma modifier
- Spellcasting Focus : you can use an arcane focus as a spellcasting focus for your sorcerer spells

### **Sorcerous Origin**

- Choose a sorcerous origin which describes the source of your innate magical power : Draconic Bloodline, detailed at the end of the class description, or one from another source
- Your choice grants you features when you choose it at 1st level & again at 6th, 14th, & 18th levels

### **Font of Magic**

- At 2nd level, you tap into a deep wellspring of magic within yourself
- Represented by sorcery points, which allow you to create a variety of magical effects
- Sorcery Points : You have 2 sorcery points, & you gain more as you reach higher levels, as shown in the Sorcery Points column of the Sorcerer table
  - You can never have more sorcery points than shown on the table for your level
  - You regain all spent sorcery points when you finish a long rest
- Flexible Casting : You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points
  - You learn other ways to use your sorcery points as you reach higher levels
- Creating Spell Slots : you can transform unexpended sorcery points into one spell slot as a bonus action on your turn
  - Shows the cost of creating a spell slot of a given level
  - You can create spell slots no higher in level than 5th
  - Any spell slot you create with this feature vanishes when you finish a long rest
- Converting a Spell Slot to Sorcery Points : as a bonus action on your turn, you can expend one spell slot & gain a number of sorcery points equal to the slot's level

## WARLOCK

### **BASICS:**

A wielder of magic is derived from a bargain with an extraplanar entity

Hit Die: 1d8

Primary Ability: Charisma

Saves: Wisdom & Charisma

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Hit Dice: 1d8 per warlock level

Hit points at 1st Level: 8 + your Constitution modifier

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

### **PROFICIENCIES:**

Armor: Light Armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: (Choose 2) : Arcana, Deception, History, Intimidation, Investigation, Nature, Religion

### **EQUIPMENT:**

(a) Light Crossbow (20 bolts) or (b) Any Simple Weapon

(a) Component Pouch or (b) An Arcane Focus

(a) Scholar's Pack or (b) Dungeoneer's Pack

Leather Armor, Any Simple Weapon, & 2 Daggers

### **POWERS:**

#### **Otherworldly Patron**

- At 1st level, you struck a bargain with an otherworldly being of your choice : the Fiend, which is detailed at the end of the class description, or one from another source.
- Your choice grants you feature at 1st level & again at 6th, 10th, & 14th level.

#### **Pact Magic**

- Your arcane research & magic bestowed on you by your patron have given you facility with spells.
- Cantrips : You know 2 cantrips of your choice from the warlock spell list
  - Learn additional cantrips at higher levels
- Spell Slots
  - The Warlock table shows how many spell slots you have to cast your warlock spells of 1st thru 5th level
  - To cast one of your warlock spells of 1st level or higher, must expend a spell slot
  - You regain all expended slots when you finish a short or long rest
- Spells Known of 1st Level & Higher
  - At 1st level, you know 2 level 1 spells
- Spellcasting Ability
  - Charisma is your spellcasting ability
  - Use Charisma modifier when setting the saving throw DC for a warlock spell you cast & when making an attack roll with one
  - Spell Save DC = 8 + proficiency bonus + Charisma modifier
  - Spell Attack Modifier = proficiency bonus + Charisma modifier
  - Spellcasting Focus : You can use an arcane focus as a spellcasting focus for your warlock spells

#### **Eldritch Invocations**

- In your study of occult lore, you've unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability
- A level prerequisite refers to your level in this class
- At 2nd level, you gain 2 eldritch invocations of your choice. Your invocation options = detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice (shown in Invocations Known column of the Warlock table)
- When you gain a level, you can choose one of the invocations you know & replace it with another invocation that you could learn at that level
- If an eldritch invocation has prerequisites, you must meet them to learn it

## WIZARD

### **BASICS:**

A scholarly magic-user capable of manipulating the structures of reality.

Hit Die: 1d6

Primary Ability: Intelligence

Saves: Intelligence & Wisdom

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Hit Dice: 1d6 per wizard level

Hit points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

### **PROFICIENCIES:**

Armor: None

Weapons: Daggers, Darts, Slings, Quarterstaves, Light Crossbows

Tools: None

Saving Throws: Intelligence, Wisdom

Skills: (Choose 2) : Arcana, History, Insight, Investigation, Medicine, Religion

### **EQUIPMENT:**

(a) Quarterstaff or (b) a Dagger

(a) Component Pouch or (b) an Arcane Focus

(a) Scholar's Pack or (b) Explorer's Pack

A Spellbook

### **POWERS:**

#### **Spellbook**

- Reflects your arcane research & intellectual breakthroughs
- Copying a Spell : when you find a wizard spell of 1st level or higher, you can add it to your spellbook if it's a spell level you can prepare & if you spare the time to decipher & copy it
  - For each level of the spell, the process takes 2 hours & costs 50 gp
  - Once you've spent the time & money you can prepare the spell just like other spells
- Replacing the Book : you can copy spells from your spellbook into another book (backup copy)
  - You only need to spend 1 hour & 10 gp for each level of the copied spell
  - If you lose your spellbook, you can use the same procedure to transcribe the spells that you've prepared into a new spellbook

#### **Spellcasting**

- You have a spellbook containing spells that show the first glimmerings of your true power
- Check the Wizard Spell List for general rules

#### **Cantrips**

- At 1st level, you know 3 cantrips of your choice
- You learn additional wizard cantrips at higher levels
- Spellbook : at 1st level you have a spellbook containing 6, 1st level wizard spells of your choice
  - It's the repository of the wizard spells you know, except your cantrips, which are fixed in your mind.
- Preparing & Casting Spells : Wizard table shows how many spell slots you have to cast
  - To cast one, you must expend a slot of the spell's level or higher
  - You regain all expended slots when you finish a long rest
  - You prepare a list of wizard spells that are available for you to cast
    - Choose a # of wizard spells from your spellbook = to your intelligence modifier + your wizard level
  - You can change your list after you finish a long rest
    - Preparing a new list requires time spent studying your spellbook & memorizing the incantations & gestures you must make to cast the spells : at least 1 minute per spell level for each spell on your list
- Spellcasting Ability : Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study & memorization
  - You use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast & when making an attack roll
- Spell Save DC = 8 + proficiency bonus + intelligence modifier
- Ritual Casting : you can cast a wizard spell as a ritual if that spell has the ritual tag & you have the spell in your spellbook
  - You don't need to have the spell prepared
- Spellcasting Focus : you can use the arcane focus as a spellcasting focus for your wizard spells
- Learning Spells of 1st Level & Higher : each time you gain a wizard level, you can add 2 wizard spells of your choice to your spellbook for free
  - Each of the spells must be of a level for which you have spell slots (on table)