LoL Races and Classes

**Race: Hill Dwarf**

Ability Score Increase: +2 Con, +1 WIS

Racial Features:

Speed: 25ft

Darkvision: 60 ft Darkvision

Dwarven Resilience: advantage against poison saves, resistance to poison damage

Dwarven Combat Training: Proficiency with Battleaxe, Handaxe, Throwing Hammer, Warhammer

Tool Proficiency: Gain proficiency with one of smith’s tools, brewer’s tools or mason's tools

Stonecunning: you are 2x proficient when using History to investigate the origin of stonework

Dwarven Toughness: your hit points increase by one and it further increases by one with each level

Languages: Common, Dwarvish

**Race: Mountain Dwarf**

Ability Score Increase: +2 Con, +2 STR

Racial Features:

Speed: 25ft

Darkvision: 60 ft Darkvision

Dwarven Resilience: advantage against poison saves, resistance to poison damage

Dwarven Combat Training: Proficiency with Battleaxe, Handaxe, Throwing Hammer, Warhammer

Tool Proficiency: Gain proficiency with one of smith’s tools, brewer’s tools or mason's tools

Stonecunning: you are 2x proficient when using History to investigate the origin of stonework

Dwarven Armor Training: you have proficiency with light and medium armor

Languages: Common, Dwarvish

**Race: High Elf**

Ability Score Increase: +2 DEX, + 1 INT

Racial Features:

Darkvision: 60 ft Darkvision

Keen Senses: Gain Proficiency in Perception Skill

Fey Ancestry: Advantage on saving throws against being charmed, magic cannot put you to sleep

Trance: Elves don’t need sleep. Instead they meditate for 4 hours. Gain benefits of a long rest after 4 hours.

Elf Weapon Training: Proficiency with longsword, shortsword, shortbow, longbow

Cantrip: Gain one Wizard list cantrip

Languages: Common, Elvish, +1 language

**Race: Wood Elf**

Ability Score Increase: +2 DEX, +1 WIS

Racial Features:

Darkvision: 60 ft Darkvision

Keen Senses: Gain Proficiency in Perception Skill

Fey Ancestry: Advantage on saving throws against being charmed, magic cannot put you to sleep

Trance: Elves don’t need sleep. Instead they meditate for 4 hours. Gain benefits of a long rest after 4 hours.

Elf Weapon Training: Proficiency with longsword, shortsword, shortbow, longbow

Fleet of Foot: Base Speed is 35ft.

Mark of the Wild: You can attempt to hide in lightly obscured foliage, heavy rain, falling snow and other natural phenomena

Languages: Common, Elvish

**Race: Dark Elf**

Ability Score Increase: +2 DEX, +1 CHA

Racial Features:

Superior Darkvision: 120 ft Darkvision

Keen Senses: Gain Proficiency in Perception Skill

Fey Ancestry: Advantage on saving throws against being charmed, magic cannot put you to sleep

Trance: Elves don’t need sleep. Instead they meditate for 4 hours. Gain benefits of a long rest after 4 hours.

Sunlight Sensitivity: you have disadvantage on attack rolls and Perception checks the rely on sight when you, the target of your attack or whenever you perceive into direct sunlight.

Drow Magic: You know *dancing lights* cantrip. At 3rd level you can cast *faerie fire* spell once per day. At 5th level you can cast *darkness* once per day. Charisma is the spellcasting ability for these spells.

Drow Weapon Training: Proficiency Rapier, Shortsword, Handcrossbow

Languages: Common, Elvish

**Race: Lightfoot Halfling**

Ability Score Increase: +2 DEX, +1 CHA

Racial Features:

Size: Small

Speed: Base Speed is 25ft

Lucky: When you roll a 1 on an attack roll, ability check or saving throw, you can reroll the die and must use that roll.

Brave: advantage on saving throws against being frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Naturally Stealthy: You can attempt to hide if obscured by a creature that is at least one size larger than you.

Languages: Common, Halfling

**Race: Stout Halfling**

Ability Score Increase: +2 DEX, +1 CON

Racial Features:

Size: Small

Speed: Base Speed is 25ft

Lucky: When you roll a 1 on an attack roll, ability check or saving throw, you can reroll the die and must use that roll.

Brave: advantage on saving throws against being frightened.

Halfling Nimbleness: You can move through the space of any creature that is of a size larger than yours.

Stout Resilience: Advantage on saving throws against poison, resistance to poison damage

Languages: Common, Halfling

**Race: Human**

Ability Score Increase: +1 STR, +1 DEX, +1 CON, +1, INT, +1 WIS, +1 CHA

Racial Features:

Speed: Base Speed is 30ft

Languages: Common, +1 lang.

**Race: Dragonborn**

Ability Score Increase: +2 STR, +1 CHA

Racial Features:

Speed: Base Speed is 30ft

Draconic Ancestry: Choose one type from the Draconic Ancestry Table

Breath Weapon: You can exhale destructive energy. Each creature on the area of the exhalation makes a saving throw. The DC for the saving throw is 8 + your CON mod + your Prof. Bonus. A creature takes 2d6 damage on a failed save, and half as much on a successful save. The damage increases to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level. After you use the breath weapon you can’t use it again until after a short or long rest.

Damage Resistance: You have resistance to the damage type associated with your draconic legacy.

Languages: Common, Draconic

Draconic Ancestry:

Dragon: Damage Type: Breath Weapon

Black: Acid: 5 by 30 ft line

Blue: Lightning: 5 by 30 ft line

Brass: Fire: 5 by 30 ft line

Bronze: Lightning: 5 by 30 ft line

Copper: Acid: 5 by 30 ft line

Gold: Fire: 15 ft cone

Green: Poison: 15 ft cone

Red: Fire: 15 ft cone

Silver: Cold: 15 ft cone

White: Cold: 15 ft cone

**Race: Forest Gnome**

Ability Score Increase: +2 INT, +1 DEX

Racial Features:

Size: Small

Speed: 25ft

Darkvision: 60ft

Gnome Cunning: Advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Natural Illusionist: You know the cantrip *minor illusion* cantrip. Intelligence is the spellcasting ability for it.

Speak with Small Beasts: Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Forest Gnomes love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers and other creatures as beloved pets.

Languages: Common, Gnomish

**Race: Rock Gnome**

Ability Score Increase: +2 INT, +1 CON

Racial Features:

Size: Small

Speed: 25ft

Darkvision: 60ft

Gnome Cunning: Advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

Artificer's Lore: When making an Intelligence (History) check related to magic items, alchemical objects or technological devices, you can add twice your proficiency bonus.

Tinker: You have proficiency with tinker’s tools. Using those tools, you can spend 1 hour and 10gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). This device ceases to function after 24 hours or when you dismantle it; at that time, you can reclaim the materials used to create it. You can have up to thee such devices active at a time. When creating a device, you may choose from the following:

Clockwork Toy: When placed on the ground the toy moves 5ft across the ground on each of your turns making noises appropriate to the creature it represents.

Fire Starter: The device produces a miniature flame, which you can use to light a candle, torch or campfire. Using the device requires your action.

Music Box: When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song’s end or when it is closed.

Languages: Common, Gnomish

**Race: Half-Elf**

Ability Score Increase: +2 CHA, +1 in two other ability scores

Racial Features:

Speed: 30ft

Darkvision: 60ft

Fey Ancestry: You have advantage on saving throws against being charmed and magic can’t put you to sleep.

Skill Versatility: Gain proficiency in two skills of your choice.

Languages: Common, Elvish, +1 language

**Race: Half-Orc**

Ability Score Increase: +2 STR, +1 CON

Racial Features:

Speed: 30ft

Darkvision: 60ft

Menacing: Proficiency in Intimidation skill

Relentless Endurance: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can’t use this feature again until you finish a long rest.

Savage Attacks: When you score a critical hit with a melee weapon attack, you can roll one of the weapons damage dice one additional time and add it to the extra damage of the critical hit.

Languages: Common, Orc

**Race: Tiefling**

Ability Score Increase: +1 INT, +2 CHA

Racial Features:

Speed: 30ft

Darkvision: 60ft

Hellish Resistance: Resistance to fire damage

Infernal Legacy: You know *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *hellish rebuke* spell once per day as a 2nd level spell. Once you reach 5th level, you can also cast the *darkness* spell once per day. Charisma is your spellcasting ability for these spells.

Languages: Common, Infernal

**Class: Barbarian**

**Hit Points:**

Hit Dice: 1d12 per class level

Hit Points: 12 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Constitution

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

**Equipment:**

(a) Greataxe or (b) any martial melee weapon

(a) two handaxes or (b) any simple weapon

Explorer’s Pack

4 Javelins

**Class Features:**

**Rage:** In battle, you fight with primal ferocity. On Your Turn, you can enter a rage as a Bonus Action.  
While raging, you gain the following benefits if you aren't wearing heavy armor:  
• You have advantage on Strength Checks and Strength Saving Throws.  
• When you make a melee weapon Attack using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.  
• You have Resistance to bludgeoning, piercing, and slashing damage.  
If you are able to cast Spells, you can't cast them or concentrate on them while raging.  
Your rage lasts for 1 minute. It ends early if you are knocked Unconscious or if Your Turn ends and you haven't attacked a Hostile creature since your last turn or taken damage since then. You can also end your rage on Your Turn as a Bonus Action.  
Once you have raged the maximum number of times for your Barbarian level, you must finish a Long Rest before you can rage again. You may rage 2 times at 1st Level, 3 at 3rd, 4 at 6th, 5 at 12th, and 6 at 17th.

**Unarmored Defense:** While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a Shield and still gain this benefit.

**Class: Bard**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: Light Armor

Weapons: Simple Weapons, hand crossbow, longsword, rapier, shortsword

Tools: 3 musical instruments

Saving Throws: Dexterity, Charisma

Skills: Choose any 3

**Equipment:**

(a) Rapier, (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

Dagger

**Class Features:**

**Bardic Inspiration:** You can inspire others through stirring words or music. To do so, you use a Bonus Action on Your Turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.  
Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, Attack roll, or saving throw it makes. The creature can wait until after it rolls The D20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.  
You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.  
Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th Level, a d10 at 10th level, and a d12 at 15th level.

**Spellcasting:** You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your Spells are part of your vast repertoire, magic that you can tune to different situations. See chapter 10 for the general rules of Spellcasting and chapter 11 for the bard spell list.

**Cantrips:** You know two Cantrips of your choice from the bard spell list. You learn additional bard Cantrips of your choice at higher levels, learning a 3rd cantrip at 4th Level and a 4th at 10th level.  
  
**Spell Slots:** The Bard table shows how many Spell Slots you have to cast your Spells of 1st Level and 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.  
For example, if you know the 1st-level spell Cure Wounds and have a 1st-level and a 2nd-level spell slot available, you can cast Cure Wounds using either slot.  
  
**Spells Known of 1st Level and Higher:** You know four 1st-level Spells of your choice from the bard spell list. You learn an additional bard spell of your choice at each level except 12th, 16th, 19th, and 20th. Each of these Spells must be of a level for which you have Spell Slots. For instance, when you reach 3rd Level in this class, you can learn one new spell of 1st or 2nd Level. Additionally, when you gain a level in this class, you can choose one of the Bard Spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have Spell Slots.  
  
**Spellcasting Ability:** Charisma is your Spellcasting Ability for your Bard Spells. Your magic comes from the heart and soul you pour into the Performance of your music or oration. You use your Charisma whenever a spell refers to your Spellcasting Ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when Making an Attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Charisma modifier  
**Spell Attack modifier** = your Proficiency Bonus + your Charisma modifier

**Ritual Casting:** You can cast any bard spell you know as a ritual if that spell has the ritual tag.  
  
**Spellcasting Focus:** You can use a musical instrument (see "Equipment") as a Spellcasting focus for your Bard Spells.

**Class: Cleric**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

**Equipment:**

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

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

(a) Light Crossbow and 20 bolts, (b) any simple weapon

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

Shield

Holy Symbol

**Class Features:**

**Spellcasting:** As a conduit for divine power, you can cast Cleric Spells. See chapter 10 for the general rules of Spellcasting and chapter 11 for a selection of Cleric Spells.

**Cantrips:** At 1st Level, you know three Cantrips of your choice from the Cleric spell list. You learn additional Cleric Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Cleric table.  
  
**Preparing and Casting Spells:** The Cleric table shows how many Spell Slots you have to cast your Spells of 1st Level and 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.  
You prepare the list of Cleric Spells that are available for you to cast, choosing from the Cleric spell list. When you do so, choose a number of Cleric Spells equal to your Wisdom modifier + your Cleric level (minimum of one spell). The Spellsmust be of a level for which you have Spell Slots.  
For example, if you are a 3rd-level Cleric, you have four 1st-level and two 2nd-level Spell Slots. With a Wisdom of 16, your list of prepared Spells can include six Spells of 1st or 2nd Level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared Spells.  
You can change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Cleric Spells requires time spent in prayer and meditation: at least 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 whenever a Cleric spell refers to your Spellcasting Ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a Cleric spell you cast and when Making an Attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Wisdom modifier  
**Spell Attack modifier** = your Proficiency Bonus + your Wisdom modifier

**Ritual Casting:** You can cast a Cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.  
  
**Spellcasting Focus:** You can use a holy Symbol (see "Equipment") as a Spellcasting focus for your Cleric Spells.

**Divine Domain:** Choose one domain related to your deity, such as Life. The Life Domain is detailed at the end of the class description, and provides examples of gods associated with it. Your choice grants you Domain Spells and other features when you choose it at 1st Level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd Level, and additional benefits at 6th, 8th, and 17th levels**.**

**Domain Spells:** Each domain has a list of spells-its domain spells-that you gain at the Cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of Spells you can prepare each day.  
If you have a domain spell that doesn't appear on the Cleric spell list, the spell is nonetheless a Cleric spell for you.

**Class: Druid**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Shields

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

Tools: Herbalism Kit

Saving Throws: Intelligence, Wisdom

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

**Equipment:**

(a) Wood Shield or (b) any simple weapon

(a) Scimitar or (b) any simple melee weapon

Leather Armor

Explorer’s Pack

Druidic Focus

**Class Features:**

**Druidic:** You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

**Spellcasting:** Drawing on the divine essence of Nature itself, you can cast Spells to shape that essence to your will. See chapter 10 for the general rules of Spellcasting and chapter 11 for the druid spell list.  
  
**Cantrips:** At 1st Level, you know two Cantrips of your choice from the druid spell list. You learn additional druid Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.  
  
**Preparing and Casting Spells:** The Druid table shows how many Spell Slots you have to cast your Spells of 1st Level and higher. To cast one of these Druid 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.  
You prepare the list of Druid Spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of Druid Spells equal to your Wisdom modifier + your druid level (minimum of one spell). The Spellsmust be of a level for which you have Spell Slots.  
For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level Spell Slots. With a Wisdom of 16, your list of prepared Spells can include six Spells of 1st or 2nd Level, in any combination. If you prepare the 1st-level spell Cure Wounds, you can cast it using a 1st-level ar 2nd-level slot. Casting the spell doesn't remove it from your list of prepared Spells.  
You can also change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Druid Spells requires time spent in prayer and meditation: at least 1 minute per Spell Level for each spell on your list.  
  
**Spellcasting Ability:** Wisdom is your Spellcasting Ability for your Druid Spells, since your magic draws upon your devotion and Attunement to Nature. You use your Wisdom whenever a spell refers to your Spellcasting Ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when Making an Attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Wisdom modifier  
**Spell Attack modifier** = your Proficiency Bonus + your Wisdom modifier

**Ritual Casting:** You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.  
**Spellcasting Focus:** You can use a druidic focus (see "Equipment") as a Spellcasting focus for your Druid Spells.

**Class: Fighter**

**Hit Points:**

Hit Dice: 1d10 per level

Hit Points: 10 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Heavy Armor, Shields

Weapons: Simple Weapons, Martials Weapons

Tools: None

Saving Throws: Strength, Constitution

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

**Equipment:**

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

(a) martial weapon and a shield or (b) two Martial Weapons

(a) Light Crossbow and 20 Bolts or (b) two handaxes

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

**Class Features:**

**Fighting Style:** You adopt a particular style of fighting as your specialty. Choose a Fighting Style from the list of optional features. You can't take the same Fighting Style option more than once, even if you get to choose again.

**Archery:** You gain a +2 bonus to Attack rolls you make with Ranged Weapons.

**Defense:** While you are wearing armor, you gain +1 bonus to AC

**Dueling:** When you are wielding a melee weapon in one hand and no other Weapons, you gain a +2 bonus to Damage Rolls with that weapons.

**Great Weapon Fighting:** When you roll a 1 or 2 on a damage die for an Attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

**Protection:** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your Reaction to impose disadvantage on the Attack roll. You must be wielding a Shield.

**Two-Weapon Fighting:** When you engage in two-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 you can use it again.

**Class: Monk**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: None

Weapons: Simple Weapons, shortswords

Tools: any one type of artisan’s tools or any one musical instrument of your choice

Saving Throws: Strength, Dexterity

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

**Equipment:**

(a) Shortsword or (b) any simple weapon

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

10 Darts

**Class Features:**

**Unarmored Defense:** At 1st level, while you are wearing no armor and not wielding a shield your AC equals 10 + DEX mod + WIS mod.

**Martial Arts:** Your practice of martial arts gives you mastery of Combat styles that use unarmed strikes and monk Weapons, which are shortswords and any simple Melee Weapons that don't have the Two-Handed or heavy property.  
You gain the following benefits while you are unarmed or wielding only monk Weapons and you 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 d4 in place of the normal damage of your Unarmed Strike or monk weapon.  
• When you use the Attack action with an Unarmed Strike or a monk weapon on Your Turn, you can make one Unarmed Strike as a Bonus Action. For example, if you take the Attack action and 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. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a Sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, you can use the game Statistics provided for the weapon.

**Class: Paladin**

**Hit Points:**

Hit Dice: 1d10 per level

Hit Points: 10 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Heavy Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

**Equipment:**

(a) a martial weapon and a shield or (b) two martial weapons

(a) five javelins or (b) any simple melee weapon

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

Chain Mail

Holy Symbol

**Class Features:**

**Divine Sense: T**he presence of strong evil registers on your Senses like a noxious odor, and powerful good rings like heavenly music in your ears. 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 feet of you that is not behind total cover. You know the type (celestial, fiend, or undead) of any being whose presence you sense, but not its identity (the Vampire Count Strahd von Zarovich, for instance). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the Hallowspell.  
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.

**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 and draw power from the pool to restore a number of Hit Points to that creature, up to the maximum amount remaining in your pool.  
Alternatively, you can expend 5 Hit Points from your pool of Healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple Diseases and neutralize multiple Poisons with a single use of Lay on Hands, expending Hit Points separately for each one.  
This feature has no effect on Undead and constructs.

**Class: Ranger**

**Hit Points:**

Hit Dice: 1d10 per level

Hit Points: 10 + CON mod

**Proficiencies:**

Armor: Light Armor, Medium Armor, Shields

Weapons: Simple Weapons, Martial Weapons

Tools: None

Saving Throws: Strength, Dexterity

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

**Equipment:**

(a) Scale Mail or (b) Leather Armor

(a) 2 shortswords or (b) two simple melee weapons

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

Longbow and a Quiver of 20 arrows

**Class Features:**

**Favored Enemy:** Beginning at 1st Level, you have significant experience studying, tracking, hunting, and 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 two races of Humanoid (such as Gnolls and 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 and 14th level. As you gain levels, your choices should reflect the types of Monsters you have encountered on your Adventures.

**Natural Explorer: Y**ou are particularly familiar with one type of natural Environment and are adept at traveling and surviving in such regions. Choose one 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 are using a skill that you're proficient in.  
While traveling for an hour or more in your favored terrain, you gain the following benefits:

Difficult terrain doesn't slow your group's Travel.

Your group can't become lost except by magical means.

Even when you are engaged in another Activity While Traveling (such as foraging, navigating, or tracking), you remain alert to danger.

If you are 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, and how long ago they passed through the area.

You choose additional favored terrain types at 6th and 10th level.

**Class: Rogue**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: Light Armor

Weapons: Simple Weapons, hand crossbow, longsword, rapiers, shortsword

Tools: Thieves’ Tools

Saving Throws: Dexterity, Intelligence

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

**Equipment:**

(a) Rapier or (b) Shortsword

(a) Shortbow and Quiver of 20 Arrows or (b) Shortsword

(a) Burglar’s Pack, (b) Dungeoneer’s Pack, or (c) Explorer’s Pack

Leather Armor

Two Daggers

Thieves'’ Tools

**Class Features:**

**Expertise:** At 1st Level, choose two of your skill Proficiencies, or one of your skill Proficiencies and your proficiency with Thieves' 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 two more of your Proficiencies (in Skills or with thieves' tools) to gain this benefit**.**

**Sneak Attack:** Beginning at 1st Level, you know how to strike subtly and 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 feet 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 gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

**Thieves’ Cant:** During your rogue Training you learned thieves' cant, a Secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a Message than it does to speak the same idea plainly.  
In addition, you understand a set of Secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a Safe House for thieves on the run.

**Class: Sorcerer**

**Hit Points:**

Hit Dice: 1d6 per level

Hit Points: 6 + CON mod

**Proficiencies:**

Armor: None

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

Tools: None

Saving Throws: Constitution, Charisma

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

**Equipment:**

(a) Light Crossbow and 20 Bolts or (b) any simple weapon

(a) Component Pouch or (b) Arcane Focus

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

Two Daggers

**Class Features:**

**Spellcasting:** An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with Arcane Magic. This font of magic, whatever its Origin, fuels your Spells. See chapter 10 for the general rules of Spellcasting and chapter 11 for the Sorcerer spell list.  
  
**Cantrips:** At 1st Level, you know four Cantrips of your choice from the Sorcerer spell list. You learn an additional Sorcerer cantrip of your choice at 4th Level and another at 10th level.  
  
**Spell Slots:** The Sorcerer table shows how many Spell Slots you have to cast your Spells of 1st Level and higher. To cast one of these Sorcerer 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.  
For example, if you know the 1st-level spell Burning Hands and have a 1st-level and a 2nd-level spell slot available, you can cast Burning Hands using either slot.  
  
**Spells Known of 1st Level and Higher:** You know two 1st-level Spells of your choice from the Sorcerer spell list.  
You learn an additional Sorcerer spell of your choice at each level except 12th, 14th, 16th, 18th, 19th, and 20th. Each of these Spells must be of a level for which you have Spell Slots. For instance, when you reach 3rd Level in this class, you can learn one new spell of 1st or 2nd Level.  
Additionally, when you gain a level in this class, you can choose one of the Sorcerer Spells you know and replace it with another spell from the Sorcerer spell list, which also must be of a level for which you have Spell Slots.  
  
**Spellcasting Ability:** Charisma is your Spellcasting Ability for your Sorcerer Spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your Spellcasting Ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Sorcerer spell you cast and when Making an Attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Charisma modifier  
**Spell Attack modifier** = your Proficiency Bonus + your 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, such as Draconic Bloodline.

**Class: Warlock**

**Hit Points:**

Hit Dice: 1d8 per level

Hit Points: 8 + CON mod

**Proficiencies:**

Armor: Light Armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Wisdom, Charisma

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

**Equipment:**

(a) Light Crossbow and 20 Bolts or (b) any simple weapon

(a) Component Pouch or (b) Arcane Focus

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

Leather Armor

Any Simple Weapon

Two Daggers

**Class Features:**

**Otherworldly Patron:** At 1st Level, you have struck a bargain with an otherworldly being of your choice, such as The Fiend. Your choice grants you features at 1st Level and again at 6th, 10th, and 14th level.

**Pact Magic:** Your arcane Research and the magic bestowed on you by your patron have given you facility with Spells. See chapter 10 for the general rules of Spellcasting and chapter 11 for the Warlock spell list.  
  
**Cantrips:** You know two Cantrips of your choice from the Warlock spell list. You learn additional Warlock Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Warlock table.  
  
**Spell Slots:** The Warlock table shows how many Spell Slots you have. The table also shows what the level of those slots is; all of your Spell Slots are the same level. To cast one of your Warlock Spells of 1st Level or higher, you must expend a spell slot. You regain all expended Spell Slots when you finish a short or Long Rest.  
For example, when you are 5th Level, you have two 3rd-level Spell Slots. To cast the 1st-level spell Thunderwave, you must spend one of those slots, and you cast it as a 3rd-level spell.  
  
**Spells Known of 1st Level and Higher:** At 1st Level, you know two 1st-level Spells of your choice from the Warlock spell list.  
You learn a new Warlock spell every time you gain a level from 2 through 9, as well as at level 19. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new Warlock spell, which can be 1st, 2nd, or 3rd Level.  
Additionally, when you gain a level in this class, you can choose one of the Warlock Spells you know and replace it with another spell from the Warlock spell list, which also must be of a level for which you have Spell Slots.  
  
**Spellcasting Ability:** Charisma is your Spellcasting Ability for your Warlock Spells, so you use your Charisma whenever a spell refers to your Spellcasting Ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Warlock spell you cast and 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.

**Class: Wizard**

**Hit Points:**

Hit Dice: 1d6 per level

Hit Points: 6 + CON mod

**Proficiencies:**

Armor: None

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

Tools: None

Saving Throws: Intelligence, Wisdom

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

**Equipment:**

(a) Quarterstaff or (b) Dagger

(a) Component Pouch or (b) Arcane Focus

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

Spellbook

**Class Features:**

**Spellcasting:** As a student of Arcane Magic, you have a Spellbook containing Spells that show the first glimmerings of your true power.  
  
**Cantrips:** At 1st Level, you know three Cantrips of your choice from the Wizard spell list. You learn additional Wizard Cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wizard table.  
  
**Spellbook:** At 1st Level, you have a Spellbook containing six 1st-level Wizard Spells of your choice. Your Spellbook is the repository of the Wizard Spells you know, except your Cantrips, which are fixed in your mind.  
  
**Preparing and Casting Spells:** The Wizard table shows how many Spell Slots you have to cast your Spells of 1st Level and 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.  
You prepare the list of Wizard Spells that are available for you to cast. To do so, choose a number of Wizard Spells from your Spellbook equal to your Intelligencemodifier + your Wizard level (minimum of one spell). The Spells must be of a level for which you have Spell Slots.  
For example, if you're a 3rd-level Wizard, you have four 1st-level and two 2nd-level Spell Slots. With an Intelligence of 16, your list of prepared Spells can include six Spells of 1st or 2nd Level, in any combination, chosen from your Spellbook. If you prepare the 1st-level spell Magic Missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared Spells.  
You can change your list of prepared Spells when you finish a Long Rest. Preparing a new list of Wizard Spells requires time spent studying your Spellbookand memorizing the incantations and gestures you must make to cast the spell: 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 and memorization. You use your Intelligence whenever a spell refers to your Spellcasting Ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Wizard spell you cast and when Making an Attack roll with one.

**Spell save DC** = 8 + your Proficiency Bonus + your Intelligence modifier  
**Spell Attack modifier** = your Proficiency Bonus + your Intelligence modifier

**Ritual Casting:** You can cast a Wizard spell as a ritual if that spell has the ritual tag and you have the spell in your Spellbook. You don't need to have the spell prepared.  
  
**Spellcasting Focus:** You can use an arcane focus as a Spellcasting focus for your Wizard Spells.

**Learning Spells of 1st Level and Higher:** Each time you gain a Wizard level, you can add two Wizard Spells of your choice to your Spellbook for free. Each of these Spells must be of a level for which you have Spell Slots, as shown on the Wizard table. On your Adventures, you might find other Spells that you can add to your Spellbook (see “Your Spellbook”).

**Arcane Recovery:** You have learned to regain some of your magical energy by studying your Spellbook. Once per day when you finish a Short Rest, you can choose expended Spell Slots to recover. The Spell Slots can have a combined level that is equal to or less than half your Wizard level (rounded up), and none of the slots can be 6th level or higher.  
For example, if you’re a 4th-level Wizard, you can recover up to two levels worth of Spell Slots. You can recover either a 2nd-level spell slot or two 1st-level Spell Slots.

**Cleric Domains:**

**Knowledge Domain:**

**Spells:** *Command, Identify*

**Blessings of Knowledge:** At 1st level, you learn two languages of your choice. You also become proficient in your choice of two of the following skills: Arcana, History, Nature, or Religion. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

**Life Domain:**

**Spells:** *Bless, Cure Wounds*

**Proficiency:** Heavy Armor

**Disciple of Life:** Also starting at 1st Level, your Healing Spells are more effective. Whenever you use a spell of 1st Level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell’s level.

**Light Domain:**

**Spells:** *Burning hands, Faerie fire*

**Bonus Cantrip:** Gain the *light* cantrip if you don’t already know it

**Warding Flame:** Also at 1st level, you can interpose divine light between yourself and an attacking enemy. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction of impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can’t be blinded is immune to this feature. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

**Nature Domain:**

**Spells:** *Animal friendship, Speak with animals*

**Proficiency:** Heavy Armor

**Acolyte of Nature:** At 1st level, you learn one druid cantrip of your choice. You also gain proficiency in one of the following skills of your choice: Animal Handling, Nature, Survival.

**Tempest Domain:**

**Spells:** *Fog cloud, Thunderwave*

**Proficiency:** Martial Weapons, Heavy Armor

**Wrath of the Storm:** Also at 1st level, you can thunderously rebuke attackers. When a creature within 5 feet of you can see hits you with an attack, you can use your reaction to cause the creature to make a Dexterity saving throw. The creature takes 2d8 lightning or thunder damage (your choice) on a failed saving throw, and half as much damage on a successful one. You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

**Trickery Domain:**

**Spells:** *Charm person, Disguise self*

**Blessing of the Trickster:** Starting when you choose this domain at 1st level, you can use your action to touch a willing creature other than yourself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until you use this feature again.

**War Domain**

**Spells:** *Divine Favor, Shield of Faith*

**Proficiency:** Martial Weapons, Heavy Armor

**War Priest:** From 1st level, your god delivers bolts of inspiration to you while you are engaged in battle. When you use the attack action, you can make one weapon attack as a bonus action. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) You regain all expended uses when you finish a long rest.