

Class primary stats

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A player may decide to change the default primary stat of a class if it better fits the character concept.

When replacing a primary stat, class features that use the primary stat (such as spellcasting and the barbarian's rage) instead use the new primary stat.

Class	Default primary stat	Default Saves	Optional primary stat	Optional saves
Artificer	Int	Int + Con	Cha	Cha + Con
Barbarian	Str	Str + Con	Dex	Dex + Con
Bard	Cha	Dex + Cha	-	-
Cleric	Wis	Wis + Cha	Int, Cha	Primary + mental
Druid	Wis	Int + Wis	Cha	Primary + mental
Fighter	Str	Str + Con	Dex	Dex + Con
Monk	Dex	Str + Dex	-	Dex + Wis
Paladin	Cha	Wis + Cha	Int	Primary + Wis, Primary + Str, Primary + Dex
Ranger	Wis	Str + Dex	-	Str + Wis, Dex + Wis
Rogue	Dex	Dex + Int	Str	Primary + mental
Sorcerer	Cha	Con + Cha	Wis	Primary + Con, Cha + Wis
Warlock	Cha	Wis + Cha	Int, Wis	Primary + mental
Wizard	Int	Int + Wis	Wis	-

Explanation za saveove: Optional saveovi odvojeni razmakom su opcije koje mogu biti uzete, npr sorc može uzeti bilo koju od ovih opcija:

Con + Cha (default)

Con + Wis (isključivo ako je odlucio imati Wis kao primary stat)

Cha + Wis